

DOMINIONS 4

Thrones of Ascension

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A SHORT HISTORY OF DOMINIONS

The world of Dominions took its first insecure steps in 1997 on the road to Santiago de Compostela. We had finished Conquest of Elysium, a simple yet addictive fantasy game with a great deal of Nethack-ish unfairness and a multitude of monsters (a trademark of ours). We were working on a space empire game, but decided that Master of Orion 2 had much of what we liked in such a game, so we quit that project. Then I went to France and Spain for the summer for a 1,000-mile walk. It took 72 days and I had a lot of thinking to do. Several ideas came up, including a bug war with ants, wasps and other bugs armed with cybernetics and guns. Some ideas from earlier in the spring evolved, and rudiments of Pythium, C'tis, Man and Lareaux (a conglomerate of Ulm and Marignon) came to life.

When I returned from Santiago, we began working on the bug wars, but soon got bored and decided to make a tactical fantasy game where you bought an army and pitted it against your opponent's army.

Statistics, battle mechanics, and morale are from this era. The tactical engine was much based upon board games where commanders give orders to squads. SPQR, Age of Chivalry and Warhammer Fantasy Battle were inspirational sources. Morale loss and rout is a feature in all of these. At first you monitored every single unit, but soon you only moved your commanders and told them what orders to give to what squads.

WFB gave us the idea that heroes are fun, but we didn't want heroes to be as important as they are in WFB. At that time there were no magic items, spells or monsters, apart from the hydra.

After a while, fighting was becoming boring, and if the output is boring, you quit. At this time we were inspired by VGA-Planets and decided that we wanted a strategic PBEM game with tactical battles. We started to think about how to place the tactical engine in a strategic game and still have a game that was playable by mail. Control over battles was the solution.

The move from a purely tactical to a strategic game made the world much more important. Some earlier ideas of an Ars Magica-like game of magical research and politics were remade. Random content and magical sites in the provinces would increase replayability. Mages of the Order of Hermes were replaced by competing gods. The magical and divine auras of Ars Magica gave us the idea of a dual war of armies and dominions. Mythological and historical paraphrases came naturally as I have a great interest in the history of religions.

Several nations had been thought up in the process of making the tactical engine, but they evolved and changed over time. Pythium was split into Pythium and Arcoscephale; Lareaux into Ulm and Marignon.

Magic and research were incorporated in the game. The eight paths and several dozen spells were there from the beginning, but research was strange and boring. The idea of the magic schools made research an important choice, not just a matter of how rich you were. Global enchantments were a later add-on inspired by Ars Magica and Master of Magic.

Since 1997 the game has undergone many changes, but some things are as they were in the beginning. We still have old papers from 1997 that tells us how many resources a plate cuirass costs, and what a mage should cost at a given skill level. Even though we scribbled down new stats as the numbers were

altered, the papers remained the same, until work began on Dominions 3 in 2004 and we remade the armor protection mechanics.

Dominions: Priests, Prophets and Pretenders was released 2001. It got some Usenet attention and we were glad to get some input. Bugs and imperfections were pointed out and we tried to fix most of them. After a half year or so we decided that we wanted to make a new game instead of making small changes to Dominions.

We started on several ideas, including a strange 3D version of Dominions. After a while we returned to Dominions and decided to make what is now Dominions II. Our primary goal was to remake the user interface. Much was the same, but many ideas that were difficult to incorporate into Dominions: PPP were now possible to implement. We had as much time as we wished, no schedule, and no expectations.

During Christmas 2001 I visited my parents and had some spare days. I accidentally made a board game map and system inspired by Dominions, but never managed to finish it. I still have a bunch of papers, a wooden map, and a little box filled with some hundred wood pieces that needs painting. Johan Karlsson (the programmer and co-designer) is more of a finisher than I am. We later scanned the map and used it as our first Dominions II map (The Sundering).

Dominions II was released, and we started working on the first patch. The first patch included new themes as well lots of small changes and bugfixes. The game and the community grew and we got positive feedback and inspiration from fans all over the world. Maps, mods and other contributions made by fans kept the community—as well as us—active.

New content was added in a number of patches. We still had many ideas regarding the world, the game, and the future. At first, we were content with patching the game, but after a while we decided that there were things that could not be fixed unless major changes were made to the game engine. We decided to start on a third version of Dominions.

I had plenty of ideas regarding nations and themes. The first was Oceania, an underwater nation similar to Pangaea. An early version of Oceania was included in one of the last patches for Dominions II. Sauromatia, inspired by the Scythians, Amazons and Androphags of Herodotus, and Bandar Log, a nation inspired by ancient India and Hindu myth, were two nations I had been dreaming about. Soon, the numbers of nations increased and we decided to divided the nations chronologically and alter the theme structure. Themes were replaced by three ages with somewhat different characteristics. The concept of Awakening, an old idea, was relaunched.

Then work slowed down for a while. Work, social life and other computer games ate up part of our time. We didn't have a deadline, nor any clear direction, apart from adding fun stuff and making the game more user-friendly. After a rather long period of random adding of content and bug fixes, we decided that it was time to start the beta. In February 2006, the Dominions 3 beta forum was started, and almost 7,000 posts later, Dominions 3 – The Awakening was finished.

That's about it, I think.

—Kristoffer Osterman
Sweden, summer 2006

SOME WORDS ABOUT THE CREATION OF DOMINIONS 4

After completing Dominions 3 we were a bit tired of making Dominions, so starting with Dominions 4 then was out of the question. Also, Johan got a new full-time job at Sony Ericsson then and got his programming needs fulfilled there. Many Dominions 3 patches and a long break later we got inspiration for making a new game again, but we wanted something different from our earlier projects. So we started with Trade & Taint.

Trade & Taint was just a preliminary name, but we never figured out a better one. It was a real time multiplayer online game, like a MMORPG, but not massive and with no 3d characters. The game took a lot of inspiration from Star Sonata, a great little game by the way.

The concept was to buy a party of soldiers and donkeys and then transport goods between villages, making money by buying cheap and selling where the demand was high. After a while you would be rich enough to start your own colonies and create mines there if the place is mineral-rich or maybe plant fields and sell oats. It was still an Illwinter game, so we had magic and horrors, too. When you had a colony you could create a wizard's tower and have your mages perform magic rituals, craft items, and enchant your surroundings. We had global rituals too, like meteor storms that made a meteor crash down on the world every minute or so. The meteor storms looked very apocalyptic and were devastating for everyone but the horrors. Performing magic made the world more tainted and enough taint resulted in horrors appearing. First came a few, then came some more, and finally there was an apocalypse of horrors that destroyed settlements, player colonies, and eventually the entire world.

It was, however, a bit too ambitious and it felt impossible to finish, so it got laid aside. Instead, we decided to make something easier and that was to create a modern Conquest of Elysium, because we have always enjoyed that little game. And now we had some cool horrors from Trade and Taint to put into Conquest of Elysium as well.

After Conquest of Elysium 3 was finished, working on Dominions sounded like a fun idea again, so we started to plan a Dominions 4. We had a few really major changes that we wanted to see: one was the 3D world map from Trade and Taint. Here you would get line of sight for armies and movement speed would be meters per day with exact distances between cities. Also, you would have changing terrain and line-of-sight for magic rituals. Another idea was real-time battles, with everyone moving at once and spells having different casting times. The third idea was team play with a team consisting of one god and his disciples.

Then we made a list of all the little changes we also wanted to make and it got very long. So long that we thought it was enough with that list to make a new game. So we scrapped some of the major ideas that had the potential of making Dominions 4 a worse game than its predecessor. Thus, we decided against the 3D map and the real-time battles. We have experienced a few games that got worse with their updates and we didn't want that with Dominions 4. Maybe with a Dominions 5. We kept the team play idea though, because it fits well with the current Dominions system. Also we really enjoyed the team play in the War of the Ring board game and wanted the same feeling in Dominions. For those who haven't played it, there are fixed teams: Sauron and his ally Saruman on one side, and all the good ones on the other.

When development of Dominions 4 started, the GUI system from CoE3 was imported. Then the network system, random map generation and some 3D stuff from Trade & Taint was imported too. Sprites were imported from both games, so we got some new horrors and new item pictures from Trade & Taint, where there are sprites for every mundane weapon and piece of armor in the game. Some monsters like the gelatinous cube from CoE3 were also imported. In an effort to get the sprites sorted in a more logical way as well as redrawing the ugly ones, Kristoffer decided to rearrange all the sprites in the game. So for a long time almost all nations had what looked like random sprites for its units, making it somewhat difficult to play.

Our first test game took place right after we got the team play working. Many units still looked funny and you had to tell Kristoffer that "my scout looks like an elephant with a red cross on it," to have him prioritize that.

During development a multitude of new ideas popped up. Some were small and easy to implement, others had more impact on the game. The Thrones of Ascension was one such later development that we just had to add, once we came up with the idea. Some ideas were discarded and others lie around and might be added in future patches.

Now, a bare month before release and almost 3000 posts in our beta forum, the game is working well, random sprites are quite rare and bugs tend to be easy to fix.

We hope that you find Dominions 4 entertaining, regardless of whether you are new to the series or if you are a long-time player of our games.

/Johan & Kristoffer, August 2013



A screenshot from Illwinter's unreleased Trade & Taint

A SCHOLARLY MISSIVE TO HISTORIANS AND ARCHIVISTS OF THE WORLD OF DOMINIONS

Esteemed colleagues! What you have before you is the latest in the ongoing attempt to simulate—as closely as possible—the historical, physical, metaphysical, and magical realities that underlie the Dominions universe. After much research and reflection, it has been learned that some of the previous "facts" which we all accepted as part of the world of Dominions have been shown to be erroneous. As objective truth seekers, we felt we had no choice but to revise and relearn some of the assumptions reflected in previous game mechanics. To bring you a game that is as historically accurate as can be, the following changes will become evident as soon as you enter Dominions 4:

- *Terrain in Dominions was forbidding, and travel was treacherous.* Forests, mountains, and swamp all conspired to hinder the progress of any who did not know the secret paths through them. Moving into or out of such spaces will surely slow an army's progress. This prevented kings and pretenders from communicating often with their tax collectors, who collected money based on rigid instructions.
- *Arcane learning was long and arduous.* The most knowledgeable and wise mages took much time to produce, and not all survived the training. This is now shown by the fact that it can take two full seasons to train the most powerful mages.
- *Forts were colossal projects, but engineers were crafty and resourceful.* Constructing forts takes more time and money than thought previously. However, forts could also be upgraded to some extent! Gatehouses were built to increase defense, or underground storage built to weather a siege.
- *The gods are ever fickle.* Luck once provided the chance of escaping a damaging blow half the time, as though the gods of fate were tossing coins. It seems that the gods were not so concerned with the deeds of mortals unless it came to taking a life. In such cases, three-quarters of the time, luck might provide an escape.
- *Weapons and armor were quite sophisticated, and tactics advanced.* Blunt, piercing, and slashing weapons all conferred different advantages based on the kind of armor being worn by the person or creature unfortunate enough to be hit by them. This is now accounted for in the detailed battle mechanics, which also allow troops to deploy in more historically accurate formations.
- *The land contained previously unknown seats of power.* Throughout the world, hidden in the most obscure hills and impenetrable swamps, sat powerful Thrones of Ascension. These were divine foci and a means to achieve godhood. Controlling them would confer powerful advantages.

There are many other changes. Tax collection was not as organized or sophisticated as previously thought, and thus can no longer be changed at the whim of the pretender. The discovery of relics of surprisingly advanced ships suggests that seafaring peoples could go twice as far as once thought. But the most startling discovery was the practice of discipleship, wherein several nations joined in the cause of a single pretender god, with their pretenders subordinating themselves to him, her, or it. This is the first evidence of alliances in the world of Dominions.

Dominions Random Number (DRN)

Most Dominions game mechanisms use something called the Dominions Random Number (**DRN**). When a random number is called for, the number used is actually a DRN. This is a roll of two six-sided dice (2d6) but with an additional bonus: if any individual die roll is “6,” one is subtracted, and then that die is re-rolled and added to the result. This is referred to as an “open-ended” 2d6 roll.

Example: The game calls for a DRN. Two dice are rolled and they come up 2,6. Because one of the dice was a “6,” one is subtracted from the total (making 7), and the die is rolled again. But this die is also a 6. So one is subtracted from the total (now up to 12) and a die is rolled again. It is a 4. The final result for this DRN is 16.

Note that if both original dice came up as 6, both would be re-rolled and added as above. If a die keeps coming up 6, it keeps getting re-rolled and added, which can very occasionally lead to large numbers.

Dominions has a lot of situations where something is very unlikely to happen, like a militia soldier hitting an ethereal monster. However, in the real world of Dominions, very few things are actually impossible. To model this fact as closely as can be, the Dominions Random Number was created. With it, it is always possible for such an event to occur, which would not be the case if the roll was not open-ended.

In some very few cases, there may only one six-sided die rolled. It is still open-ended, but in this case, the rules refer to it as a **drn**, in lower-case letters. An example is the dispelling of global enchantments.

Probabilities in Dominions 4

Most die rolls in Dominions 4 involve one player rolling higher than another player using the DRN system. To give players some idea of how likely something is to happen, here is a table that shows the difference between two values on the left, and the chance of *beating* that value using two open-ended dice on the right.

Difference	Chance		
		0	46%
-14	1%	1	54%
-13	1%	2	62%
-12	2%	3	70%
-11	3%	4	76%
-10	3%	5	82%
-9	5%	6	86%
-8	6%	7	89%
-7	8%	8	92%
-6	11%	9	94%
-5	14%	10	95%
-4	18%	11	97%
-3	24%	12	97%
-2	30%	13	98%
-1	38%	14	99%

What does this mean? It means that if you have a Jotun Moose Rider with attack skill 9 and your opponent has an Abyssian Infantry with defense skill 10, your chance of beating him with two open-ended dice (and thus scoring a hit) is 38%. If the values were reversed, your chance of success would be 54%. Why the seeming disjunction? Because the “zero-point” is only 46%. Remember – the table shows the chance of *beating* your opponent. Thus, if you are evenly matched, you need to roll *higher* than he or she does on the same type of dice, and thus your chances of doing so are less than even. 46%, to be exact.

Sometimes the manual will state that a given effect requires a morale check (or some other ability check) “against” some number. This is simply a way of saying that a unit’s morale (or other ability) + DRN is compared to the stated number + DRN. So if a unit has to “take a morale check against 12,” this means the unit’s morale + a DRN is compared to 12 + DRN. If the unit has a morale of 10, the chart above would indicate that the chance of this unit passing the check is 30%.



From the tomes of the lore of Dominions

The Vanir are an ancient race, born in the time of a previous Pantokrator. The first Vanir were blessed with lifespans far greater than their descendants. Two of those ancient Vanir, Vanlade and Sigrdriva, have survived and influenced much of the history of the Vanir race. Once disciples of an ancient god, they were blessed and given secrets to guard. The two of them became lovers and brought a daughter to the world. Her name was Sölvis and she had her parents' strength and beauty.

Under the tutelage of the dark and sinister god, Vanlade was given magical powers and a realm to rule. He became one of the first of the Vanadrotts, Vanir kings of great power. From Vanhalla he led his people against the Jotuns and conquered the Oak of Ages.

Sigrdriva saw her lover crowned as king and given powers and secret names, and she became jealous. She gathered her sisters and asked her god to give her his blessing. Infuriated by her arrogance, he made the female Vanir messengers of death, gifted with flight, but forever bound to this task. From this day the Valkyries would guide the dead from battlefields and bring them to the Stone Cave, Gniphålan, where all dead must pass on their way to Hel. Sigrdriva and her daughter would follow the armies of the world, bereft of freedom and choice, to guide the dead to the Underworld.

A FIRST LESSON IN DOMINIONS (TUTORIAL)

Welcome to Dominions 4, a comprehensive simulation of what we know of the world of Dominions, based on the most up-to-date Swedish research.

If you've played any so-called 4X strategy games before, you'll notice a lot of similarities. For one, there is a big world. Also, you are expected to conquer it in some way. Further, there are a lot of other nations who don't want you to do that. But the game is called Dominions for a reason, and that is that you're playing a "pretender god" with specific characteristics, and your goal is to spread your "dominion" which is essentially your religious following. Each nation is led by a pretender, and each pretender has a name, abilities, and is represented on the map. The pretender can fight. The pretender can die. The pretender can come back. The pretender can be banished forever, like Melkor was banished from Arda. The thing all these possibilities have in common is the pretender.

So when you start the game, you're going to be building a pretender first, and that pretender will go a long way towards shaping what your nation does throughout the game. We'll do exactly that here. As we do that, we'll explain basic game concepts, with references to the section of the manual where these are described in detail.

You will be playing the tutorial, which has a pre-made pretender and map all ready for you to explore. But in the spirit of explaining exactly how Dominions 4 works, we want to show you how we got there. So there is a special, optional part of the tutorial, in which we will show you how we made the pretender. If you wish to jump straight into the game, just skip to the part that says **Play now**. You will use the same pretender that we will make in the pretender-making part.

During this tutorial, you should perform all the actions that are underlined. Except that one. That was just an example. But you get the idea. The non-underlined text is an explanation.

Optional portion of tutorial, can skip

When you start the game, you'll get the opening menu where you'll find **Create A New Game**. You'll be asked to choose a map. Click on **Frosted Land**. You'll get a little screen telling you about the land of Frosted Land, on which you should click "Ok." You'll be asked to name the game. Type in a game name which you think is appropriate for this experience of the Dominions 4 universe, taking place in the Frosted Land.

It will then tell you to select an Era. Just go ahead with Early Ages which should already be selected. (Click Ok)

Now you need to choose participants. It's a tiny map, so there isn't much room. Just leave it with two players. Click on the word "Random" on the top line, next to "Human." You are changing the nation from a randomly-selected one to a specific nation in the world of Dominions.



You will get a big list. These are all the possible nations in the Early Ages. They have interesting stories. Click on the one called Machaka, Lion Kings. It's the seventh one from the top. Click Ok.

Read the story, which is an accurate representation in video game form of what actually happened in the land of Machaka in the Early Ages of the world of Dominions. If you heard differently before, it's because the newest version of Dominions contains the latest research.

When you are done reading, click Ok. You are now at the pretender screen, looking at The God of Machaka. Right now it may look like some kind of two-headed serpent, or worse. Sure, it looks fearsome, but serpents usually aren't the gods of Machaka. Click on the actual picture of the creature, there. You're now looking at the Select Physical Form screen.

Because pretenders are units in the game, they need a "body" that will represent them. Each body, or physical form, has certain characteristics. If you right-click on one, you'll get a bunch of numbers that say things like Hit Points, Attack Skill, and Move, and some weird symbols, and weapons stats. Those are fixed attributes of the pretender (although they can change if he/she/it uses magic items or cast spells on him-/her-/itself). But they are not configurable at the start. You get what you get.

You'll also get a cost. You can see this cost if you just mouse over a physical form in that first screen. That's because your pretender has some important characteristics which *are* configurable, and they make a huge difference in how a nation will play. You start with 350 points to build a pretender. Your physical form costs a certain number. Then you get to build the rest, using the remainder of your points.

Mouse over until you find the name "Lord of the Desert Sun." He is the large black guy dressed in yellow and red, holding a spear. Click on him. That's something that is more "thematic" for Machaka than a sea serpent. You don't have to play "thematically" but it can also help, such as in this case with his fire resistance, which shows up as a flame. That helps if you're casting a lot of spells in the Fire magic path.



Wait, what do you mean, "magic path?" That's those icons under Magic. They represent (left to right): Fire, Air, Water, Earth, Astral, Death, Nature, and Blood. Those are "paths of magic" and represent the different types of magical force that are needed to cast a spell. We'll talk about that later. If you just think stuff like "Fireballs need fire magic, but lightning bolts need air magic," you're on the right track.

Magic paths represent inherent magical ability. Right now our Lord of the Desert Sun comes with 2 Fire magic and 1 Nature magic. But he isn't stuck there. Left-click on the fire symbol (or the number 2) to increase the number to 8. Now go to the right and click on the tree symbol (Nature magic) and increase that to 4. Note that as you increased the numbers, new text showed up under "Bless effects." These are magical effects that benefit certain troops called "Sacred" units. Combinations of sacred units with the right bless can be devastating. The pretender also can research magic, and the more magic skill he has, the better he is at researching magic. Or casting magic spells. Or making magic items.

Let's leave our Lord at Fire 8 and Nature 4. On the line below that are his dominion and scales. Dominion starts at 3 for him, and the Heat/Cold scales are set to Heat 2 because that is Machaka's preferred climate.

Now we can add to this. Dominion is a very important number because it is the base chance of spreading the following of your pretender god to other provinces. Left-click on the candle four times to increase it to 7. Note that at the top left, we have strayed into negative territory with our design points.

That's ok, though: we have a way out. Click on the word "Dormant" in the last section of the screen, in the Imprisonment section. This will delay the entry of our pretender god to around one year after the beginning of the game. But we get 150 design points for this, and now stand at about 100 points. Let's keep going. Left-click on the hammer symbol, which is the Production scales. Left-click again. You have chosen Production 2, which as you can see gives you +4% income and +30% resources. We still have some points left, but not enough to increase another scale.

That's all for pretender creation. Hit Ok and you can name your pretender. If you just hit Ok, the game will name him for you. Hit Ok again, and you will be at the game Settings screen. If we were playing a game from here, we'd be fiddling with this. But we are not. Hit Cancel, and then hit cancel again, and hit cancel again and then hit cancel again one more time (for a total of four times). You should be out at the main screen. Click on Game Tools and click on the word "Tutorial." You can now proceed to the next section.



From the tomes of the lore of Dominions

But the ancient God of the Vanir became obsessed with the Underworld and he hungered for the powers of the dead. He hanged himself in his quest for unattainable powers. However, bound by the Laws of Death, he could not return to this world and his servants were left without guidance. With their god distant and dead, the Valkyries were once more free to live and fight where they chose.

The disciples of the dead god had watched in awe as he hanged himself. Now they did as he had done and hanged themselves from the Oak of Ages to gain his blessing and gain his powers. These hanged disciples were called Hangadrotts and they sequestered themselves in Helhalla near Gniphålan and avoided the wars with the giants in their search for power.

With the death of the ancient god, the war with the giants started to turn. Vanlade called for the Hangadrotts and the Valkyries, but they had other more urgent goals and ignored the call. The Vanadrotts of Vanheim were furious and called the Hangadrotts traitors. But the Hangadrotts and their servants didn't care, until Vanlade challenged them and captured the Oak of Ages where gifted Helkarlar were brought to be hanged and blessed with the powers of the dead god. With the aid of the Oak the threat of the giants could be thwarted.

Play now

First, you should click on Game Tools from the main menu. This will take you to the Game Tools menu. Click on Tutorial. It says you should fetch your manual. If you don't have a printed copy it might be a good idea to print one out now, or at least the tutorial section. Now click Play Tutorial. You should get a message that in the beginning there was Chaos, but now the Wheel has turned once again. This is as it should be, and you can click on Exit at the bottom. Now you will see a map. The game has begun.

Turn 1



Welcome to the Frosted Land. You should be looking at something like the above picture. Your nation is Machaka, Lion Kings. The pretender Machakus awaits your guidance. You should be looking at a screen with a fort, some arrows, and a flashing banner. That fort is your capital, and that banner is the banner of your nation, Machaka. You have control of the province of Machaka. Hit the [9] key to display the province names. They will appear on the map. You can turn them off by hitting the [9] key again.

If you look to the left of the screen, you can see your commanders, Baakir and Maulidi. Baakir is a Rhino Clan commander, with two squads of troops. You can tell because his picture has two swords next to it. Maulidi is a scout, which you don't necessarily know just from looking, but take our word for

it for now. Actually, don't. Right-click on Maulidi's icon. You will get a screen with all his stats, at the top of which it should say "Maulidi the Machaka Scout." If you look at the left side of that screen you will see some icons, including a brown cloak. Mouse over it. At the bottom of the screen you will see "Stealthy (40)." That is how he sneaks around, using stealth. Click on Exit to get back to the main screen.

You can take a look at the names of the provinces by toggling the [9] key to see the province names. Use the arrow keys to scroll around the map, and the mousewheel or [PageUp]/[PageDown] keys to zoom in and out. Does it seem like you can scroll and scroll forever? This is because Frosted Land is a wraparound map. If you go off one side or the other (or the top and bottom) you just keep wrapping around.

Where is your pretender, the mighty Machaku? If you went through the pretender creation portion of this tutorial, you will know that he is Dormant, and thus will not appear for 10-13 turns (approximately one year). This should not concern you, as you have plenty of resources to manage.

To select Maulidi, left-click on his commander icon. It should turn white. Now click on the province directly south (below) your home, which is called Jebero. You should see an arrow appear, indicating that you have given him an order to move. Note that in his commander box, below the icon, the word "Sneak" appears. Because he is a scout, and thus he is Stealthy, his default movement type is to sneak. This means he can enter enemy territory without triggering combat. Next turn we will get a report from Maulidi and have a better idea of what is around us. Then we can plan our next move.

Do you see the throne icon two provinces to the south of your home province? That is a Throne of Ascension. Control of enough of these thrones will win you the game. We need to take control of this one.

Dominions is all about spreading your dominion, or the will of your pretender god. Even though Machakus, your pretender, is not yet on the map, his dominion will spread in accordance with the presence of your home province (which is Machaka), your temples (of which you have one, in your home province, toggle the [5] key to watch it flash) and your pretender and prophet. Your pretender is dormant and not yet on the map, as we discussed before. And you don't have a prophet yet, at all. Each nation can appoint one prophet to spread the word of the pretender god. To do so, you need to give the "Become Prophet" order. Click on the word "Defend" under Baakir's icon. You now have a menu which gives you a choice of orders. Under "Sacred" you should see "Become Prophet." Click on that.

Baakir will now spend this turn becoming the prophet of Machakus. Maulidi will spend the turn sneaking south to Jebero. Are there any other things we can do? Yes. We can recruit some units.

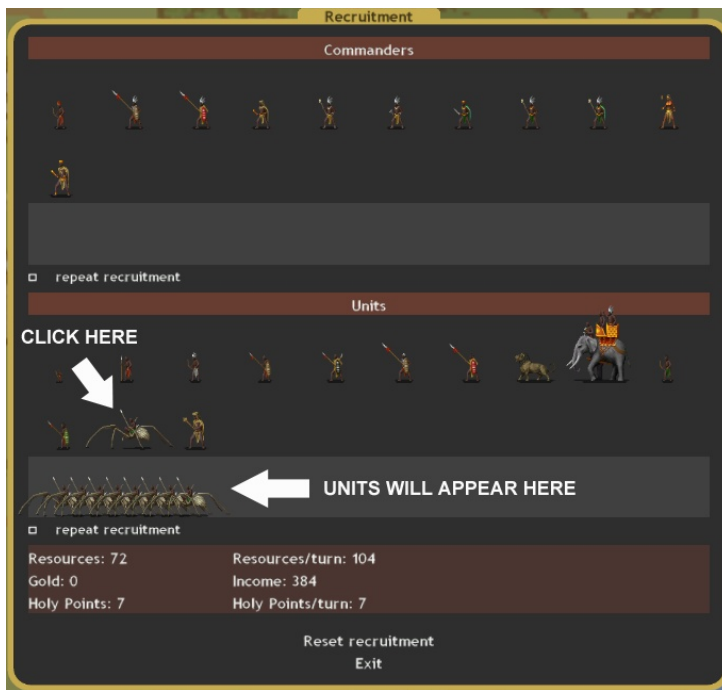
Click on the box that says "Recruit units" on the right-hand side of the screen. You will get a window that looks like this:



This is the army recruitment screen. At the top are the commanders, of which you can only recruit one per turn. At the bottom are the units, of which you can recruit many. The bottom of the screen lists your total resources, gold, and holy points. You can spend more resources than you have in a single turn, and the extra resources will simply be applied on future turns, so that if you do not have enough resources in a province to fulfill a unit's resource cost, you can pay over several turns. This is not the case with gold, though: you must have enough gold to pay for a unit in the turn it is recruited, or you will not be able to do so at all. Further note that gold is a nation-wide total, collected and spent out of a central treasury, while resources are collected and spent per province.

Because you can only recruit one commander per turn, it is often essential to recruit a commander each turn, especially mages (which we will discuss in a bit) because they can research magic and this becomes very important later in the game. However, this is a small map, and that means that armies will come into conflict long before the more powerful magic is researched. For this reason, it's important to get a big army going early. Let's spend our gold on that, then.

Left-click on the Spider Riders eight times. You will see them accumulate in the grey box above the resource/treasury/holy summary. These are the units you will receive on the next turn.



If you ever come to the conclusion that your choices have been in error, you can left-click on the units that have accumulated in the grey recruitment box, and they will be removed one by one. But don't do that now. We need all eight.

So there we are: we have recruited reinforcements for our army, we have sent our scout out to get reconnaissance, and we have appointed a prophet. Nothing to do now but hit [Esc] to exit the recruitment screen, then hit "End Turn."

Turn 2

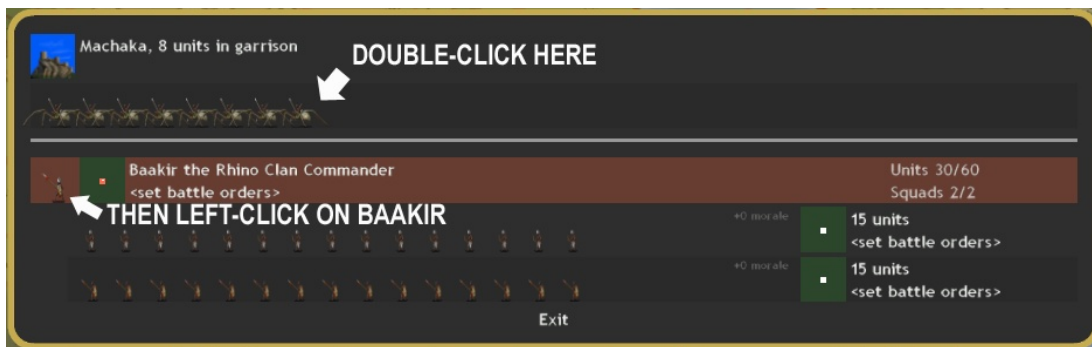
After the turn processes, you will get another message screen. This informs you of important events in the game, but for now, just hit "Exit" and go to the main map screen. You may already be there. Your scout should be gone since he is no longer in this province.

Let's see what our scout has learned. Right-click on the province of Jebero, one to the south of Machaka. You can see Maulidi's icon to the left. He is hiding (showing "Hide" as his current order) because he is a stealthy unit in an enemy province. Above him, you can see his scouting report. Light cavalry, militia, and heavy cavalry. The most numerous unit is the light cavalry, which we can tell because the icon in the province shows them. We should probably leave Jebero alone for now. But now right-click on the province immediately to the east of Machaka, called Duvan. There is a scouting report there as well, because it is adjacent to one of our territories. We do not have a scout there, so our scouting report will be less accurate. But it only shows militia, light infantry, and heavy infantry. That's much more manageable. Let's attack them.

You now have eight Spider Riders to add to your army, which you recruited last turn. Right-click on Machaka again. Click on the Army setup button on the right-hand side of the screen. You should see your Spider Riders at the top, in what is called the garrison box. This is because all units not assigned to a commander will appear here.

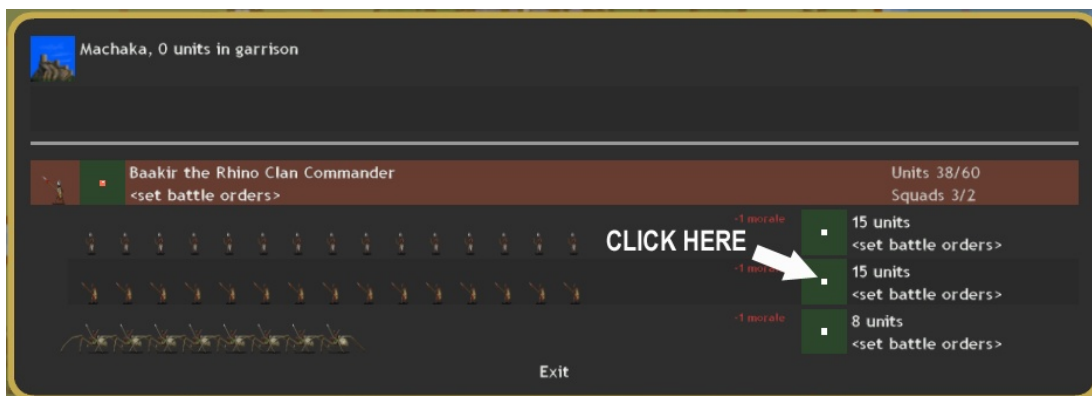
Below that you can see Baakir the Rhino Clan Commander. He can command up to 60 units (a hard limit) in two squads (a soft limit). You can see that information at the right of the orange bar. Below him are his two squads: Bird Clan archers and Machaka warriors. These are very basic units.

Double-click on one of the spider riders. Double-clicking selects all units of that type in that box. It can be useful for sorting out units that become mixed up after routing. Now that they are all selected, left-click on Baakir.

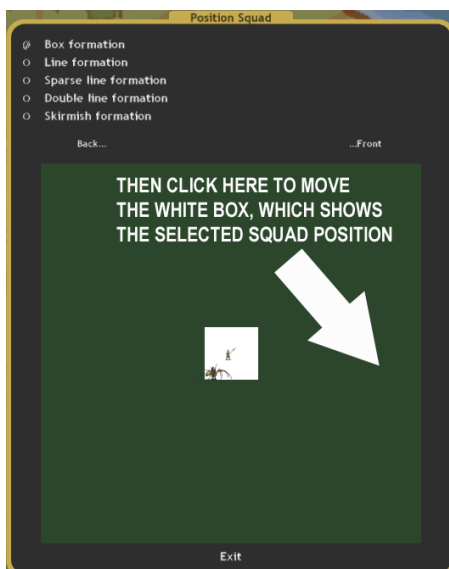


You have just added a squad to Baakir's command. But wait, why does it say "-1 morale" next to each squad? If you mouse over that, you'll find that Baakir can only command two squads without penalty. So adding a third squad penalizes everybody. That's ok for now, though. We should still be able to defeat the militia. If you want to find out these sorts of things in advance, just right-click on the commander in the recruitment window, and left-click on his or her Leadership stat. It will tell you how many units and squads can be commanded without penalty.

Before we move out to attack, let's arrange our units using the Position squads screen. Left-click on the small white box inside the larger green box, which will open the Position squads screen.

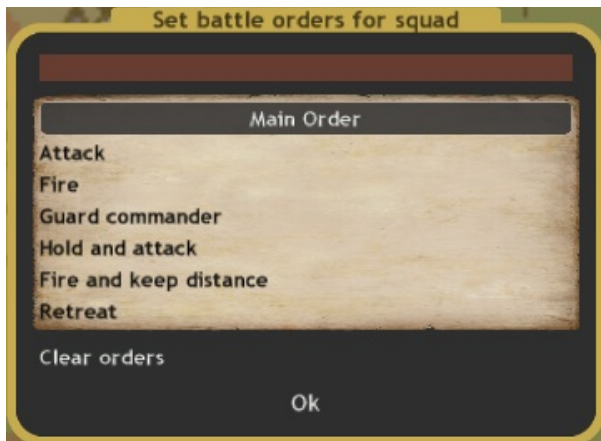


Click at the far right of the box. The white box, which shows the selected squad's position, will move. The front and back are shown, with front to the right.



Clicking on the green position box in the **Army setup** screen (above) gets you to that squad's **Position Squad** box (shown at left). Clicking anywhere in this box moves the white box that represents the position of the squad on the battlefield. Unit icons in the lower left of the boxes help you keep track of which squad is which. For example, when you move the Machaka warriors to the front, you will still see some orange boxes in the middle of the screen. Those are the other squads, still in their default position in the middle of the battle setup. You have now positioned your foot soldiers (the Machaka warriors) in front. You will want to keep the archers back, to fire. You should moves the spider riders to the front right, so they do not run into the Machaka warriors when they are advancing into combat. Once you have positioned the Machaka

warriors at the front center, click Exit at the bottom of the screen. You will be at the Army setup screen again. Click on the green box for the squad of spider riders. You will get the Position Squad box again. Click in the lower right of the green field, to position the spider riders. Imagine the setup facing right, with the Machaka warriors in the front center and the spider riders at front right. The Bird Clan archers (top squad) can stay in the middle. They are archers and we don't want to move them too far to the front since they are vulnerable there. Instead, let's give them some orders. Click exit to close the spider riders squad box and then click on the words <set battle orders> next to the Bird Clan archers, and you will see this:



Click on the words "Fire and keep distance." You will get another box labeled "Preferred target." Click on "closest enemy." Now you will see the words "Fire closest and keep distance" at the top of that menu. Click Ok.

We also want to give the Machaka warriors (middle squad) some orders. Click on the words <set battle orders> next to their squad, and then click on "Hold and attack." We want the infantry to wait while the archers do some damage, since we are expecting to face lightly armored militia and light infantry. Then the warriors

can engage. Now click on "closest enemy" in the preferred target box, and click Ok.

Click on Exit to get to the map screen.

To give Baakir the order to attack Duvan, left-click on his commander icon, and then left-click on the province of Duvan to the east. He and his army are on the move! We will find out what happens next turn.

Because we are not strong enough to attack Jebero, we should investigate the province of Umbro which is directly south of Duvan, since we are headed that way. Right-click on Jebero to select it, and then left-click on Maulidi's icon and left-click on Umbro, which is the province to the southeast of Jebero. (Again, you can toggle the [9] key to see province names.) We are now sneaking our scout ahead of our army for better recon.

We have one thing left to do, and that is recruit units. Right-click on the province of Machaka to select it, and left-click on the Recruit units button (or hit the [r] key). We'd like to recruit a Lion King commander, but that costs 350 gold and we don't have enough. But we do want a mage of some sort. At the far right of the top row is the Lion Queen. Left-click on her. She is slow to recruit, which means it takes two turns.

That's all for this turn. The screen should look something like this:

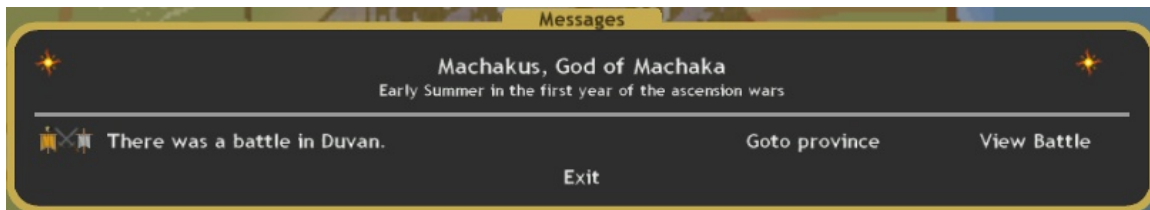


The grey arrow denotes that the commander is sneaking. The darker arrow denotes that the commander is moving. There is nothing left to do.

Hit End turn.

Turn 3

You should see a message saying that there was a battle in Duvan.



If you click on the words "There was a battle in Duvan" you will get a battle summary showing exactly who fought and was killed. If you click on the words "View Battle" you will see the actual battle replay. Click on View Battle and see what happened. You won, but what happened is instructive, and you will learn lessons about how the different units interact by doing so. Note how friendly units can be hit by errant missiles. Also, observe your spider riders throwing nets to ensnare enemy units. Your commander Baakir is a prophet, and thus a level 3 priest. He was casting spells like Sermon of Courage (to increase his squads' morale) and Smite (which does direct damage to enemy units). You can hit the

[Spacebar] to pause/restart the battle replay, or use any of the controls in the upper right corner. You can right-click on any unit (friendly or enemy) to learn more about it, its stats, or how much damage it has suffered to that point. Try it. When you are done you can hit the [q] key to exit.

All together, you easily handled the independent forces. So what's next?

Observe the scouting report from the province of Umbro by right-clicking on that province. It should say that there are some Atlantian militia and shamblers in the province. That is great, because those units are lightly armored and have low morale. They should be easy to defeat.

But there is another, more important fact that now reveals itself: there are Atlantians in Umbro, which means that you can probably recruit them there into your armies once you conquer the province. And because Atlantians are amphibious, that gives you a way of getting into the water, where you can see a Throne of Ascension lies just to your southeast. Better take Umbro!

Right-click on Duvan, where you won the battle, and left-click on your commander Baakir to select him. Left-click on the province of Umbro to the south, and Baakir will be ordered to move there with his army. The same tactics that worked for you in Duvan should work in Umbro, because your opponents weaknesses (low protection and low morale) are the same.

Right-click on your fortress home of Machaka, and hit [r] to recruit more units. Unfortunately, you cannot get any more commanders this turn, because you have a slow-building commander you recruited last turn. (You can still click on a commander to queue him or her up, but it will be greyed out because only one commander can be recruited per turn, and you will be getting one next turn already.) You can still recruit units, though. Go ahead and recruit a bunch of Rhino Clan Warriors. They have much better protection than your Machaka warriors, and can be used to stiffen their ranks as you probably will not have many left once the battle in Umbro is over. They are cheaper than the Lion Clan Warriors for only marginally lower morale, and this will save us some gold for next turn. We will need it.

Send your scout Maulidi to the province of Sonria where the Throne of Ascension is by right-clicking on Umbro and then left-clicking on his icon and left-clicking on Sonria, to the immediate west. Go ahead and hit End turn.

Turn 4

How did that go? Pretty well, probably. You can watch the battle replay to see exactly what happened, but a combination of Smites and arrows probably thinned out the enemy as they approached, and they were soon running for their lives. You might have seen some of your Machaka warriors with green numbers flashing above them. That's because they were poisoned by the coral spears of the Atlantian militia, which have a weak poison. You can learn this by pausing the battle replay, clicking on the units, and then clicking on the words "coral spear" which will show you its attributes. Sometimes a unit can survive a battle but die of poison later (before the new turn starts). You're probably down a few Machaka warriors at this point.

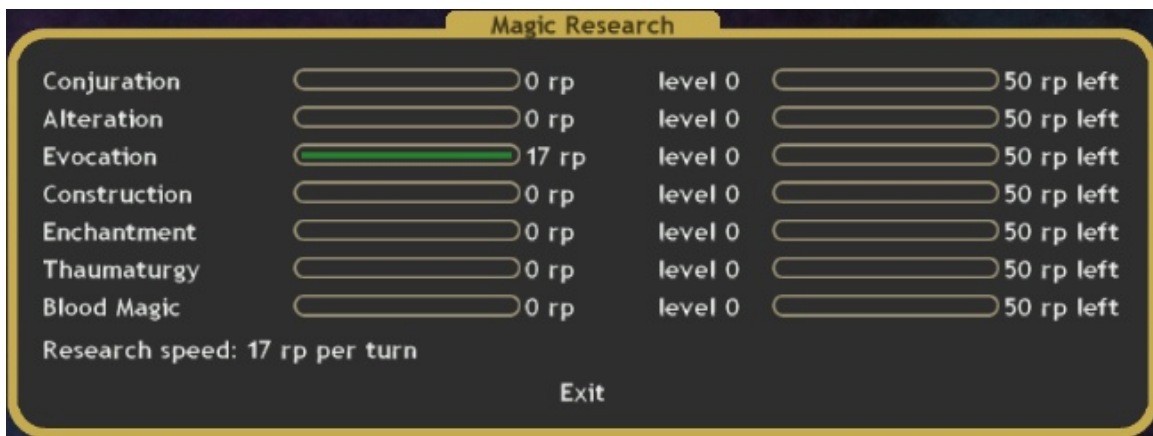
Right-click on your home province of Machaka. You should have a brand-new commander there, a Lion Queen. Right-click on her commander icon on the left side of the screen. If you mouse over her list of icons, you'll learn that she is a powerful mage. She is especially good in Fire magic, which can be

important on the battlefield. But she doesn't know many spells right now. So we should do something about that.

Left-click on the word "Defend" under her icon and choose "Research." You have set her to research. But what?

Left-click on the Research button on the right, or just hit the [F5] key. Those are all the schools of magic. Left-click on Evocation. If you scroll down this list, you see many spells which require the Fire magic path. Paths and schools are related. You research a particular school, so that once you finish researching, say, Evocation 3, you will have knowledge of every spell in the Evocation school up to level 3. But being able to cast those spells is a different story. For example, Freezing Touch is an Evocation 0 (level 0 in Evocation) spell. But it requires Water 1 to cast. And Machaka has no water mages, because none of their recruitable mages have water magic, and neither does the pretender we built. So you would never be able to cast that spell, unless you somehow got a mage with water magic. This could be done through Empowerment, in which you spent a bunch of magic water gems (more on gems later). But for now, you should concentrate on spells requiring paths you do know, such as fire, earth, and water.

Hit [Esc] to go back to the research screen, and click on the bar next to Evocation until it looks like this.



You can click on the other bars to see how research is assigned, but at the end, leave it with everything assigned to Evocation. You will need 50 points to research level 1.

Now right-click on Sonria to get Maulidi's scouting report. Militias, heavy cavalry, and light cavalry. The heavy cavalry could be a problem: fast, armored, and with decent morale. We're probably going to need some reinforcements before taking them on. So let's look at our dominion situation.

You should see some white candles sprinkled around the map. That is your dominion. You chose Production 2 and Growth 1, so it is possible that some of these scales have spread as well. Your preferred Heat is 2, and that is likely also spreading. From where does it spread? From three things currently on the map: your home province, your prophet, and any temples you have. You currently only have one temple: the one you started with in your home province. So let's build another.

Right-click on Umbro, where you just defeated the Atlantians. Your prophet is there. Temples can only be built by priests (and labs only built by mages) so while you don't need the high-level priest ability of

your prophet to build a temple, you do need at least a level 1 priest. Your prophet satisfies this criterion, so left-click on the word "Defend" under his icon and click on "construct building" at the bottom. Then click on "Temple" at the bottom of the next menu. Baakir is now constructing a temple. A total of 400 gold has been subtracted from your treasury.

Right-click again on the home province of Machaka and hit the [r] key to recruit some units. It would be nice to get some more mages, but something you should notice is that a couple of them, namely the Hyena Clan witch doctor and the Bouda, have the Heretic icon, meaning they actually decrease your dominion in the provinces they occupy. This means that if you are going to use them, you need to build up your dominion with temples. Both units have additional drawbacks: the Hyena Clan witch doctor has the Old Age attribute, and the Bouda causes unrest in provinces it occupies. For now, just recruit some more Rhino Clan warriors to fill out the ranks. Then hit [Esc] and hit End turn.

Turn 5

Now you have a second temple spreading dominion. Right-click on Umbro and hit [r]. See the recruitable Atlantians? Those units will become your amphibious army to take over the seas. For now, we need to figure out how to deal with the units in Sonria. Hit [Esc]. Left-click on Baakir and left-click on Machaka. We are sending Baakir home for now.

Right-click on Machaka (you should be good at that by now) and hit [r]. One counter to heavily armored units is the Trample ability. This is the ability to run over smaller units, and is effective against armor because Protection is halved. So, the question is, do we have any units that can Trample? We do. They are called war elephants.

War elephants are expensive, costing 100 gold each. But they are bigger than horses, and thus can trample cavalry. Recruit as many as you can afford this turn by left-clicking on them. Perfect. Now hit End turn.

Turn 6

We've conquered several provinces so far. However, our army has returned home, and those provinces are defenseless. One thing we can do to fix that is to buy province defense. We should definitely have province defense in Umbro, where our new temple is. Right-click on Umbro, and click on the word "Defence" in the Province Info box at the top of the screen. Another window should open. Click on the up arrow, or use the [UpArrow] key until you see 15 province defense. This should give you both reducing in unrest in that province of 1 per turn, as well as a nominal patrol strength, which is used to detect stealthy units in your province. Note that the units forming your province defense are the same units that are recruitable there: Atlantian militia and shamblers. The overall commander is a Lion Clan commander, because Machaka is in command there.

Meanwhile, back at the fort (right-click on Machaka), we have some brand new elephants. But creating a fourth squad under Baakir's command will cost each squad a -2 morale penalty, and that's harsh. Instead, let's transfer the spiders and the elephants to our Lion Queen's command. Hit [t] for Army setup, and transfer all the Rhino Clan warriors you recruited to Baakir by double-clicking on them in the garrison area and clicking on the squad with the Machaka warriors: they will be added. Do the same to your elephants, except after double-clicking on one of them, left-click directly on the Lion Queen in

order to form a new squad. After transferring all the elephants to your Lion Queen (who might have a different name than the one shown here), double-click on one of the spiders and click on the Queen again. Another squad will be formed. In the end, you should have something that looks like this.



Note that you should probably use the Position squad screen to move the elephants off to the left (the top of the box). The reason for this is that if the elephants rout, they will head for the rear and run over anything in their way. So your own troops may be trampled by fleeing elephants! You don't want that to happen.

Once you have everyone arranged just so, left-click on Baakir and send him south to Jebero. Then do the same for your Lion Queen. Before ending the turn, hit [r] and recruit a Spider Clan Sorcerer. Then hit End turn.

Turn 7

Did you win? You should have. If you watch the battle, you'll probably see your Lion Queen casting fire spells, and your spiders casting webs, and your elephants running over things. And now you control Jebero and are poised to attack Sonria and claim a Throne of Ascension.

You also probably have a pretty decent amount of gold. Now is the time to start thinking about what to do next. You need to eventually mobilize an underwater army, so you should probably get started. Right-click on Umbro, hit [r], and recruit one shambler chief and as many shamblers as you can afford. You will probably need to recruit more shambler chiefs in the coming turns because you will likely recruit lots of shambler and Atlantian militia, and each chief can only lead 55 troops.

There isn't much to do now except make sure all of your troops are in the appropriate squads, right-click on Jebero, left-click on each commander in turn and send them south to Sonria. Good luck!

Turn 8

Did you win? I'll bet you did! Congratulations. You have captured a province with a Throne of Ascension, and are poised to claim it. To do so, right-click on the province, left-click on your prophet

Baakir, and click on the word "Defend" under his icon. Change his order to "Claim Throne of Ascension." Now left-click on your Lion Queen and order her to "search for magic sites."

Magic sites are locations that provide benefits like magic gems, or the ability to recruit certain monsters. If you right-click on Machaka, and look along the right side of the screen near the bottom, you will see two such sites present there. One is the Forest of Spider, which provides two nature gems and one death gem per turn and allows the recruitment of the Spider Clan units, and Great Mababwe, which provides two earth gems and one fire gem per turn, and enables the recruitment of the Lion Clan units. If you built a fort elsewhere on the map, it will allow you to recruit many of the units you can recruit in Machaka, but not these, because these require those magic sites.

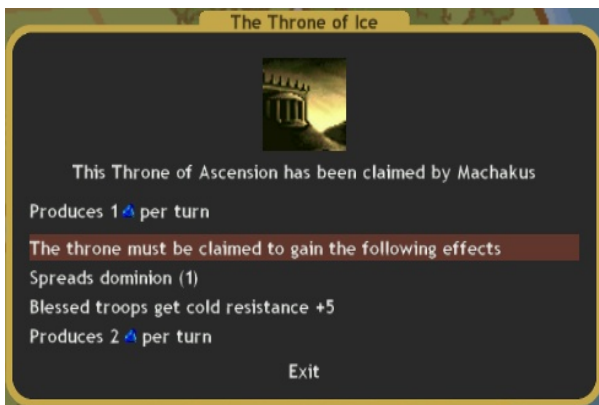
This would be a good turn to recruit your most powerful mage, the Lion King, in Machaka. Right-click on Machaka, hit [r], and left-click on the Lion King. He is the one all by himself in the second row of commanders.

One more thing to do. Your scout is sitting in Sonria, watching the aftermath of battle from his hiding place. Send him out to scout! Right-click on Sonria, left-click on Maulidi, and send him somewhere new.

That should do it. Hit End turn.

Turn 9

How did that go? Did you claim the Throne of Ice? Because that is now acting to spread your dominion just like a temple. More importantly, if you right-click on Sonria and then left-click on the Throne of Ice button on the right side at the bottom, you will see this:



Now that the throne is claimed, it is spreading dominion like a temple, you get an extra Bless effect, and you are also getting two water gems per turn. That last part is actually huge, because if you gather enough water gems, you can empower one of your mages to Water 1 (magic) and craft a magic item that allows traveling underwater. You can then give this item to your prophet, and he can lead the Atlantian army to claim the Throne of Ascension that lies underwater! That's the kind of planning it sometimes takes to win in Dominions. And the fortuitous discovery of a Throne

of Ice. Now click Exit, left-click on Baakir, and left-click on Machaka. He needs to go home, too.

Your mage in Machaka should now start researching the Construction school so that someone will be able to craft a Ring of Water Breathing, which is a Lesser Magical Item and thus requires Construction 2. Right-click on Machaka and set your mage there to Research, and then click on the Research button on the right (or hit [F5]) and click at the far end of the bar next to Construction to make sure all the points go into that.

Now is the time to take stock. There is another Throne of Ascension only two provinces away from Machaka to the northwest. There is one enemy AI playing against you, so if you haven't run into him so far, he must be up that way. The map isn't that big. What worked before should work now, so go ahead and recruit some more spiders and elephants, build up those squads, and get ready to send Baakir and the Lion Queen to grab that second throne.

One thing we haven't talked much about is magic gems. These are used to forge items and cast spells, and can be used to Empower mages in new (or existing) paths of magic. Furthermore, if you don't have the one you want, you can do something about it. Sort of.

Right-click on Machaka, choose a mage there, and left-click on his or her orders (defend, research, whatever). Choose "Alchemy" under the Magic section. You will see this screen.



That is the alchemy window that will let you change gems of any sort into astral gems, and then astral gems into gems of any type. The drawback is that it costs 2:1 gems to go either way. So if you want to make nature gems (the green ones you have a lot of) into water gems, it will cost you 4 nature for every 1 water. To do it, find the gem type you want, and either click on the astral gem (looks like a pearl) to turn things into astral gems, and then find the water gems and click on those directly. You will eventually have enough to complete this plan.

But before then, you will probably have taken the second Throne of Ascension. Remember to claim it with your prophet. Keep recruiting shambler chief and Atlantian militia, and once you have a hundred or more, form them up and head for the province of Baptizer to take on the tritons there.

There are plenty of other things to explore in Dominions 4. There are different battle formations you can try in the Position squad screen. There are summoned monsters of incredible power to be gain by summoning spells. Eventually your pretender will arrive. And there are hundreds of spells to explore and experiment with. A tutorial which tried to teach you everything about Dominions could go on for another twenty volumes or more. We're going to leave it at this, and let you explore the various elements of the game. There are so many aspects to the game of Dominions that you can easily stay busy as long as you choose do so. We hope that throughout this time, you're enjoying it. We've gone to great lengths to make as much information possible in this manual, so make sure to read through it for explanations of what really happens in the world of Dominions. Remember that you can always find answers at <http://www.desura.com/games/dominions-4-thrones-of-ascensions/forum> in the Dominions 4 forums. We look forward to seeing you there.

INTERFACE

STARTING A GAME

Game creation and game playing in Dominions 4 are separate things. In order to start a new game, you must create it under **Create a New Game**. When you return to a game you have already created after the first time you play it, you choose **Play an Existing Game**.

Creating a pretender is an involved process (see The Pretender) but once you have done so, your pretender for that nation is stored and available for new games. The game will store multiple pretendors for each nation, and the order in which you created them corresponds to the order (top to bottom) in which they appear when you get to the **Load Pretender God** screen.

Note: *Pretenders created “on-the-fly” in the Create New Game process are not saved. They function for that game only.* The only way to save a pretender build for later use is to go through the Game Tools from the main menu and choose Create Pretender God. That will create a pretender and save it to the /dominions4/savedgames/newlords folder. So if you have a good idea while whipping up a pretender during game creation, remember it or write it down and then go back and make it using Game Tools!

This manual will introduce you to the various game elements before systematically explaining pretender creation. If you're completely new to the game, *we strongly recommend that you play the tutorial*. This will put you in command of the nation of Machaka and walk you through all the basic aspects of gameplay. It uses a pre-made pretender. For now, this guide will explain how to create and play games without giving specific details of pretender creation until all the game aspects have been introduced. It is difficult to explain the details of pretender creation before you know what magic is, what bless effects are, and what it means for something to be a sacred unit. If you want to try pretender creation anyway, see the chapter on Pretenders which explains the relevant concepts.

Creating a new game



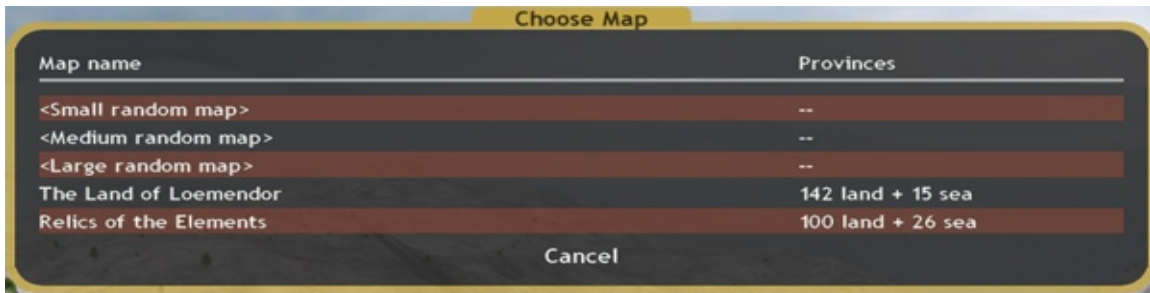
To create a new game, click on **Create a New Game** in the opening menu screen. You'll be asked to choose a map, which can be a pre-made map or a randomly created one. The map will be generated once you have made all your choices for the game. The next step is to give the game a name. This generates a folder with this name in saved games folder so you can find the files easily. You can access this from the **Game Tools** menu under **Other** → **Open User Data Directory**.

You can start playing the game immediately from the creation menu, which makes it faster than the system in previous Dominions games. Once a game has been created and you have quit out of it for some reason, you can play it again by choosing **Play an Existing Game** from the same menu, and selecting the appropriate one.

Choosing an Age

The next choice will be whether to play in the **Early**, **Middle**, or **Late Ages**. This determines the nations available. In general, Early Age nations have weaker troops and stronger mages.

Choosing participants



Once you have selected an age, you can select the nation you and the AI player(s) will represent. The default is “Random” which will choose from the available list of nations. You can choose a specific nation by clicking on the word “Random” which will open a window listing the available nations for that Age. Then click on the nation you desire. Nations cannot be duplicated – there can only be one of each in a given game. You can also set the AI players to specific nations in the same way. To add another player (either AI or human), click on “Add new player.” To remove a player from the game, click on the name of the nation (or on “Random” if you have not set a nation) and click on the word “None” at the bottom of the list of nations.

Once you have selected your nation and the other nations (random or otherwise), you need to either create a pretender or choose one from your available pretendors. If you have already created a pretender for a nation, you can access it via Load Pretender God at the bottom of the pretender creation screen. If not, you can create a pretender right there.

Another change from previous Dominions games is that you can play team games. These are called

Disciple games

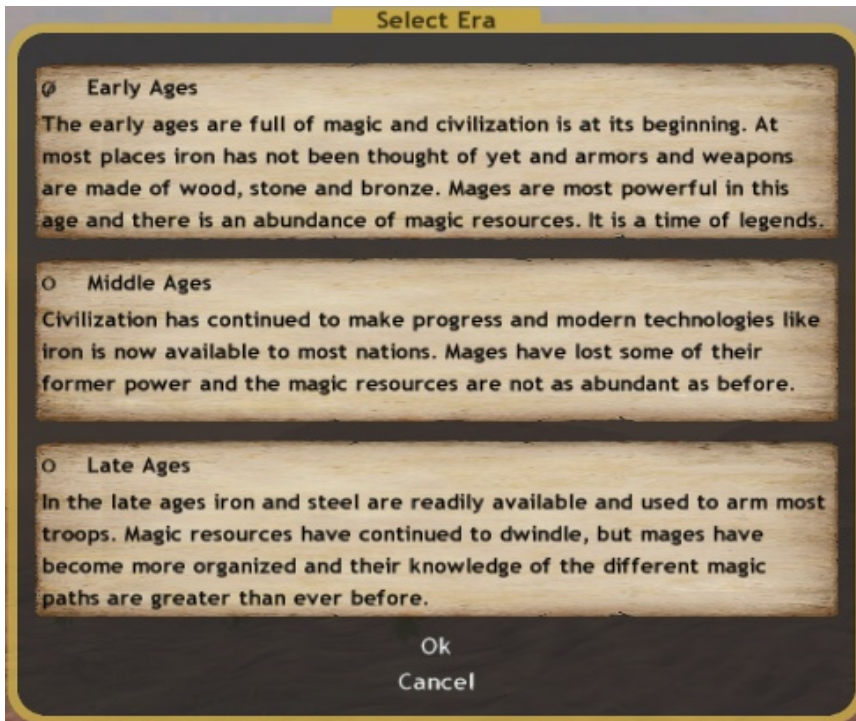
At the bottom of the Choose Participants screen is a checkbox for "Disciple Game." This is a special type of game that will be explained below. Once you check this box, two additional columns will appear: one for Team and one for pretender/disciple. You will not be able to click "Ok" (the choice will be greyed out) until each team has one and only one pretender (and any number of disciples). There is no requirement for balance among teams, or equal numbers of disciples, or having disciples at all. You can change teams and pretender/disciple status by clicking directly on the team number, or on the word "pretender" or "disciple."

The disciple game is a team game which allows players to play in teams, but preserves the true nature of the world of Dominions, which is that it is all about pretendors aspiring to godhood. And there can only be one god in the end. So one player takes on the role of the pretender. All other players on his team (if there are any – there is no requirement for all pretendors in a disciple game to have disciples) play the part of his disciples.

Disciples do not create pretendors, they create disciples. A player has 300 points (rather than the usual 350 for pretendors) to create a disciple. Furthermore, disciples have no dominion or scales. They only choose physical form and magic paths. They also cannot choose whether they are awake or not from the beginning of the game. Disciples of awake pretendors are awake. Disciples of dormant or imprisoned pretendors awake at approximately half the time of their master. After all, it is they who are heralding

the entrance of the pretender god. The temples of disciple players spread the dominion of their pretender god. The disciple unit itself does so, too, but as a prophet (the equivalent of one temple check). Disciple units also get increases in strength, hit points, and magic resistance when they are in their pretender god's dominion, just like prophets. In disciple games, no one can appoint prophets, neither the pretender player or the disciple players, since the disciples act as prophets. Prophets can only be appointed in standard, free-for-all games.

Game settings



The last issue is the game settings. These control the makeup of the world, as well as some options for renaming commanders, showing score graphs, and various other options. The options are straightforward and are described by tooltips that appear when mousing over the different categories. Players can choose to make gold more or less available, change the frequency with which magic sites will appear, adjust the strength of independents, and many other things which will give the game a unique character. This is largely up to the players' taste. For example, a game with a high independent strength will slow players' expansion while they build

larger armies to conquer adjacent provinces, and will prolong the time before enemy nations come into contact. Increasing magic (either sites or research) will hurt nations which have weak magic to begin with, because more magic-oriented nations will be able to start using more powerful magic faster. You'll eventually get a feel for what works for you.

Score graphs Score graphs contain a lot of information, and can take over a multiplayer game as everyone watches who has the most provinces, who has the biggest army, and thus who is seen as the biggest threat. It makes for a very different game if players have to scout for information, and diplomacy becomes more useful since it's not immediately obvious that you have an army twice as big as your neighbor's. The game plays very differently in multiplayer with score graphs on, as the prime objective becomes to not be the leader in any of the major categories, while not falling too far behind, either.

On the other hand, in solo games, especially for newbies, the score graphs can be valuable tools for gauging your progress and evaluating threats to your position. Use them wisely.

Units with the Spy ability give players access to score graphs, even if they are disabled. They cannot get information on enemy players unless they are in the enemy capital, however.

Master password Setting a master password allows the host to go in and set a player's position to computer control (and thus preserve the flow of the game) if a player drops out and his pretender is password-protected. For large multiplayer games where some attrition is likely, consider either setting a master password, or having a third party collect all the passwords for the game, to be used only if a player becomes unreachable. While the usefulness of the master password is mostly the ability to give AI control to a dropped player, it does allow full access to a player's position.

The game supports hotseat play (multiple players on the same computer), play-by-email (PBEM), or online play (either over a LAN or the Internet). If you are the only human player in the game (all other nations are AI) then it is a solo game and you can skip the descriptions of PBEM, hotseat, and network play below.

Victory Conditions There are a number of different victory conditions than can be set for the game. The most straightforward one, of course, is to conquer everyone else. But you can also win by victory points, by research, by dominion, or by controlling Thrones of Ascension. You can mouse over the victory conditions to see which ones suit you. Thrones of Ascension is the default victory condition.

Playing a PBEM game

Because turns in Dominions 4 are resolved simultaneously, it works well in PBEM (play by email) because turns don't have to be passed around sequentially from player to player. All it needs is a player to be the "host" and collect turns from all the players. He then resolves the turns and sends the results to each player.

Starting a PBEM game is very similar to starting a solo game. It can include AI-controlled nations as well. All that is required is that players create their pretendors using the **Create a Pretender God** tool, and send the resulting file to the host player. This file is located in the /newlords folder which resides inside the aforementioned /savedgames folder. For example, the first pretender you created for Early Marverni will be named *early_marverni_0.2h*. Subsequent pretendors will be named *early_marverni_1.2h* and so on, sequentially. This corresponds to the order (top to bottom) in which they appear when you get to the **Load Pretender God** screen. So if you have five pretender gods for a given nation, the fifth god you created will be the bottom one on the list. Make sure you send the host the pretender file you want to play with, and tell him the name of the pretender to confirm it!

Note that the host does not actually have to be a player in the game.

Creating a PBEM game Once the host has received all of the players' pretender files, he or she must place them in his own /savedgames/newlords folder. If he or she has similarly named files for pretendors he or she created for his or her own adventures in the world of Dominions, he or she must make sure to move them or otherwise not overwrite them. Then the host creates a game just as though he were creating a solo game, by choosing a map, naming the game, and selecting the appropriate Age as described above. The host then sets all of the nations and chooses human or AI control as appropriate in the Choose Participants screen. When this is done, the host must **Load a Pretender God** for each human player in the game. The host will be prompted for each nation that is not controlled by AI. He can then proceed to create the rest of the game normally.

Preparing for PBEM Once the host has created the game, he needs to make sure every player has the appropriate map. If you are using one of the included pre-made maps, like Orania or Desert Eye, there is no need to distribute the map as everyone should have it. Because Dominions 4 can generate random

maps, this means a host who generated a new map for a game will have to distribute the map files to everyone, since this map is unique. There are two such files, with the following naming convention: *__randommap_[gamename].map* and *__randommap_[gamename].rgb*. So if you choose to name your game “Akalabeth” for some reason, the map files will be *__randommap_Akalabeth.map* and *__randommap_Akalabeth.rgb*. All participants, including the host, should place the relevant *.map* and *.rgb* files in the */dominions4/maps* folder.

Likewise, if you have downloaded a map from one of the map artists in the Dominions community because you like it, you should make sure everyone has downloaded the map (and has agreed to play on it). Just like random maps, the relevant *.map* and *.rgb* files should be placed in the */dominions4/maps* folder. That is where Dominions 4 goes to look for maps.

Finally, all players need to create a folder in */dominions4/savedgames* with the name of the game created by the host. All turn files will be placed here, and all orders generated by players will be saved here.

Hosting a PBEM game After this is done, all the host needs to do each turn is send the appropriate *.trn* file to each player. This file will be named the same way the pretender file was named, but it will be found in the game folder, not */newlords*. For example, if a player is playing Early Age Niefelheim in the Akalabeth game, the appropriate file to send to him or her is *early_niefelheim.trn*, which will be located in the */savedgames/akalabeth* folder. On the first turn, the host just sends these files out to everyone. On subsequent turns, the host will need to collect orders from each player in the form of *.2h* files (see below), load the game, and hit the **Host** button.

Playing in a PBEM game Playing in a PBEM game is simple. A player receives the *.trn* file from the host via email, places it in the folder on his computer with the appropriate game name, selects **Play an Existing Game** from the main menu, chooses that game name, and does the turn. When finished, the game will generate a *.2h* file with the nation’s orders. The player just sends this back to the host.

The Hosting Function When the host has all the *.2h* files he needs, he loads the game using **Play an Existing Game**. To advance the turn, he or she selects **Host** from the screen showing all the nations. A nation which has current valid orders will have a checkmark in front of the name in the nation list. AI nations never appear on this list – only those nations under human control will show up. If the host is playing, he shouldn’t forget to do his own turn! If he or she is playing on the hosting computer, he or she will not have to transfer his own files – they are saved in the right place automatically.

The PBEM sequence is summarized below:

1. The players send the appropriate pretender file to the host. This file is found in */savedgames/newlords*. The host places these files in his */savedgames/newlords* folder, taking care not to overwrite any of his own, if applicable.
2. Host creates game, making sure to set nation control to “human” for each nation that will be controlled by a player. AI nations can also be included.
3. All players ensure that they have the correct map files in their */maps* folder. (Only necessary if playing on random or user-made maps.) The actual truth here is that players (as opposed to the host) only need the *.rgb* file – the *.map* file is just for game creation. Once the game has started, all of the *.map* information is incorporated into the *ftherlnd* file. But it’s good to have both files, because you’ll need them if you ever want to play your own game on that map.

4. The host sends each player the appropriate *.trn* file, which is found in the appropriately named game folder in /savedgames, and will have the nation's name in the filename.

5. Players put this *.trn* file in the appropriate folder in /savedgames, load the game using **Play an Existing Game**, and perform their turns. The turn can be saved and exited as many times as necessary. Once complete, players find the *.2h* (not the *.trn*!) in the game folder and send it back to the host. Remember: *.2h* = 2 the host!

6. The host collects the *.2h* files, puts them in the game folder, selects **Play an Existing Game**, checks to make sure he has all the turns (there will be checkmarks next to the names of all player nations with valid orders) and hits **Host**. He then goes to step 4 above, and steps 4-6 are repeated for the rest of the game.

Hosts send .trn files. Players send back .2h files. It's that simple. The host will always need the *ftherlnd* file, but it is never sent to anyone. Note that the player files are the *.2h* files in the /savedgames folder of the appropriate name. In the above example, files for the game "Akalabeth" would be in the /savedgames/akalabeth folder. The *.2h* files in /newlords are only for pretender loading at game creation. They have the same file extension but are not the same in fact.

Stale turns If not all nations have submitted orders for a turn, the host can still host the turn. If the host goes ahead before all nations have submitted orders, the nations missing their turns will generate a "stale turn" report. This is how you know if you missed your turn.

Turning a player to AI control Sometimes players drop out of games, but the rest wish to continue. If the player who is dropping out does so voluntarily, he can set himself to AI control by selecting the **Options** screen once he is actually in the game (during the turn) and choosing **Become computer controlled**. This will allow the AI to take over, and the host will no longer need to receive files from him or her (apart from this final *.2h* file, which needs to be sent to the host with the orders to go to computer control). This choice wipes out any orders for that turn – the computer will do the whole turn on its own.

However, sometimes players just vanish. If this happens, the host can manually load the player's turn and set it to computer control using the hosting computer. If the player in question has password-protected his pretender and the host does not know the password, he can use the Master Password if the game was set up to use one.

If not, and the host decides to host through it, the dropped player's position will hold, generating stale turns. No orders will be issued, so units will not move, there will be no recruitment, etc. The only things that will happen will be automatic events, like gem accumulation. Because it is easy to roll over a nation when you know his or her armies will be stationary, this is something that needs to be agreed upon by all players, since the dropped nation's neighbors will likely benefit disproportionately.

Once the computer has taken control of a player position, it cannot be reversed.

Patches Throughout the history of Dominions, the developers have regularly issued patches to fix bugs, add features, and make balance adjustments. There is no reason to believe this will not continue with Dominions 4. Usually, the new version can load files from the old version, but not vice versa. The way to manage this in PBEM games is to have the host patch when he has all the turns and is ready to host. So when a patch comes out, all players should first complete their current turns with the old version and

send their *.2h* files to the host. Then the host should apply the patch, and then host the game. Players should then apply the patch to their own machines before loading the *.trn* file they get back from the host, which will be using the new version.

Hotseat games

Hotseat games are run simply as PBEM games where no files are sent – players just sit down at the same computer and do their turns sequentially. To start your turn as a given nation, click on that nation's name. When everyone is done, click on "Host" and the new turn will be generated. No fair peeking over people's shoulders.

Playing a network game

Dominions 4 can also be run over a network (TCP/IP or LAN) using a server. This requires someone to run the game continuously on a computer where the players can log in and access their turns. The server computer acts as a host, and can be automated to host the game at regular intervals. Alternately, the owner of the host computer can simply select **Host** manually each turn. There can be someone (even multiple people) playing on the host computer, or it can just run the game. A single machine can host multiple games, as long as each one is on a separate port.

Creating a network game To play Dominions 4 over a network, the host machine must first create the game, just as in PBEM. This is done from the **Network** selection in the main menu. Choose **Setup Dominions server**, and choose a port. The port does not matter as long as it is reachable on the host's machine. The lowest possible port number (1024) often works well.

The host chooses the Age normally, and then a screen will appear with all of the available nations showing. In order to claim a nation, a player will need to connect to the game using the **Connect to Dominions server** selection from the **Network** choice in the main menu. The game will ask for an IP address (or server name, such as dominions4.server.com) and port, which the host must provide to the players. Clicking on the text "Open" next to a nation will claim that nation. The player will then load a pretender that he has created previously from the game tools menu.

The host will have the ability to set nations to AI control (by clicking on the text next to the nation to cycle through choices).

You can connect to a hosted game using the same computer that is doing the hosting. Just open another instance of the Dominions 4 application and join normally. Thus, the host machine can be used to play as well. The hosting instance of the application must always be running, though.

Note that because the network connection is (ultimately, even when using server names) to an IP address, a computer with a dynamic IP on a DSL or cable modem connection that has its address frequently renewed may become unreachable if players are not informed of the new IP address when it changes. Likewise, if the hosting computer is behind a firewall, the host will have to open the appropriate port (chosen above) so it can be directed to the host machine. Because there are so many possible configurations, players should be familiar with their networking setups to ensure that the port the game is using can be passed back and forth through any firewall. Only the port chosen in the **Setup Dominions server** screen needs to be forwarded – nothing else.

The three most common reasons for a player not being able to connect to a server game are (1) There is a firewall/routing problem on one end or the other; (2) The player and the server are running different versions (someone didn't patch!), and; (3) the host computer is down.

Game Tools

Dominions 4 has a number of options under this menu to create new pretenders, as well as manage pretenders you have already created. There is also a map editor, a tool for creating random maps with custom settings, as well as a shortcut to the directory where Dominions 4 stores your files. There is also a tutorial. If you feel like trying this now, jump to the Tutorial chapter.



From the tomes of the lore of Dominions

Sigrdriva, Hangadrottning, and a commander of the Valkyries was one of the first to take retribution. She gave her daughter Sölvis command over the flying shield maidens and sent them to descend upon Vanhalla, beyond the Vafur Flames. When inside Vanhalla, they were to steal Odrörer, the magic cauldron used to brew the Mead of Poetry. Having drunk the mead himself, Vanlade was wise and aware of the attempt. He gathered his forces and placed them under the command of a young hero named Sigg. Vanlade and Sigg prepared a trap for the Valkyries. When the Valkyries entered the grand hall of Vanhalla where Odrörer was kept, they were attacked by Sigg and his Vanheres. A fierce battle forced the Valkyries to retreat, but outside the grand hall a storm had gathered. When the Valkyries arrived Vanlade had conjured a magical tempest that grounded the surprised Valkyries. Attacked from all sides and unable to retreat, the Valkyries were slain. Sigg fought in the frontlines and fought his way towards the enemy commander. Sigg and Sölvis found themselves facing each other and Sigg was struck with the beauty of the Valkyrie commander. He could not make himself slay the wounded Valkyrie and he struck her unconscious and claimed her as his captive.

PLAYING THE GAME

Once you have started a game and are presented with the main game screen, you'll need to become familiar with the interface. The most important thing to remember about this system is that

*in order to select a province, you must **right-click** on it.*

However, to select anything else, you **left-click**.

- To select a commander, left-click on his icon and he turns white (selected).
- To give a commander order to move, you left-click the province to which you want him to move.
- To select a unit in the Army Setup screen, left-click on it.

Thus, left-clicking works for selection in most other screens, but not the main map screen. The popular strategy game convention of "left-click to select, right-click to set destination" doesn't apply here. Right-clicking, in many cases, gives you further information. For example:

- To get information on a unit in almost any screen, you right-click on the unit.



GAME BUTTONS

MAGIC BUTTONS

PROVINCE BUTTONS (units)

PROVINCE BUTTONS (locations)

The most common consequence of this inversion is that players may give a unit an order to move, and then while the unit is still selected, left-click on a faraway province in order to select it. Because left-clicking is used to specify a unit's destination, and the faraway province you clicked on is an invalid destination for the leader that you (still) have selected, the leader you just moved defaults to Defend. If you don't notice this, your commander that you think has been ordered to move will just sit there. Another common error is to not notice that a stealthy commander is commanding all stealthy units, and thus instead of moving, they end up sneaking (and not attacking). See Stealthy Units below for more information. Stealthy units can be ordered to move normally by holding down [Ctrl] while selecting their destination.

BASIC GAME FUNCTIONS

To the right of the map screen is a panel of buttons that forms the main game interface. These are divided up into four sections. The **Game** buttons control global game functions, like ending the turn, quitting, changing settings, or reading the game messages for that turn. The **Magic** buttons are not magic themselves, but simply give you access to the game's magic system. These do not depend on which province you have selected. are present no matter which province you have selected. Depending on which province you have selected, some of these buttons may be inactive. For example, you cannot recruit units in a province you do not own, so clicking on this button while such a province is selected does nothing.

You can hide The **Game**, **Magic**, and **Province (units)** buttons by hitting the “h” key. The location buttons will always be displayed.

Some buttons may be active (like the Statistics button) but not yield any information if the score graphs have been turned off in the game options when the game was created.

The **Province (location)** buttons refer only to the locations in the province you have selected. There may be none showing if the province you have selected has nothing to display, or if you simply don't know about it. If you own a province with a temple, clicking on that button will yield additional information. If it is another player's temple, the button will be inactive. You may also find information on magic sites, or simply the fact that they exist (but nothing further). The laboratory button is always inactive and only indicates that a lab has been built in the province.

Most of these buttons will be discussed in detail in further sections. All have hotkeys listed here in [brackets]. The basic functions are:

End Turn [e] When you have completed your turn, this button saves your move to a file in the game folder, or uploads it to the server if you are playing an online game. You may still go back and adjust your move, or even start over from scratch. *Exception: In a solo game, hitting End Turn automatically hosts the current turn.* This is not like Dominions II – do not hit End Turn in a solo game as a way of saving your orders!

Options [Esc] Adjusts music and video settings, and allows you to save, and quit the game.

Map filters [1-5,8,9 keys] Toggles map displays of armies, national flags, temples, fortresses, etc.

Statistics

[F1] Nation Overview This screen gives a global picture of your units and provinces. You can buy province defense, or go straight to a province using this screen. It also keeps track of magic site searches.

[F2] Score graphs If score graphs are enabled, you can see a running comparison of the strengths of the various nations in terms of provinces owned, total dominion, army size, etc. You can also see the names and status (human or AI) of all pretenders, and whether or not they are still in the game.

[F3] Hall of Fame Commanders who have survived the most fight and killed the most enemies receive Heroic Ability for entering the Hall of Fame. This ability continues to improve as long as the hero is listed here.

[F4] Pretenders Displays a list of pretenders in the game the game unless all information on other players is disabled.

Messages Allows you to read **[m]** beginning-of-turn messages, and send **[s]** messages, items, or gold to other players.

[F5] Research Takes you to the Research screen where you can access spell research.

[F6] Global Enchantments Shows you the global enchantment spells currently affecting the world.

[F7] Magic resources This takes you to the magic resource treasury where you can see your magic gems and gem income, and transfer gems between commanders.

[F8] Magic item treasury Shows the magic items you have found or forged.

[F9] Display thrones This is not a button but just a general shortcut. It displays the Thrones of Ascension active in the game (if any).

[t] Army setup

[b] Mercenaries Players can see which mercenaries are available for hire. You can bid on these by clicking on the name of the company you wish to bid on.

[r] Recruit unit This opens the recruitment panel for a given nation and shows the units available for recruitment in the selected province. This only works for provinces the player controls.

The remaining buttons will be described in their appropriate sections.

THE MAP

Maps in Dominions 4 have one characteristic feature: they are divided up into provinces. These provinces are delineated by the brown lines. However, the lines are really only for your visual reference; the game engine does not use them in any way. Instead, what is important is which province is a neighbor of which other province. You can see this by hitting the [8] key to Toggle Neighbors.

The reason that the concept of neighbors is so important is that some provinces may not seem like they are connected, but they actually are. This most often happens with provinces separated by water. The following example from the Orania map (which comes with the game) shows how two provinces may actually be connected when on the map they appear not to be.

See the diagram below. From the map appearance, Skull Temple Isle appears to be accessible only by water. However, when you Toggle Neighbors, you find that not only is it possible to reach the Isle from the peninsula of High Peaks, but you can actually move directly from the Isle to the province of Troll Land to its north, seemingly bypassing the underwater province of Wailwind Waters.



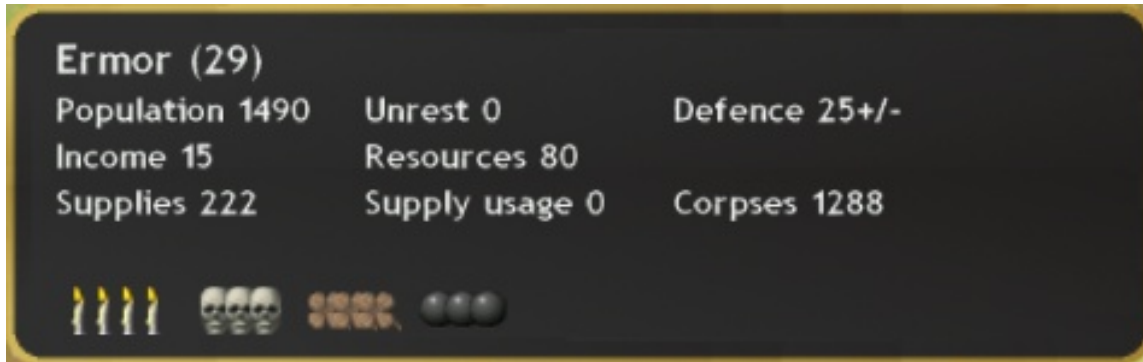
Some provinces are separated from one another by a heavy brown line, usually in the mountains. This designates an impassable border, and two provinces that are joined solely by such a border are not neighbors. On some maps there is simply an absence of a border. To confirm this you can select one of the provinces and hit the [8] key as above. The chart on the next page shows all the display toggles.

Provinces are designated by both a name and a number. You may not know the name of a province if you don't have any way of getting intelligence on it (like a nearby friendly province or scout), but you will always know the number. While some special provinces (like Skull Temple Isle in the above example) may have fixed names, most are randomized at the start of the game. However, for a given map, the province number will be constant; province (12) on the Aran map will always be in the same place in every game.

All game mechanics in Dominions 4 are based on provinces. Movement is done from province to province. Units are recruited on a province-by-province basis. Each province has a number of attributes that govern its contribution to the game.

arrows	scroll map
Home	go to home province
Ctrl+Home	Go to Pretender
End	zoom x0.5
Insert	zoom to cover screen
Delete	zoom to fit entire map
Page Up	zoom in
Page Down	zoom out
1	toggle flags/forts
2	toggle armies
3	toggle dominion icons
4	toggle income/resources
5	toggle temples/misc
8	toggle neighbors
9	toggle province names

Province attributes



When a province is selected, you can see its attributes in a box in the upper left corner of the screen, provided that you have some way of gaining this information (either through scouts or the proximity of friendly provinces). If you don't have any way to gather this information, all you'll get is the map number of the province. You'll always be able to tell which type of terrain a province has, even if it is on the opposite side of the map. Most information about a province will be unavailable unless you actually own it (it is friendly to you, displaying your national flag).

If you have dominion over a province, you will be able to see its income and name, even if you do not control it. Once you have scouted a province, the province name is remembered and you can always see it even if you do not have friendly units in it.

The province attributes shown in the main province screen break down as follows:

Terrain Terrain is shown in the lower left of the province info box. It is very important to determining how valuable that province will be in terms of income, resources, supply, and magic sites. Farmland tends to have high population (and therefore income) but low resources and few magic sites. Mountains tend to be just the opposite. Mountains, forests, swamps, caves and especially wastes are more likely to contain magic sites. Terrain also allows or restricts multi-province movement. See the section on Movement.

There is a major distinction between land and underwater provinces. Underwater provinces cannot be entered by units without a special ability that allows it (such as amphibian, aquatic, or water-breathing), they do not contribute resources to fortresses on land, cannot be crossed by flying units, and only one water province may be traversed in a turn. The exception to this is units with sailing: they may cross water provinces, but may not remain there at the end of a turn.

Population Population determines income, and is affected by many factors: Growth/Death scales, patrolling, dominion, pillaging, and random events. The population in a province sets the base income from that province: **Income base = Population / 100**.



Income A province contributes its income rating to the owner's treasury every turn. Income accumulates in the treasury. The number shown is after all modifications. Income is determined by multiple factors, including population, dominion scales, fortress administration, and unrest.

The basic formula is **Modified Income = (Population / 100) * (dominion scale modifiers) * (1 + fort administration / 200)**.

If the province has unrest, this number is **Final Income = Modified Income / (1 + (unrest * 0.02))**.

A "pile of coins" icon displays a general indication of how much income a province can earn. This is simply a graphical approximation.

If a province cannot trace an unbroken line of friendly provinces back to a friendly fort, it does not produce income that turn. Taxation requires communication.

Note: Speaking of taxation, note that while the process of income collection is referred to as taxation here, there is no explicit "taxation" mechanism or button in the game. This is a change from previous Dominions games, where you could set the level of taxation in each individual province. This is no longer the case. Taxation back then was not so easy.

Resources The resource value of a province, representing raw materials needed to make weapons and armor. Resources are reduced by unrest, like income. Resources are collected by forts from neighboring provinces. A province only produces half of its potential resources for use in that province unless it contains a fort. The number shown is the number actually being produced, not the potential.

As a province's resources are allocated to recruitment, the hammers in the capsule screen are progressively greyed out.

Resource availability in a province is reduced by unrest according to the formula

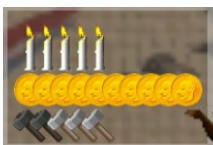
$$\text{Resource \%} = 100 / (100 + \text{unrest})$$

Thus, an unrest level of 100 means a province produces only one half of its normal resources. Furthermore, no units may be recruited in a province with an unrest level of 100 or greater.

Building a fort in a province greatly increases the number of resources available there.



Dominion This represents the religious dominance being exerted into that province. Only one pretender can have dominion in a given province. If it is positive, the dominion is yours and is represented by a white candle. Negative dominion is someone else's dominion, and is represented by a black candle.



Capsule screen The income, resources, and dominion in a province can be displayed (and toggled off) by hitting the [5] key.

Unrest Unrest represents turmoil in a province and reduces both income and resources there. Unrest can be raised by random events, enemy spies, blood hunting, magic sites, certain targeted spells, or global enchantments. Unrest can be reduced by patrolling, province defense, Order scales, magic sites or random events. Unrest also affects the chances of capturing blood slaves, or of successfully finding stealthy units by patrolling.

Supplies The supply rating of a province determines how many units the province can support. If more units occupy a province than can be supplied by the indicated supply rating, starvation occurs. Units

consume different amounts of supply based on their physical size (see Units for more information on this). The supply rating in a province is determined by multiple factors.

Population-based supply is calculated from the population present in a province, modified by the Growth/Death and Heat/Cold scales. *The first 10,000 population in a province generates supplies at 1 supply point per 100 population.* Additional population generates 1 supply point per 200 population. This is modified by the Growth/Death scales (first) and the Heat/Cold scales (second) to arrive at a Population-Based Supply number.

Fortress-based supply depends on the province's proximity to a fortress. If the province in question is within four provinces of a fort, fortress-based supply is added to the population-based supply calculated above. This depends on the fortress' Admin rating (see section on fortresses below) and uses the formula **(Administration * 4) / (Distance + 1)**. Only the highest fortress-based supply is used if there is more than one nearby fortress.

Example: A province with 20,000 population has Growth 1 and Heat 3 dominions in it. It generates 400 supply points for the first 10,000 population, and 200 supply points for the remaining 10,000 population for a total of 600 supply. Supplies are increased by 20% for the Growth 1 dominion, increasing the total to 720. The Heat 3 dominion, however, reduces this amount by 30%, or 180 supply points, for a population-based supply of 540.

The province is also three provinces away from a Castle (Admin 30) which has had 10 points of Admin added to it through upgrades, resulting in an Admin rating of 40. This generates an additional 40 supply points. The province has a final supply value of $540 + 40 = 580$.












If there are not enough supplies in a province to supply all of the units currently occupying that province, starvation may occur.

Defense Defense indicates the level of provincial defense present in a province. Raising provincial defense costs an amount of gold equivalent to the new level purchased. (Thus, level 1 costs 1 gold, going from level 1 to level 2 costs 2 gold, going from level 10 to level 11 costs 11 gold, and so on.) Additional benefits are gained at levels 1, 10, 15 and 20. Provincial defense costs no upkeep, and is fully restored after a battle if the owner does not lose control of the province.

Provincial defense levels can be raised by clicking on the word Defense in the main province screen. Shortcut key [d]. Provincial defense levels cannot be voluntarily reduced. However, it takes at least 10 population to support each point of province defense. Province defense will be automatically reduced to a level which can be supported by the population of the province.

Corpses The number of unburied corpses in a province. This is important for some spells (Raven Feast) and for raising undead. You can only see this information if you have a death mage or an undead priest in the province. If the nation's normal priests can reanimate undead (a special property of certain nations), they can see the amount of corpses too. Unburied corpses decompose and disappear at a rate of 20% each turn.

Dominion scales Dominion scales are separate from dominion, although the two are related (see chapter on Dominion for more specific information). The level of dominion scales in a province is shown by icons/text in the main province window.

Symbol	Scale	Effect
	Order	Increases income by 5%. Unrest reduction +1. 2% fewer random events.
	Turmoil	Decreases income by 5%. Unrest reduction -1. 2% more random events.
	Productivity	Increases resource production by 15% and income by 2%.
	Sloth	Decreases resource production by 15% and income by 2%.
	Heat/Cold	Each step of heat/cold level away from a race's ideal level ...
		decreases tax revenues by 5%.
		decreases supplies by 10%.
	Growth	Increases population growth by 0.2% per month.
		Increases supplies by 15%.
		Increases income by 3%.
	Death	Decreases population growth by 0.2% per month.
		Decreases supplies by 15%.
		Decreases income by 3%
	Fortune	5% more random events. Chance of a random event being good increased by 15%.
	Misfortune	5% more random events. Chance of a random event being good decreased by 15%.
	Magic	Makes spells harder to resist (-0.5 MR per scale rounded down, to all units in a province).
		All spellcasting generates 10% less fatigue per scale.
		Gives all friendly mages +1 research points per scale.
	Drain	Makes spells easier to resist (+0.5 MR per scale rounded down, to all units in a province).
		All spellcasting generates 10% more fatigue per scale.
		Gives all mages -1 research points per scale.

Much of this information can also be seen in the **Nation Overview screen** [F1], which will also show commanders and their locations. You can set defense and give orders in this screen, as well as use it to go directly to a province in the main map. This makes it quite useful. New players should get their [F1] fingers in shape. The specific finger used to access this screen is unimportant.

National summary



Regardless of which province is selected, the national summary will appear next to the province info. The treasury lists the total amount of money your nation has. Total income is the income prior to paying upkeep costs. In the right-hand corner is a symbol denoting the season. If you mouse over this it will tell you the exact season in the game.

Upkeep All units in the game (except for most summoned units) cost upkeep each turn equal to their gold cost divided by 15. Sacred units cost half as much upkeep (gold cost divided by 30).

Magic gem inventory Your gem inventory's contents are displayed in the national summary, and you can go directly to the inventory screen by clicking on any of the gem icons.

FORTS

Forts are structures which exist on the map and can be upgraded. The availability of forts depends on the nation's development level. In general, this corresponds to the ages, so that Early Ages are development level 1, Middle Ages are development level 2, and Late Ages are development level 3. However, certain nations are underdeveloped (for example, Early Age Mictlan has development level 0). Others are advanced (for example, Middle Age Ulm is development level 3).

Forts serve as collection points for resources, supply depots for distribution to surrounding provinces, and shelter for troops in the event of a siege. Each fortress type has different attributes.

Admin The admin value of a fort determines the percentage of resources from neighboring provinces that the fortress can collect. It also propagates supply into nearby provinces. The formula for this is $(\text{Administration} \times 4) / (\text{Distance} + 1)$. Thus, a fortress with admin 50 contributes 100 supply to adjacent provinces. Four provinces is the maximum distance for this supply propagation. *Land forts cannot draw resources from sea provinces, and vice versa.*

Administration also increases the income of a province by $\text{Admin} / 2\%$. Thus, a fort with an Admin value of 30 would increase the income by 15% of any province in which it is built.

Distance	Supply
0	400%
1	200%
2	133%
3	100%
4	80%

Defense The defense value of a fort represents the number of points of damage that must be done to a fort by an enemy siege before it can be attacked. Each turn a comparison is made between the strength of the sieging and besieged forces at a fortress. The difference between these forces determines the amount of damage done to the fortress' defense value.

Supply The supply value of a fortress determines only how many units can be supplied inside that fortress in the event of a siege. It does not affect the distribution of supply to surrounding provinces. Each turn a fortress is under siege, its supply value is divided by the length of the siege to determine the supply points available on that turn to the besieged units. Thus, on the fifth turn of a siege of a fortress with a supply value of 100, the fortress provides besieged units with 20 supply.

Fortress statistics

The statistics for each fort and its possible upgrades are listed below. The fortresses themselves are in **bold**, and the upgrades are *italicized*. In order to build an upgrade, the prerequisite must already be present.

Name	Development	Prerequisite	Cost/Months	Admin	Effect
Palisades	0-1		600/4	20	Defense 50, Supply 200
<i>Wooden Towers</i>	0-1	Palisades	200	2	Defense 50, fires arrows
Fortress	1-2		800/5	25	Defense 250, Supply 400
Castle	2-3		1000/6	30	Defense 400, Supply 500
Citadel	3		1200/7	35	Defense 550, Supply 600
<i>Gate House</i>	1-3	Fortress, Castle or Citadel	200	2	Defense 100, fires arrows
<i>Towers</i>	1-3	Gate House	200	2	Defense 100, fires arrows
<i>Additional Towers</i>	3	Towers	200	2	Defense 100, fires arrows
<i>Killing Ground</i>	1-3	Gate House	200	2	Defense 150, fires arrows
<i>Deep Well</i>	3	none	100/2	2	Supply 400
<i>Supply Storage</i>	0-3	none	100	2	Supply 400
<i>Underground Storage</i>	0-3	none	200/2	2	Supply 400
<i>Road</i>	1-3	plains/forest	200/5	5	Negates difficult terrain in province

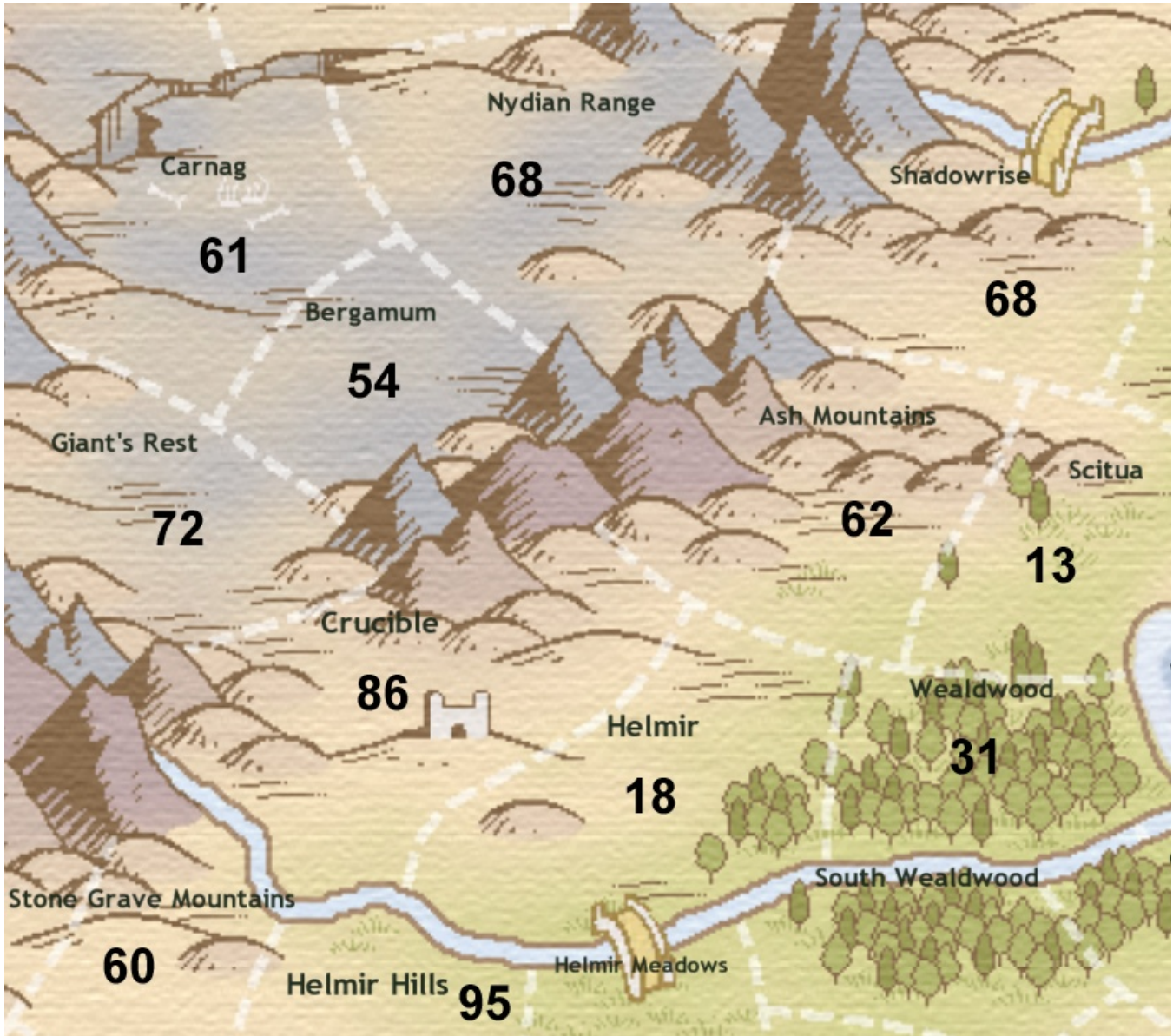
These bonuses from fort improvements are cumulative. So a citadel with towers, additional towers, a killing ground, a deep well, supply storage, underground storage, and a road has an Admin of 54 and a Supply of 1800. A road can only be built in a province with a fort.



From the tomes of the lore of Dominions

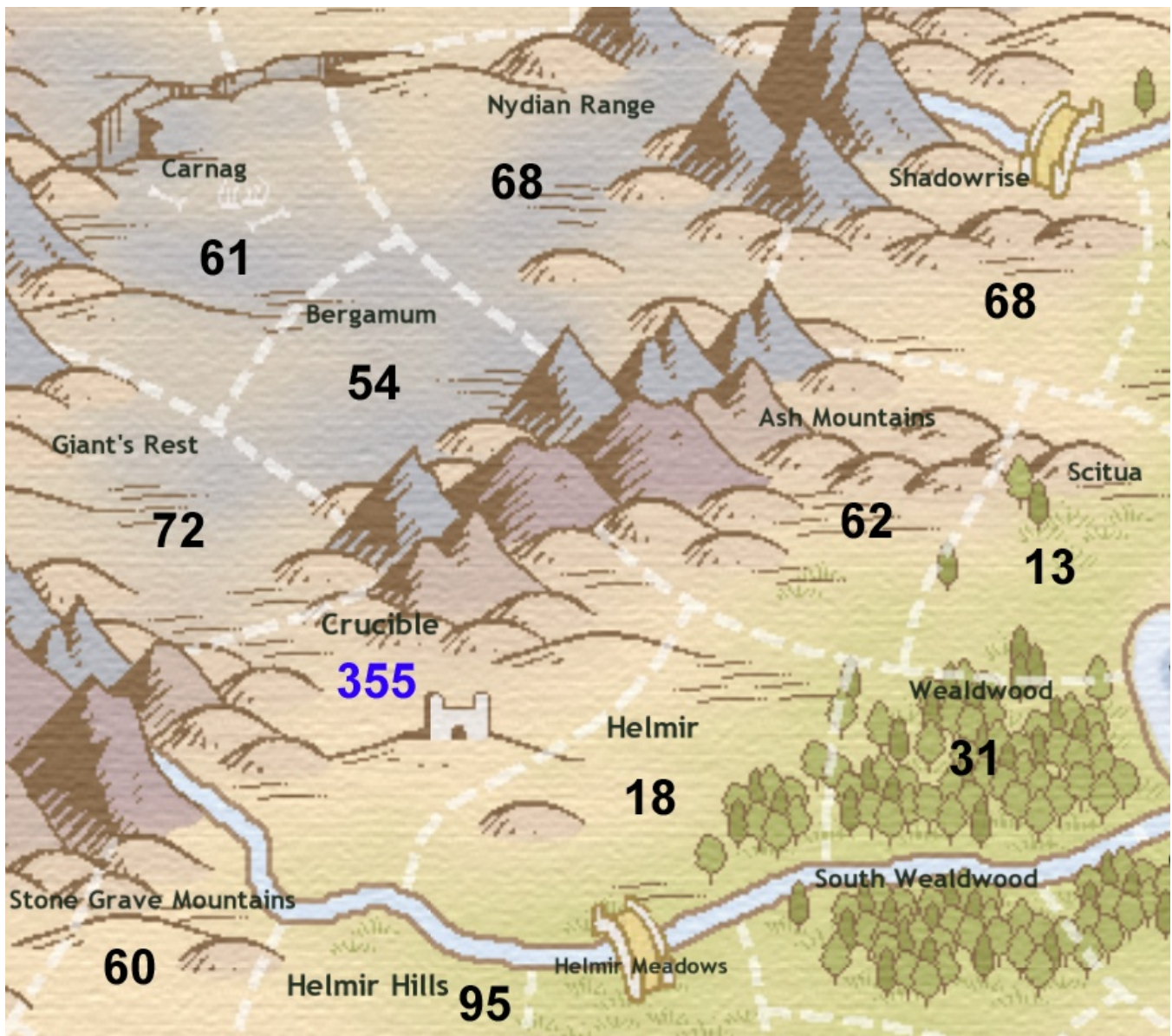
For several years Sölvis was kept captive in Siggisheim, a castle surrounded by a wall of Vafur Flames. Siggie, enamored by the fierce shield maiden, wooed her and eventually Sölvis' rage against her captor turned into respect and even love. Together they decided to leave the war-torn lands and the strife brought by Sölvis' parents.

Example of resource collection by forts



You're playing Marignon, Fiery Justice in the Middle Age. You have found a nice province called Crucible where you'd like to built a fort. Because of your nation, you only have access to development 2 forts, and thus can choose a Fortress or Castle, but not a Palisades (available for development 0-1) or Citadel (available for development 3). The resources available from the provinces in this area of the Glory of the Gods map are shown above. You control all the provinces shown, including those across the river.

You spend 1,000 gold and task a commander to take six turns to build your Castle. Once you have done so, the new resource map looks like this:



All of a sudden, Crucible is a production powerhouse! But how did this occur if none of the adjacent provinces have changed their resources that are displayed in their info boxes? Why aren't the remaining province resources reduced by 30% from their previous values? *Because since those provinces do not contain a fort, they are only producing half of their available resources.* Thus, Helmir really has 36 resources in the province, but only 18 of those are available for *building in that province*. The full capacity is used when calculating resource collection by a fort. This is the value of administration. So the Castle takes 30% (its Admin value) of the 36 resources that exist in the province. The displayed resource value of Helmir won't be reduced until it drops below 50% of its original value. You can think of these resources being gathered from the "hidden" 50%. Thus, having a single fort adjacent to a province will not reduce that province's available resources, This is because provinces without forts produce only half of their potential resources, but forts are able to draw on the entire pool, potential or otherwise.

So not only does Crucible start producing 172 resources (its full production capacity, rather than the halved production of 86 it had previously) but it also draws 30% of the full potential of each adjacent province: Giant's Rest, Helmir, Stone Grave Mountains, Helmir Hills, and Ash Mountains. Bergamum

is not adjacent as it is across impassable mountains. You can verify this by clicking on it and seeing it is not a neighbor. Note that resources are collected from Stone Grave Mountains and Helmir Hills even though they are across a river. While unfrozen rivers block movement, they do not block trade. This is only as it should be.

But what if we decide to build another fort, this time in Ash Mountains?

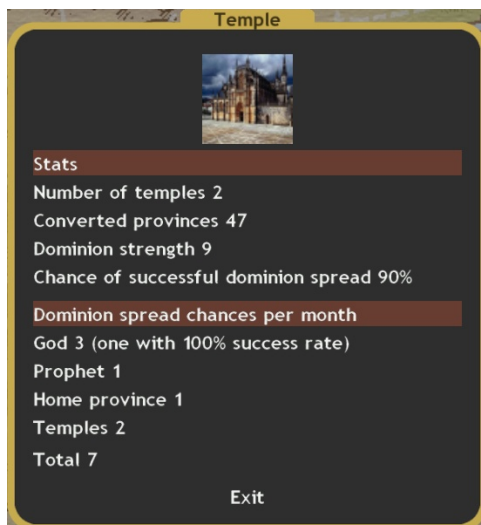
Suddenly, our total in Crucible decreases, because forts cannot collect resources from provinces with forts, and thus Crucible stops collecting the 37 resources it was getting from Ash Mountains. Ash Mountains starts producing its full potential of 124 resources, as well as collecting from Shadowrise, Scitua, Wealdwood, and Helmir. It does not collect from Nydian Range or Bergamum as those provinces are not adjacent. (They are across impassable mountains.)

What of Helmir? Note that it is now producing 14. It previously produced 18, which means its potential was 36. But it is sending 30% of its resources to Crucible, and another 30% to Ash Mountains. That is 60% of its previous total of 36. That is 22. It only has 14 left.



TEMPLES

Temples are the second of the three buildings you can construct in Dominions 4. Temples help you spread your dominion, either by directly inducing dominion spread [Exception: Mictlan, Early and Late Eras] or by providing a location for blood sacrifices (which are only available to certain nations – see the Dominion chapter). Temples also give priests a bonus when preaching.



A temple can only be built in a friendly province. It can only be built by a commander with skill in Holy magic. If an enemy takes control of a province with another nation's temple in it, the temple is immediately razed. If there was a temple in a province you captured, the razing will be reported in the turn's events, along with the capture. Only one temple can exist in a province at a time. Temples cost 400 gold to build, although there are exceptions. Pangaea, Man in the Middle Era, Eriu, Marverni, and Oceania only pay half this cost for a temple, while Gath and Ragha pays double.

Clicking on the Temple button on the lower right of the screen tells you how much dominion you spread each turn and how likely it is to be successful. This is broken down into the number of spread chances per month. Each temple can spread

dominion, as can the pretender, prophet, and nation's home province. All of this is explained in detail in the Dominion chapter.

Some nations (currently only Ragha) gains gems from their temples (fire gems in the case of Ragha). The total gain each turn is limited by the dominion strength of the nation.

LABORATORIES

Laboratories (or labs) are the last building type available, but have no icon that shows them on the game map. Instead, any province with a lab displays the "Laboratory" button on the lower right side of the screen when in the province view (although this is no longer clickable as it was in previous versions).

Labs serve as magic gem collection points and centers of research. They allow mages in that province to perform the Research order, enable transfer of gems from the national inventory, and allow the casting of ritual spells. They can only be built by mages. For a detailed description of these game elements, see Magic. Ritual spells can only be cast in a province with a laboratory.



MAGIC SITES

Magic sites are not buildings per se (although there are some sites which are buildings, such as the Firbolg Fortress and Jervellan Wall) but rather locations within a province that possess some special attribute, like magic gem production, unique unit recruitment, or other benefits. A province may have multiple magic sites, (max 8), not all of which may be visible at once. Magic sites are more likely to be found in mountain, forest, swamp, waste and cave provinces than in those with farmland or plains. Magic sites do not necessarily appear when you capture a province. Instead, the sites must be discovered by searching. There are four levels of difficulty. A mage must have skill in the magic path of the site equal to the difficulty level of the site in order to find it when using the Search for Magic Sites order. Thus, a level 3 Nature mage will find any difficulty 1, 2 or 3 sites in a province when he/she searches, but will not find a difficulty 4 site. There are spells which will automatically reveal all sites of a given path in a province (for example, Haruspex reveals all Nature magic sites), or even all magic sites, period (Acashic Knowledge).

Some sites (like the Void Gate) allow certain types of units to enter them for certain benefits. Entering such sites is a movement order available to eligible commanders. There is no guarantee that a site will be usable to a player when found. A Cave may allow a Blood mage to recruit demons, but if the player has no Blood mages, he will not be able to use it.

Sites which permit the recruitment of national units (such as the Forest of Avalon) only grant this ability to that nation (in this example, Man). Enemy players who capture such a site will still collect the magic gems produced by it (if any) but will not be able to recruit the special units.

A magic site may have some additional requirement before it becomes useful. For example, the Library allows the recruitment of sages, but not until you build a laboratory. The role-playing reasons for this should be obvious.

Not all magic sites have beneficial effects. Some are sources of chaos, death, or other negative powers. These may cause unrest or other ill effects, and will happen whether or not the magic site causing the trouble has been discovered.

PROVINCE DEFENSE

Province defense (PD) is a way of protecting a province without actually stationing an army there. Defense is purchased at a cost of whatever the new defense level will be. So to buy the first level of defense costs 1 gold, while the tenth costs 10 (and to get to 10, you have to buy the intervening levels as well, so ultimately a PD of 10 costs $1+2+3+4+5+6+7+8+9+10 = 55$). [Exception: certain population types may be “friendly” to the conquering nation, such as the Bear or Wolf Tribes and Early Age Ulm. In this case, each level of province defense costs two gold less than it would otherwise. (min. cost: 1)]

Until you build a fort the province defense is composed of local troop. When you build a fort the local troops are replaced by an increased number of national troops.

At defense level 1, a nation gets a commander and some troops. Each level of defense thereafter gives you more troops, which are shown as you increase your province defense. The maximum level of province defense is 100. At level 20 you get additional types of commanders and troops. These are national troops even if you don't have a fort in the province.

Every 10 points of province defense reduce unrest by 1 point in that province per turn. So 53 points of province defense would result in a recurring unrest reduction of 5 each turn.

Starting at level 15, province defense will have a chance of detecting stealthy units in that province. Each point of province defense above 15 gains one point of patrolling strength, so that a PD level of 25 has a patrol strength of 11. This is about the same as an equivalent number of patrolling infantry units.

A province can only support provincial defense if it has sufficient population. For every point of province defense, there must be 10 points of population. If this is not the case, province defense will be reduced accordingly at the end of the turn. This is the only way in which province defense can be reduced, other than having the province be captured, which wipes out all existing province defense, or relinquished (in disciple games), which reduces provincial defense by 25%. Once you have built province defense, you cannot reduce it in future turns. The down arrow does not work then.

UNREST

Unrest represents people being unhappy with the ruler of the province. This can be the result of many different unhappiness-generating events: a difference between the nation which controls the province and the one that exerts dominion over it will do it, since the people worship one god but are ruled by another. Blood hunting will definitely do it – imagine how happy you would be if someone came through your village and rounded up a bunch of young virgins for a blood sacrifice. Enemy spies and bards can do it because that is their job. Random events such as ill omens can cause unrest to increase. You should consider whether an ill omen would make you uneasy as well.

Unrest reduces the amount of income and resources a province generates. A province with unrest of 100 or greater will not permit the recruitment of new units. Thus, you can shut down an opponent's production by destabilizing his or her provinces.

MERCENARIES

Mercenaries are units who are willing to fight for gold. They sell their services to the highest bidder. They are hired for a period of three months (turns). Clicking on the **Mercenaries** button will display the mercenaries available for hire, as well as currently hired mercenaries, their employer (indicated by the national flag) and the time of service remaining. When a mercenary band's contract runs out, it will again become available for hire, except *on that turn only*, the previous employer's bid counts double. It is only good for that turn, and if the mercenaries are hired by someone else, the bonus is lost and instead that nation will gain the bonus when those mercenaries complete their contract.



From the tomes of the lore of Dominions

When Siggi and Sölvis were about to leave a Vanheim torn by civil war, Sigrdriva and her Valkyries attacked. The Hangadrottning had sensed a weakening in the defenses and when the Vafur Flames opened to allow Siggi and Sölvis safe passage, the Valkyries attacked. Siggi was slain with every man and woman under his command and Siggisheim was captured. Sigrdriva triumphantly declared Sölvis freed, but her daughter was unexpectedly ungrateful. Sölvis raged against her mother for having killed Siggi and left for Vanhalla where she swore her father everlasting loyalty to spite her mother. She is now leading the Vanir in war against a mother she hates.

Bitter to have lost her daughter, Sigrdriva has sworn to defeat the Vanadrotts and Vanlade, whom she blames for her daughters' shifting loyalties. Sigrdriva and her Disir, the commanders of the Valkyries, are now the strongest propagators for the destruction of Vanheim.

THE PRETENDER

Dominions 4 is about the struggle between pretenders to ascend to godhood. Thus, the pretender is the embodiment of the spirit of the nation. But there are many ways to aspire to godhood, and you have a lot of leeway to shape exactly what kind of pretender will lead your nation. The pretender will determine how much dominion you can have in a province, how fast your dominion spreads, what type of scales rule the land, and what bless effects your sacred units will have. Pretenders also have the ability to research and cast spells, and even forge magic items and fight in battle.

The important points to remember about pretenders are:

- A pretender is a commander unit, and moves on the strategic map and battlefield.
- The magic paths chosen for the Pretender affect which spells he will be able to use.
- Magic paths chosen also determine what Bless effects, if any, your nation's Sacred units will get.
- The dominion scales you choose will determine what effects will be felt in provinces under your dominion.
- The dominion strength you choose will determine how easily your dominion spreads.
- When a pretender is killed, he or she can be brought back by priests of his nation using the Call God command. This may take some time. He or she will also lose some magic skill.

CREATING A PRETENDER

Besides choosing a nation, creating a pretender is the most significant decision you'll make in Dominions 4.

Each nation starts out with 350 points to create a pretender god. These points are spent on the three categories below: physical form, magic, and dominion. A fourth category, The Awakening, is a way in which you can trade the later appearance of your pretender for more build points at the outset.

Physical form

A pretender must have a physical form, like a titan or giant squid, which you choose based on the ones available to the nation you have selected. Some nations have more choices, and some relatively fewer. Not all pretenders are available to all nations. This is because those pretenders did not exist for that nation historically.

Each pretender has a different set of attributes, which can be examined by right-clicking on the pretender in the selection screen. Some are giants. Some are flying goddesses. Some are weird polyp things that can only live underwater. Others are guys just like you and me, only with three heads and magical powers. They all have various attributes just like regular units, while some have special attributes that merit further explanation. These are all attributes inherent to the physical form in question – they cannot be conferred or purchased separately.

Many pretenders have an inherent point cost as part of their physical form. For example, the Allfather, a pretender based on the Norse god Odin (Wotan), costs 100 points. If you choose him, you will have 250 points left to spend on dominion and scales.

Immortal Pretenders Some pretenders (Vampire Queen, various manner of liches, the Phoenix for obvious reasons, and others) are immortal. This means that if they are killed while in a province with friendly dominion, they simply re-appear in their nation’s home province. If they die in a province that does not contain friendly dominion, they are subject to Call God just like non-immortal pretenders.

Immobile Pretenders Some pretenders (Monolith, Fountain of Blood, and others) cannot move. This means they have no inherent movement ability. They can still be transported by magical means (Teleport, Wind Ride). Designing a good immobile pretender can be a challenge, but they have their advantages. Many immobile pretenders have a physical form cost of zero. Some immobile pretenders (Monument) cannot be moved even by teleportation.

Dragon Pretenders When players select a dragon for their pretender, a wizard shows up. This is not a bug. According to the latest research, dragon pretenders don’t change into dragon form until they are wounded. The pretender will be displayed as a wizard until he changes shape either by using the change shape order or by being wounded in combat. Prior to that, he remains in wizard form because it was easier to cast spells with hands instead of dragon claws.

Magic

Some pretenders begin with skills in magical paths – others don’t. This is listed in the character screen for that physical form. For example, the Great Mother begins with Nature 2 and Earth 1. Some pretenders don’t begin with any skills in magic paths. Regardless of starting abilities, magic skills can be purchased in the Magic screen. The cost is shown below:

Skill chosen in path	*1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
Cost	8	16	24	32	40	48	56	64	72	80

These costs are cumulative, so that increasing a magical path from zero to 6 costs 168 points (or more, see * below).

Note that this refers to the numbers of skills added by you in that path, not the actual total skill. In other words, since the Great Mother begins with Nature 2, and you want to bump her up to Nature 3, that only costs 8 points because that’s the first skill increase *by you* in that path. Thus, starting with a pretender who already has skills in paths you want can be a significant cost savings. Of course, this is partly accounted for in the point cost of that physical form.

* If the first skill chosen is in a new path with no magic skill yet selected, the cost is the pretender’s “New Path Cost.”

Example: The Carrion Dragon begins with Death 1 and Nature 1. You decide you want to increase his skill to Death 4, Nature 4, and Fire 2. That means you need to select three skills in the same path (Death) for a cost of 48, three skills in the Nature path, for a further cost of 48 (you have now spent 96), and 2 skills in Fire. However, because the Carrion Dragon does not start with any Fire, selecting Fire is a new path purchase and thus the first skill in Fire costs 80 points, as listed in his character screen. To

get him to Fire 2 costs another 16 points. The total cost of magic for this pretender is thus 192 points. Magic can be very expensive.

Bless Effects

Each nation has a number of Sacred units, most of which can only be recruited in the nation's home province, generally because there is a magic site there which permits their recruitment. Sacred units are specific to that nation: if another nation captures that province and magic site, it cannot recruit those units.

The main advantage to sacred units is that they can be Blessed. Blessing is a level 1 holy spell, and thus can be cast by any priest. It is cast only on the battlefield. A blessed unit gains several advantages:

- **+1 morale**
- All the bless effects conferred by his nation's pretender's magic paths
- All the bless effects conferred by any Thrones of Ascension claimed by the nation or disciple nations

Bless effects become available when a pretender has a skill of 4 in any magic path. The list below specifies exactly what these effects are. A nation may gain multiple bless effects depending on the pretender's magic skills.

Air	Missile range +20% (+5% per level) Precision +2	Air Shield (80)
Astral	Magic Resistance +1 (maximum 18)	Twist Fate
Blood	Strength +2	Blood Vengeance (0)
Death	Undying +5 (+1 per level thereafter)	Death Weapons
Earth	Reinvigoration +2	Protection +5
Fire	Attack skill +2	Flaming Weapons
Nature	Hit Points +3 (+1 per level thereafter)	Regeneration 10%
Water	Defense +2	Quickness

Some of these effects (Flaming Weapons, Twist Fate) are spells, and behave as set forth in the spell descriptions. In general, these are all battlefield effects.

Undying grants the unit the ability to fight on while dead. If the unit is on negative hit points when the battle ends it will still die, unless it is an undead being.

When you are constructing your pretender, the Magic screen will list all of the bless effects to which your path selections have entitled you. Look at the bottom of the screen. The +1 morale effect is not listed because it is common to all pretenders. Only magic-path-based bonuses are shown. The minor bless effects increase by +1 for every 2 levels in the magic path except where otherwise noted.

Pretenders also gain Indirect Magic bonuses (see the section entitled Magic). However, *pretenders are not sacred units and cannot be blessed*. Disciples, on the other hand, are the equivalent of prophets and are subject to bless effects.

Example: Your pretender is The Idol of Men, an immobile multi-headed totem. You have decided this would be an excellent chassis for a strong bless, as the physical form starts with Nature 1, Fire 1, and Air 1, as well as Dominion of 4. You decide to boost the magic paths to Fire 4 and Nature 9, as well as adding Water 4. Your sacred units (when blessed) will have +2 Attack, +2 Defense, +8 hit points, and the Regeneration ability (at a 10% level). Because you left your Air magic at 1, it does not confer any bless effects. In addition, all of your blessed units will have +1 morale, because this is an effect common to all bless spells.

Dominion

Two separate things fall under the category of dominion: maximum dominion and dominion scales. For more information about dominion and its spread, see the section on Dominion.

Dominion candle	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
Cost	7	14	21	28	35	42	49	56	63

This works exactly the same as magic paths, except that every pretender starts with at least Dominion 1, and the maximum is 10, so you can only ever choose 9 new candles, and thus the table stops there.

Awe In addition, pretenders that start with a maximum dominion of 9 or 10 acquire the Awe special ability (or, if they already have it, it is increased) according to the following:

- Maximum dominion 9 at start: Awe +1
- Maximum dominion 10 at start: Awe +3

Scales

Dominion scales are the representation of the effect that the belief in one's pretender god affects not only the populace but the very fabric of a province. When creating a pretender, you choose the way in which your religious belief changes the cosmic forces in provinces where your dominion holds sway.

Each scale has a favorable side and an unfavorable side. For example, Growth is the favorable side of the Growth/Death scale. You can guess which side Death is. For each tip of the scale, bonuses or penalties accrue to the province under the sway of that dominion.

You can gain extra points for pretender creation by choosing unfavorable scales. Scales tip both ways, which is why they're called scales.

- Each left-click of a scale *costs* 40 points.

- Each right-click of a scale *gains* you 40 points.











Exception: Each click of the Heat/Cold scale (either way) away from a race's preferred scale gains you 40 points per click, but only for the first 3 clicks.

Example: Machaka is a race that prefers Heat 2 scales. When you start building a pretender for Machaka, the Dominion screen will automatically start at Heat 2. Each click of the scales (either way) will gain you points as you move to an unfavorable dominion scale. Either Heat 1 or Heat 3 will gain 40 points for Machaka, at the expense of decreasing tax revenues and supply (see table below). Some abilities like Ice Protection are dependent on Heat/Cold scales as well.

Note: This is a change from Dominions 3, where any tipping of the Heat/Cold scale gained you 40 points per click. This has been changed as previously it gave races which preferred Heat/Cold scales other than zero extra points on pretender creation, which is not how it really was back then.

Scales can be tipped a maximum of three to either side.

Dominion scales

Symbol	Scale	Effect
	Order	Increases income by 5%. Unrest reduction +1. 2% fewer random events.
	Turmoil	Decreases income by 5%. Unrest reduction -1. 2% more random events.
	Productivity	Increases resource production by 15% and income by 2%.
	Sloth	Decreases resource production by 15% and income by 2%.
	Heat/Cold	Each step of heat/cold level away from a race's ideal level ...
		decreases tax revenues by 5%.
		decreases supplies by 10%.
	Growth	Increases population growth by 0.2% per month.
		Increases supplies by 15%.
		Increases income by 3%.
	Death	Decreases population growth by 0.2% per month.
		Decreases supplies by 15%.
		Decreases income by 3%
	Fortune	5% more random events. Chance of a random event being good increased by 15%.
	Misfortune	5% fewer random events. Chance of a random event being good decreased by 15%.
	Magic	Makes spells harder to resist (-0.5 MR per scale rounded down, to all units in a province).
		All spellcasting generates 10% less fatigue per scale.
		Gives all friendly mages +1 research points per scale.
	Drain	Makes spells easier to resist (+0.5 MR per scale rounded down, to all units in a province).
		All spellcasting generates 10% more fatigue per scale.
		Gives all mages -1 research points per scale.

The bonus/penalty listed above is per click. So clicking twice in the direction of Order gives you Order 2, and increases your income by a total of 14% while decreasing random events by 4%. Like in the magic screen, the scales screen displays the cumulative effect of your choices.

Example: The Carrion Dragon from the above example begins with dominion 1. Because the dragon costs 50 points for his physical form, and you spent 192 points on magic, that leaves you with 108 points for dominion and scales selection. Increasing dominion to 5 costs 70 points, leaving you with 38 points for scales. Because changing your scales costs 40 points for each click, you do not have enough to change your scales. You can gain more points for pretender design through The Awakening (see below), or reassign some of the points you used for magic or dominion to give yourself enough points for scales.

Some nations (see Nations list) prefer certain heat or cold settings. They suffer penalties when outside of their preferred environment, just like nations without a preferred temperature setting suffer penalties when the environment has heat/cold scales other than zero. In the past, these nations still extra points for tipping the scales one way or the other. Now, they only get extra points for tipping them away from their preferred scale setting.

The scales in a province under your dominion will likely not initially exactly correspond to the scales you've chosen. This is because the dominion scales in a province change more slowly than the level of dominion. It may take several turns of strong dominion over a province to tip the scales to the settings you chose at the outset. If you have low dominion over a province, your scales will likely never ramp up to full value. The exact mechanics can be found in the Dominion section.

Pretender hit points The hit points of pretenders (and prophets) are affected by the current dominion in their province. Pretenders and prophets in friendly dominion will have increased hit points, while in enemy dominion their hit points will be reduced. The greater the dominion, the greater the effect. They also get increased strength and magic resistance.

For each level of friendly dominion in a province a prophet and/or pretender gains

- +1 strength,
- +½ magic resistance point
- +20% hit points

For every level of enemy dominion in a province, a prophet and/or pretender loses

- -1 strength
- -½ magic resistance point
- -10% hit points

Hit points cannot be reduced to zero.

Current hit points are based on dominion strength before movement, but max hit points is calculated based on the dominion strength in the current province. It is therefore possible to have more hit points than the current maximum hit points, if only for a short while. Regeneration is based on max hit points, so if a regenerating pretender with 100 HP moves from a province with five white candles into a province with five black candles he will start the battle with 200 HP, but his regeneration will only be +5 HP/turn.

The Awakening

This determines the time needed to pass before the pretender is actually summoned to this world. If you start the game with your pretender, your initial points for pretender construction are 350 (minus the cost of the physical form of your god). To have your pretender appear one year (10-13 turns) into the game (Dormant) gives you a 150-point bonus. If you wait three years (28-42 turns) you get an extra 250 points (Imprisoned). Note that while one turn is a month, and thus 12 turns equals one year, the time to the Awakening is not precise, and you may wait a little longer than (or not as long as) even other nations in the same game.

Once you have assigned a Physical Form, Magic skills, Dominion strength and Scales, and Awakening to your pretender, you can give your pretender a name. If you leave the name blank the game will choose an appropriate name for a pretender of that nation based on the long history of the world of Dominions.

Disciples are automatically one level more awake than their pretender (Awake if pretender is Awake or Dormant, Dormant if pretender Imprisoned).

Call God

If a pretender dies, he or she can be brought back by his nation's priests. Each priest level assigned to the Call God order in a turn generates 1 point. Once a nation has accumulated around 50 points, the pretender returns to his or her home province. A pretender loses one skill level in each path of magic for each death suffered. This does not affect bless effects, which remain what they were at the beginning of the game. The total is not exactly 50 in order to add some uncertainty to the exact reappearance.

Example: The pretender of Bogarus has died. On the following turn, Bogarus assigns three level 1 priests and a level 2 priest to Call God. If no other priests are assigned to this, it will take about ten turns for the pretender of Bogarus to return.

Immortal pretenders who die *in a friendly dominion* re-appear in their home province on the next turn, and do not suffer the magic skill loss. An immortal pretender who dies outside a friendly dominion is subject to all the above rules. The nation of Ur in the Early Age has a special property which allows their god to be called back from the dead without losing any magic levels, whether immortal or not. Ur also has priests with the 'elegist' trait that increases their priest level when calling their god back.

If a pretender is killed all of his disciples can call him back. If a disciple is killed it can be called back by the disciple player or by the pretender player, but not by other disciples of the same pretender.

Pretender design suggestions The pretender creation process is so important to the gameplay, and is so involved with many combinations of nations and pretender forms, that you can become confused before you even think of a pretender name. The most important thing to decide is what your pretender is going to do: research, fight, bless, propagate scales, or what. The easiest pretender to play is one with a lot of magic and combat ability. Equip him or her with some magic items and you're all set. You can get a lot of mileage out of an immobile pretender set to just spread dominion and scales, but it's tricky, and you need the right combination of pretender and nation. Some nations are better positioned for one strategy

than another. A nation with powerful sacred troops, like T'ien Ch'i, can choose magic which would confer advantageous bless effects on those units, whereas Marverni has much weaker sacreds, and a bless strategy for that nation would be much less effective. Nations with sacred units with a lot of hit points (like Niefel jarls) are well-advised to take Nature paths sufficient to gain regeneration as part of a bless strategy, since regeneration is a percentage and thus dependent on total hit points. Thus, large units benefit from this effect more than small ones.

It is also worth noting that indirect magic bonuses (like the bonus to Poison Resistance with Nature or the increase in Fear with Death) can also be useful in creating combat pretenders. Earth skill increases Protection, which is another key consideration for such units. Even the Awe ability can be useful here. For a more detailed discussion of pretender creation in the setting of Bogarus, turn to page 118.



From the tomes of the lore of Dominions

Igeshaush was the first lizard to crawl out of his egg and smell the moist swamp around him. There were three score more eggs hidden in the same shrubbery as his. The swamp was full of tasty bugs and after a year he and those of his brethren who had managed to survive the occasional predator or hungry brother were half grown by lizard man standards.

UNITS

Dominions 4 is all about units. These range from weak, lightly armed militia to giant monsters of unspeakable horror and magnitude. In between there are bards, mages, bandits, dragons, and many others. Some units become available as the results of summoning spells, while others are recruitable through the basic provincial population. Each province has its own recruitable units. Some units may require a structure such as a temple or laboratory before they can be recruited. Some can only be recruited in a province with a particular magic site.

Each nation has a unique set of units that can only be accessed in provinces with a friendly fort. At the start of the game, this will be the starting fort in a nation's home province. Later, as you build new fortresses, you'll be able to recruit those units in those provinces, too, although some units are recruitable only in your capital, from a magic site located there.

There is a basic distinction between units and commanders: units are the troops that make up your squads, while commanders are the individuals who either lead these squads or perform other tasks like research or item crafting. Some attributes are exclusive to commanders, like leadership and the ability to change equipment inventory or carry gems. The list below summarizes all of these attributes.

You can get further information about an ability simply by clicking on it. This will bring up a window which shows how this value has been modified. For example, a unit may have a base morale value of 12, but due to experience (+1) and friendly dominion (+1) the modified value is 14. Clicking on the attribute will show its modifications.

Some attributes show further attributes. For example, clicking on Hit Points will display a unit's Size.

Basic attributes

Hit Points: Everyone knows what this is.

Size: This attribute is displayed when you click on Hit Points. Size determines how many units can be in a single square on the battlefield (a maximum of 6 points). It also determines how many supplies a unit needs each turn (Size minus 1).

Strength: This determines how much damage a unit does when it successfully strikes a target.

Attack: This determines the unit's chances of successfully striking a target with melee weapons.

Defense: This determines the unit's chances of avoiding a strike by melee weapons.

Protection: This is the unit's armor rating. It can be different on different parts of the body, depending on equipment worn or simply the nature of the creature's hide. These separate values will be shown when you click on Protection.

Morale: This measures a unit's likelihood of running from battle.

Magic Resistance: Think of this as Protection, only against magic. Not all spells have to penetrate Magic Resistance, though.

Precision: This is how accurate a unit is, either with missiles or with magic.

Encumbrance: A unit will incur Fatigue equal to its Encumbrance on each turn it attacks. Moving—by itself—does not incur this.

Move: This is two numbers. The first is the number of provinces a unit can move on the world map. The second is the number of action points a unit has on the tactical map. Action points are used to move and attack. The larger this number, the further a unit can move on the battlefield.

Fatigue: A unit's Fatigue causes it to be more susceptible to critical strikes. Once a unit reaches 100 fatigue, it becomes unconscious and is unable to attack or defend. A unit at 200 fatigue starts taking regular hit point damage instead of fatigue damage from additional fatigue.

Age: The first number is the unit's age in years. The number in parentheses is the age at which the unit will start suffering penalties and become susceptible to afflictions due to old age. This attribute is displayed when you click on Fatigue. The age when you start suffering penalties is referred to as maxage. It is modified by the following (in order of priority):

- undead creatures have their maxage increased by 50% per point of Death magic
- inanimate creatures have their maxage increased by 50% per point of Earth magic
- demons have their maxage increased by 50% per point of Blood magic
- everyone has his or her maxage increased by 50% per point of Nature magic
- creatures whose maxage is modified by Nature have it reduced 5% per point of Fire magic (burn bright, burn fast)

Leadership: Commanders only. This is the number of units a commander can lead. Clicking on this attribute shows additional leadership abilities or restrictions, such as the ability to lead undead and/or magic beings. A commander can lead 30 undead beings per level of Death magic skill and 5 per level of Blood magic skill he or she has. Magical leadership is determined by indirect magic bonuses (see Indirect Magic chart – not all paths confer the same benefits).

Units also may have special abilities. Some of these are summarized below.

Special abilities

Units in Dominions 4 can have a wide variety of special abilities. In fact, there are over 200 such abilities in the game. Each modifies the unit's attributes or capabilities in some way. A mouse-over or right-click on the ability in the stats screen will give an explanation of what it does. Some of these attributes bear further explanation, which appear below.

Berserker	A unit with this ability goes berserk when wounded if it passes a morale check vs. 12. Berserk units fight until dead – they do not rout. A unit with +Berserk ability gets that number as a bonus to its berserk attributes.
Ethereal	Very difficult to hit with non-magical weapons. 75% of such strikes will miss.
Glamour	These units gain Mirror Image in combat, and do not appear in scout reports.
Recuperation	This unit can heal its battle afflictions over time, unless it has the Old Age icon.
Sailing	Can cross (but not remain in) water provinces when moving.

Unit classes

Some special ability divide units into classes. The classes may have special requirements for leadership.

Magic being These units require a mage to lead them. They rout if left without magical leadership.

Mindless Mindless beings suffer mindless dissolution on the battlefield if left without a commander. Mindless units cannot be in the same squad as non-mindless units.

Undead Undead units are subject to banishment, as are demons. Undead and demon units require undead leadership, which is generally conferred by skill in Death magic (or being an undead commander). Zombies aren't going to take orders from just anybody. A squad that mixes undead and non-undead gets a -1 morale penalty, for obvious reasons.

Several abilities have detailed effects.

Awe Units with Awe force enemies to take a morale check against $10 + \text{Awe}$ in order to be able to attack them. Thus, a unit with Awe +4 would force attackers to pass a morale check against 14, or be awestruck and unable to attack the awe-inspiring monster on that combat round.

Fear Units in a monster's Fear area of effect get their morale temporarily lowered and their entire squad must take a morale check against the monster's Fear, or rout. The basic Fear effect requires a check against 10. Unlike Awe, the bonus to Fear indicates the additional area of effect, not the Fear strength. So a Fear +4 monster has normal Fear that radiates to 4 additional squares. The Fear strength itself is increased for every full +5 Fear, so a Fear +10 unit would radiate to ten additional squares, and force a morale check against 12. The base area of effect (Fear +0) is 6 squares.

Heat Units with this ability radiate heat into adjacent squares. You will see this as little black smoke. This causes 5 armor-negating points of stun damage. It is considered fire damage, so units with fire resistance have protection. A fire resistance of 5 or greater negates the effects of a heat aura. Elemental resistances count double versus stun, so a fire resistance of 3 would be sufficient to be unaffected about 50% of the time. The default size of a heat aura is 3 squares and is increased by Fire magic. Some monsters may have a greater heat aura, which has a larger area of effect.

Chill This is exactly the same as Heat, except the stun damage is cold, and thus units with cold resistance have protection. It looks like bluish-white smoke. The default size of a chill aura is 3 squares and is increased by Water magic.

Poison cloud This is the green smoke. Each turn the area of effect is blasted by poison, and anyone in this area takes 2 points of armor-negating poison damage. This effect actually lasts for two turns, so a single unit can take multiple poison damage effects from a single source.

Heat, Chill, and Poison Cloud effects stack, so if a unit is in a square where three Abyssians are radiating heat, that unit will take damage from each.

Petrification This is the medusa's special ability. Anyone attacking her is killed if the attacker fails a magic resistance roll.

Seduction Some units can seduce and make enemy commanders of the opposite gender switch sides. There are two versions of this power: dream seduction and normal seduction. Nagini (normal seduction) and Succubi (dream seduction) are example of creatures that have versions of this power.

Dream seduction: the target makes a magic resistance check against 13. If it fails, the dream manifestation is successful and the seducer tries to seduce the commander. If the commander then fails a morale check vs. the seduction ability, the seduction is successful. If the seduction fails, the commander is attacked by the Succubus in an assassination attempt.

Normal seduction: There is no magic resistance check, only a normal morale check.

Effects: The lover sneak away to a neighboring province, or to the enemy capital if flying. Seduction can only occur in border provinces unless the seducer is flying and is at least as large as the target. Lure of the Sirens works in a similar way. First there is a magic resistance check, followed by a morale check against the lure ability (10). The lure can only be used in coastal provinces. Failure doesn't cause an assassination battle, which makes the Siren's attempt rather safe. If successful, the target drowns himself, or enters the sea and attacks the Siren in an assassination attempt if he is able to breathe underwater (and returns to land if he survives).

Standard The standard ability increases the morale of the entire squad it is in. Only the best standard for every squad will have a morale increasing effect.

Horror Marking A horror mark is a condition which can lead to dire results. A horror mark will result in a small chance each month that a unit will be attacked by a Horror. A unit can be horror-marked more than once which will increase this chance, but there is no way of knowing how bad the mark is. Certain spells will cause a horror-marked unit to be attacked. In battle Horrors always attacked a horror-marked unit first. Stronger horror marks also attract stronger Horrors.

Trample Trample is exactly what it sounds like – a large unit runs over a smaller one. Smush! A trampling unit displaces all of the units in the square it enters to an adjacent square. These units have to take a Defense – (fatigue / 10) check against 10. If they fail this check, they take $8 + 2 \times \text{Size}$ trample damage. This is an armor-piercing attack, so Protection is halved. A trampled unit will always take at least one point of damage, regardless of Protection. A unit which successfully passes the defense check is still displaced, but just takes one point of damage, total.

Swallow Some monsters are able to swallow the target of a successful trampling attack. The swallowed monsters are removed from the battlefield until the swallowing monster is killed. Some monsters are able to digest swallowed targets, which does damage to the swallowed target each turn, and some monsters can even incorporate the swallowed target into their own bodies and get extra hit points from the damage they do to swallowed creatures.

Additional abilities

There are many other unit attributes, which you can get information on by right-clicking on or mousing over the effect in the unit's stat window. An ability granted by a magic item, such as Regeneration or Fire Resistance, will be listed with the other abilities, and information about it can be found in the same way.

You can see a (nearly) full list of abilities in the Modding Manual included with the game.

Experience

Units which survive the world of Dominions for a period of time are likely to get experience. This experience is denoted by a grey circle with a yellow star. This can grant increased attributes such as strength, leadership, magic resistance, and the like.

Heroic Abilities

Non-pretender commanders who join the Hall of Fame get heroic abilities. These are denoted by a yellow star in a red circle, and can grant increased attributes, such as strength, leadership, magic resistance, and the like. Unique beings such as the Elemental Royalty cannot enter the Hall of Fame.

Afflictions

Units may suffer battle affliction when they suffer damage. The chance is simply the percentage of its total normal hit points a unit suffers on that strike. In other words, an infantry unit with a healthy strength of 10 hp will have a 20% chance of suffering an affliction upon taking 2 hp damage. The location of hits is important! Loss of an arm or an eye depends on being hit in the right place.

Afflictions are denoted by a red heart. A unit may suffer from multiple afflictions. Diseased units may gain additional afflictions each turn. Afflictions can be healed by the following methods:

- Units with the Recuperation special ability heal afflictions over time (unless they have Old Age).
- Units that are Immortal will heal afflictions over time.
- Units with an involuntary shapechange mechanic (such as Jaguar Warriors of Mictlan) can sometimes heal afflictions when they change back to their normal shape. This is checked every time they change back to their first shape, but it is not a reliable method of healing.
- Units with the autohealer ability will cure a number of afflictions up to the value of the ability automatically in the same province every turn.
- Units with the disease healer ability will automatically cure a number of diseases equal to the value of the ability in the same province every turn.
- The global enchantment Gift of Health will automatically cure afflictions in the dominion of its owner (including allied nations in disciple games as long as dominion is positive).
- The artifact The Chalice will automatically cure up to 5 afflictions in the same province.
- There are a few magic sites that can heal afflictions like a healer
- Afflictions have a difficulty level that is checked against when subjected to healing. If the healing check succeeds, the affliction is cured.
- Undead beings cannot heal afflictions unless they have Recuperation or Immortality, except through Gift of Health.
- Afflictions caused by cursed items such as Eye of Aiming and The Black Heart cannot be healed unless the item is removed first.

Afflictions are different from Curses or Horror Marks. The latter two entities cannot be removed or lessened by any means.

RECRUITING UNITS

Recruiting units is the main method of adding troops to your armies. Recruitment is done per province, so as you capture provinces, you gain the ability to recruit new types of troops. In some coastal provinces, these troops may be amphibious.

- Each province has its own pool of units.
- Some national units can only be recruited in a nation's capital.
- Building a fort in a province adds a nation's non-capital troops to that province's pool.
- Gold and resources are spent to produce units.
- A maximum of one commander can be recruited per province per turn.
- Some nations can recruit additional units outside their forts, depending on terrain.

Recruitment costs

Units have two costs: gold and resources. In the world of Dominions, a unit's training is reflected in its gold cost, while its equipment requires the resources. Expect highly skilled units to cost a lot of gold, heavily equipped units to cost a lot of resources, and highly skilled, heavily equipped units to cost a fortune.

Some units are slow to recruit. These units take two turns to recruit, and will appear at the end of the second turn. The gold cost is paid at once on the first turn, but the resource cost is split over two turns.

Sacred units also have a Holy point cost, which is always 1 per unit (including sacred commanders, which was not the case in Dominions 3).

Recruitment restrictions

There are some restrictions not only on how many units of a type can be recruited in one turn, but how they can be queued as well.

- Commanders:** Only one commander may be recruited per province per turn. They can be queued, with certain restrictions.
- Gold:** Units may only be recruited up to the limit of that nation's current treasury. *Units cannot be queued up for the next turn based on gold cost.*
- Resources:** Units may only be recruited in a province in a given turn based on that province's current resources, but they *may* be queued for following turns. This makes it possible players to recruit units in provinces that don't produce enough resources to fulfill that unit's resource requirement in a single turn. Units that cannot be built in the current turn, but are in the queue, are dimmed in the recruitment area.
- Holy:** Sacred units can only be recruited up to the home province's Holy limit, which is the same as the current maximum dominion. Units can be added to the queue beyond the Holy limit.

- Limited:** Some units may have a recruitment limit that only allows a certain number to be recruited per turn (e.g. maximum of 5 Troglodytes per turn, regardless of available gold or resources).
- Temperature:** Some units (currently only from the nation Ragma) can only be recruited if the temperature is hot or cold respectively.

Units are recruited at the beginning of the turn resolution, so units in a province being attacked in the same turn they are recruited will fight to defend the province. If they are recruited in a fortress then they will stay in the fortress and become besieged.

Recruited units go into the unassigned unit pool of units at the top of the Army Setup screen. Below them you will see all your commanders in that province.

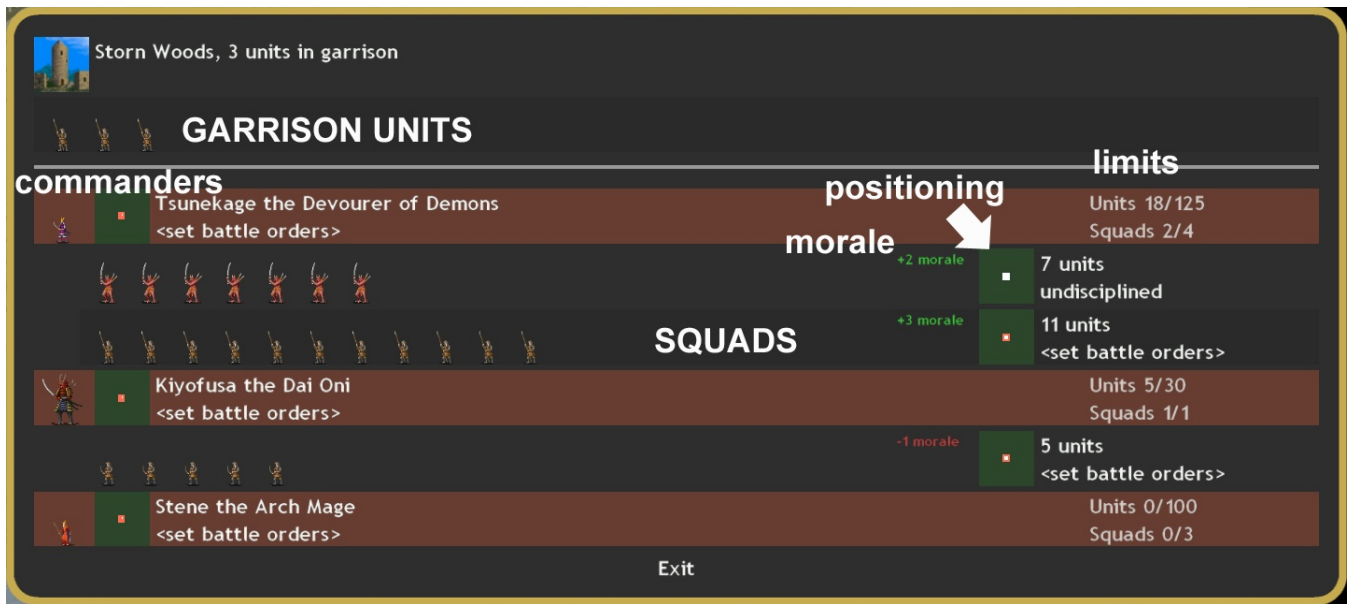
Holding down [SHIFT] while selecting a unit for recruiting will choose ten of that unit. Up to 100 units may be queued in a province.



From the tomes of the lore of Dominions

One day Igeshaush found himself trapped in a net, struggling in vain to get free. He and the net were slung over the shoulder of a large lizard man striding through the vegetation. He was able to see other lizards with nets, many who had caught a youngling. Igeshaush had no idea that this was the normal way of life for a swamp lizard like himself and that, caught by the neonate catchers, he was being brought home to his village where he would be raised and educated. So when the lizard carrying him tripped and dropped the net, Igeshaush ran for his life, far, far away so the hunters wouldn't catch him again.

ARMY SETUP



The Army Setup screen is where you deploy your units for battle. When said battle occurs, units will be placed on the map in accordance with their squad's arrangement in the Position squad box. They will attempt to follow the battle orders given (see **Set Battle Orders** below). The screen works like this:

Garrison units

At the top of the screen, below the province name, is a single row where all unassigned, or garrison units, are shown. Newly recruited units get placed here, and stay there until they are assigned to a commander (or the province is invaded and they are killed in battle). If the province contains a fortress, these units are considered inside the walls and don't join any patrolling units in combat. If the province has no fortress, they do participate in combat, and form one large squad at the center of the battlefield.

Squads

Squads are the basic organizational unit of combat. They can contain anywhere from 1 unit to the limit of their commander's leadership value. A commander cannot lead more units than this value, no matter how many or few squads they are split into. A commander can lead a maximum of five squads, although depending on the commander's leadership, additional squads may suffer a morale penalty. Thus, the maximum number of squads in an army is five times the number of commanders. Some units require their commanders to have special abilities in order to lead them, like undead leadership for undead and demons or magical leadership for magical beings. Units that are both undead and magic beings require undead leadership.

All commanders in a province will appear with their icons on the far left side of the **Army Setup** screen, with their placement window next to them followed by their name and squad information. Their squads will be arranged below them, with a battle placement box, a unit count, and the **Set Battle Orders** menu.

To place a unit into a squad, click on the unit, and then either click on the squad box of a currently existing squad (if you want to add that unit to the squad), or click on the icon of the commander himself (if you want to create a new squad. When a new squad is created, a new box will open below the commander's box and the unit will appear there. If a commander has no units assigned yet, this is how you start—just add the first unit to a new squad by clicking on the unit, then on the commander. Units can be added to a commander up to the limit of his Leadership value.

The limits on number of units and number of squads is displayed at the far right of the **Army Setup** screen.

Selection shortcuts can help you sort through the different units in the **Army Setup** screen.

Double-click to select all units of the same type

Shift-click to select multiple units

Hover mouse over a squad and hit **'w'** to select all units with afflictions

Hover mouse over a squad and hit **'e'** to select all units with 2+ experience stars

Hit **'Enter'** after you've already clicked on a unit(s) to deselect the unit(s)

Press **?** to see the complete list of keyboard shortcuts

Thus, you can more easily go through and find all the limping units, and put them elsewhere so that holes do not open up in your squads as they advance because the limping units are falling behind. You can likewise make elite squads of experienced troops that will have higher morale than other squads of their type.

Battle Position

There are green boxes to the right of each commander's icon on the left side of the **Army Setup** screen are **Position Commander** and **Position Squad** boxes, which for short this manual will call the **Battle Position** box when it is talking about both. Similar boxes appear to the right of each squad (on the right edge of the **Army Setup** screen). These boxes define where a unit will appear on the battlefield initially. The box shows all of the units currently occupying the province. Commanders are shown in blue, and squads in orange. The currently selected unit (either squad or commander) is highlighted in white. By clicking on the green area in the Battle Position box, you can move the icon of the squad or commander around. At the top of the screen, the words "Back..." and "...Front" show that the left side is the back of your formation, and the right side is the front. Note that the size of a squad or commander is reflected in the size of its box. The predominant unit icon is displayed to help you keep track of which squad contains what type of units.

When a battle begins, a squad will appear on the battlefield according to its location in the Position Squad box.

Battle Orders

Because players don't control units directly in combat, squads have to be issued orders which they then attempt to follow once combat is joined. Each squad can be issued a different order, even if it is under

the leadership of the same commander. Squads can be assigned general orders, or general and target orders. The ones indicated by an asterisk (*) require target orders – the remainder do not.

General orders

None	This simply turns the control of this squad over to the computer. It will decide what is best.
Attack*	This will engage an enemy in melee
Fire*	Missile units will fire at a target until they are out of missiles.
Guard commander	The unit will move toward the commander and protect him or her from harm. If there is an assassination attempt on the commander, these units have a chance of fighting in the assassination battle with their commander.
Hold and attack*	The squad will hold in place for two turns. If it is armed with missile weapons, it will fire at targets in range. After two rounds, it will advance to melee combat.
Fire and keep distance*	The squad will fire missile weapons until their target gets close, and then attempt to withdraw to a safe range and keep firing.
Retreat	The squad retreats off the battlefield. This is treated exactly like a rout and the units may scatter to adjacent provinces.

If you have chosen Attack/Hold and Attack or Fire/Fire and keep distance, you must specify who you that squad is attacking, or at whom that squad is firing.fx_aboeth,

Target orders

None	Targets one random enemy and his squad
Archers	Targets a random enemy archer and its squad
Cavalry	Targets a random enemy cavalry unit and its squad
Fliers	Targets a random enemy unit which can fly, and its squad
Large monsters	Targets one random enemy of size 5 or 6 and its squad. If no enemy of this size exists, a size 4 unit will be treated as a large monster.
Closest	The squad will target the closest enemy squad
Rearmost	The squad will target a random enemy at the rear of the enemy battle formation.

No matter what orders a squad is given, it may not get there if it gets stuck in the zone of control of an enemy unit that gets in the way.

Question: Can't my soldiers be ordered to just sit back and defend indefinitely?

Answer: No. Hold and Attack will have your troops stay in place for 2 rounds, but after that, they attack.

Commander orders



Commanders can be given orders just like squads. In the commander battle orders menu, the top four orders are specific, while the bottom four are general orders. Specific orders last for one turn, while general orders guide the commander's actions for the rest of the combat.

Up to five specific orders can be scripted for a single commander. If a commander receives no orders, the AI will assign them to him.

Scripts of orders can be copied from one commander to another. Hold the mouse over the script you wish to copy and hold down the [Ctrl] key, and then hit a number key. The script will be stored under this number. Then, place the mouse over the <set battle orders> text of a commander to whom you wish to copy the script, and hit the same number key (without holding down [Ctrl]). The script will be copied to the new commander. You can store multiple scripts by using the 0-9 keys.

Specific orders

Hold a turn

Hold position for one turn

Hold or Fire missile weapon

Same as hold position, except that commander will fire a missile weapon.

Hold or Cast a spell

Same as hold position, except that commander will cast a spell (chosen by the AI) if possible. Only available for spellcasters.

Cast a specific spell

Cast a spell specified by the player if the commander has sufficient gems and there is a valid target in range. If one of those two conditions is not met, the AI will choose a spell to cast.

Attack one turn

Commander will move toward a random enemy for one turn and engage it in melee if possible

General orders

Stay behind troops

The commander will cast spells, fire missile weapons, and attempt to place himself or herself in the rearmost part of the army.

Attack

The commander will move towards enemies and attempt to engage them in melee

Cast spells

The commander will cast spells chosen by the AI

Retreat

The commander will attempt to rout off the map.

Checking the box "conservative gem use" will ensure that the mage uses his gems as sparingly as possible and for scripted spells only. This can be useful if you want to save gems for later battles.

BATTLEFIELD STRATEGY

Placing units on the battlefield and giving them the right orders is a big part of being successful in battle. Some things are obvious, like protecting lightly armored missile troops behind heavy infantry, or covering your flanks so enemy cavalry doesn't sneak by. But some things are obvious only to people knowledgeable in the world of Dominions. Sacred troops can be blessed, but someone has to bless them. The Blessing spell has a range of 10 squares. If you put your sacred units out front but leave your priests behind, you may not be able to get the Blessing cast on them. You can get around this by casting Divine Blessing, which affects all your units, but only if you have a priest able to cast it. Likewise, if you plan to cast something like Legions of Steel on your troops, you need to make sure that the mage who has been scripted to cast the spell is in a position where he can do so.

Your choice of tactics will obviously be dictated to a large extent by the units you control, but it should also be influenced to some extent by the units your opponent controls, assuming you have managed to gain some knowledge through scouting or previous combat. If your opponent has a lot of missile troops, it's risky to give your melee troops the "Hold and attack" order, as this will expose them to missile fire for an additional two combat rounds. Conversely, if you're the one with the archers, you should be thinking of ways to protect them so they can do as much damage as possible. Or you can use them as decoys for any enemy troops set to "attack archers" in order to set a trap.

Remember, however, that in Dominions, looks can sometimes be deceiving. A samurai archer of Jomon is an archer, but if you look at its protection and attack, it is comparable to that era's heavy infantry. So what you really have is a heavy infantry unit with missile weapons as well. When trying to figure out the best use for a unit, look at its weapons and attributes. A unit may not necessarily be exactly what it appears to be.

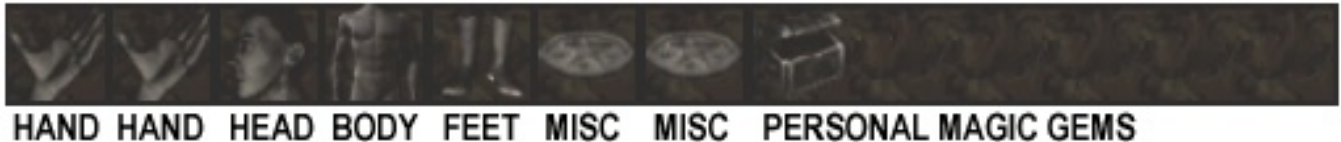
Cavalry with lances get a bonus to their first attack based on the number of action points they have (not unused points, just action point in general as an attribute). This is a nice bonus to use at the beginning of a battle.

When you have flying units at your disposal, you can hold and attack rearmost to allow the leading enemy units to separate a bit from the back ranks, allowing the fliers to attack without having immediately adjacent units be able to turn around and attack them. But if the enemy has fliers set to "attack enemy fliers" this may allow them to engage your fliers before they get a chance to carry out their orders. The interplay of battle orders can make for some unexpected results once battle is joined.

These are all things to consider when deploying your troops for battle. There is quite a bit of strategy involved here, and it becomes even more interesting when you get an idea of what your units are capable of.

UNIT INVENTORIES

Commanders' inventories are important places for equipment. Clicking on an empty inventory slot takes you directly to your nation's magic item inventory (if you are in a province with a lab), and selecting an item in this screen will equip that slot with it. Magic items can grant the wearer all sorts of benefits, which are given in the Magic Item section of the appendix. Not all units will have all inventory slots, though. The example shown below is for a typical human commander. A non-human commander may not have a head slot, for instance. Or no feet. Cavalry commanders do not have a foot slot, because they use a horse or other mount for transport instead of their own feet.



A unit can be upgraded with better armor and weapons simply by giving him or her a superior item. However, the unit's standard items cannot be removed, and when the new item is withdrawn, the standard item re-appears.

Magic gem inventory

Commanders may also carry magic gems, which mages can use for a variety of purposes. Gems can be transferred between commanders in the same province by clicking on the Magic Resource Treasury [F7] in the main screen and then clicking on "Transfer gems to commanders" button, or simply clicking on a commander's personal magic items inventory slot, which goes directly to the Transfer Magic Resources screen, shown below.

All commanders in the province will be shown. If there is a laboratory in the province, the right-hand column will show the nation's magic gem inventory. Otherwise, this right-most column will be greyed out.

Gems can be moved between columns by right- or left-clicking on the number in a particular column: left-clicking will increase it, while right-clicking will decrease it.

Any commander can carry gems, even if he or she cannot use them. Because the gem-carrying limit is 30, sometimes it can be helpful to have a commander accompany a mage as a "gem squire."

MOVEMENT

Dominions 4 is a game of provinces. Movement from one province to another depends on several things: the movement speed of the unit(s), the terrain in the province, and whether or not the province is friendly or enemy. In general, you can only move from one province to another if they are connected. To see a province's connections, hit the [8] key.

The basic concepts regarding movement are as follows:

- A province is either friendly or enemy. A province occupied by independent forces (white flag) is still enemy.
- Entering an enemy province triggers combat, unless all entering units are Stealthy (like scouts).
- A unit entering an enemy province may only move one province that turn, unless it is flying.
- Units may move multiple provinces if all the provinces entered are friendly, up to the limit of their movement.
- Armies with multiple units move at the speed of the slowest unit.
- Only commanders may move. Armies may not move if they are not led by a commander.
- Movement into or out of difficult terrain (forest, mountains, swamp) is affected by units' survival abilities.
- Underwater movement is one province at a time. You can't fly over water, either.

If you understand that, the rest is just the details. Which are discussed below.

General rules governing movement

Movement in Dominions 4 occurs from province to province, and is determined by a unit's map movement factor. If you right-click on any unit, you will see this factor next to the word "Move" in the unit attributes. A unit with "Move 2 / 10" can move two provinces on the strategic map, and has 10 Action Points in combat. Even if a unit has a movement greater than 1, however, it is subject to certain restrictions.

Each terrain has an associated movement cost:

Plains/Farm:	1
Forest:	2
Waste:	2
Mountain:	3
Swamp:	3
Cave:	3

Provinces with more than one difficult terrain (cost 2+) will travel in the easiest of those terrains for purposes of movement calculation, and if they have the appropriate survival ability (see below) that terrain will be used. The cost of movement from one province to the next costs is *the higher of the two movement costs of the starting province and the ending province*.


There are two special terrain types which are properties of the borders between provinces rather than the provinces themselves: rivers and mountain passes.





Rivers may not be crossed unless the Cold scales in the provinces on both sides of that river border are +1 or greater (the river is frozen). Flying and floating units may cross rivers without penalty regardless of scales, as may units with the ability to enter water.




Mountain passes may be crossed if the Heat scales in the provinces on both sides of that border are +1 or greater (the passes are open). Flying and floating units may cross mountain passes without penalty regardless of scales, as may units with the Mountain Survival ability.

Additional details about movement are listed below.

- No unit may move more than one province if it is moving into or through an enemy province.


[Exception: flying  units]


- If a unit has a survival ability, such as forest , swamp , waste , or mountains  it can treat that terrain as having a movement cost of 1. Units always preferentially move through terrain for which they have the survival ability, allowing them to bypass more difficult terrain in the same province.


- Unless a unit is amphibious  or aquatic  it cannot enter an underwater province. [Poor amphibians  are included, but differ from amphibians in combat.] Amphibians (poor or otherwise) may cross rivers without penalty.

- Aquatic units  cannot enter land.

- A unit may only move through one underwater province per turn, regardless of movement factor


[Exception: units with sailing ].

- Flying  units treat all provinces as movement cost 1. They may fly over intervening enemy provinces. Flying units may not cross water provinces, but may cross rivers.

- A unit with the sailing ability  may cross water provinces, but may not remain in such a province at the end of the turn. It may not cross rivers.

Commanders are the only units which can be given orders to move.



All units (both the commander and his or her troops) must have the abilities listed above in order to take advantage of them. Just because a commander can fly doesn't mean his troops can. [Exception: some commanders can give their troops water-breathing abilities, and commanders with sailing can transport non-sailing units.]

Entering an enemy province triggers combat. [Exception: Stealthy  units]

Armies move at the speed on the slowest unit in the army. Thus, forming armies composed of units with widely varying speeds will slow the whole group down.


Example of movement: The example below shows two commanders: Oscar the Sidhe Lord and Lugh the Long Handed. Lugh has a map movement of 2, while Oscar has a map movement of 3. Both are trying to reach Robber Home this turn. But only one will make it.



Since multi-province movement can only take place between friendly provinces [Exception: flying  units] for the purposes of this example, all spaces pictured are friendly. If Baccar were not friendly, movement would have to stop there. Oscar has a movement of 3 while Lugh only has a movement of 2. But Lugh has other problems as well. One of them is that even though he is Lugh the Long Handed and a hero of great renown, he does not have the forest survival 

ability. Thus, when calculating his move, he pays the greater cost of Shadow Glade (forest, 2 MP) or Baccar (plains, 1 MP), and again in Baccar and Robber Home (forest, 2 MP). Thus he pays 2 MP for each move between provinces, and would thus require 4 MP to do so. Oscar has the forest survival ability, and thus pays only 1 MP for forest, thus the two province moves cost him only 2 MP. If there were another (friendly) forest province beyond Robber Home, he could move there as it would only cost him 1 MP more, and his movement is 3.


If Oscar were commanding an army, all of the units he was leading from Shadow Glade to Robber Home would have to have forest survival and a movement of at least 2, or Oscar would be limited by his army's deficiencies. If they had a movement of 4 and no forest survival the entire army would be unable to utilize forest survival and Oscar himself would not make it with his movement of only 3.

 **Stealthy** Units with the Stealth ability can move unseen from province to province, and may even enter enemy provinces. All movements restrictions apply normally.


Stealthy units ordered to sneak (the default order) move as normal but do not join in combat if they enter an enemy province that turn. Units already hiding in an enemy province can be given orders to attack that province in that turn. Certain special stealthy units have the ability to perform other tasks while in an enemy province, such as Instill Uprising or Assassinate Commander.

Units moving with Stealthy commanders must also be stealthy or the commander loses his ability to sneak while with them, and moves normally.

Stealthy units can be ordered to move normally by issuing the movement order while holding down the [Ctrl] key.

 **Glamour** Units with the Glamour ability cannot be seen at all when in a friendly province.

Glamour also gives units the Mirror Image ability in combat.

 **Darkvision** Units with the Darkvision ability are less affected by darkness, depending on the level of their Darkvision attribute. Penalties for darkness affect a unit's Attack, Defense, and Precision. For normal units these are all reduced as follows: night -3, Utterdark -6, blind -9. Darkvision does not help you if you are blind.

Initiation of combat.

Combat in Dominions 4 is resolved between any mutually discovered enemy forces in a province where neither side has the benefit of a fortress. This means that you can have a scout or spy in a province with the enemy, but if he remains undiscovered, combat is not initiated. If one side is in a fortress, it cannot be assailed until the fortress is besieged and broken [see Sieges], or the defending force chooses to sortie [Break Siege].

More than two enemies in combat. If forces from different sides occupy the same province at the end of a turn (and neither one is in a fortress), they fight. If three or more sides have forces in a province at the end of a turn, the game will determine in which order they entered, *and will fight the battles sequentially, with the survivors of each battle being the defenders in the next battle.* There will never be more than two sides (attacker and defender) in a single battle.

Example: Jotunheim, Marignon, and Pythium all enter Robber Home in the same turn. The game determines that Marignon got there first, followed by Pythium and Jotunheim. The first battle will therefore be Pythium attacking Marignon. Whichever side wins will then defend against the attack of Jotunheim, but only with those units that survived the first battle.

Armies which are allied can occupy the same province. The above applies to allied armies as well. However, if allied armies are attacked, and thus the defenders in a battle, the attacker will fight each battle sequentially, and if he wins the first then the survivors will fight against the second defender, and so on. The order of the defenders is random.


ORDERS


Units can be given a variety of orders. A movement order is given simply by left-clicking on the commander's icon, and then left-clicking on the destination province, whereupon a movement arrow will extend between the two provinces. This arrow is point-to-point and does not mean the moving unit will enter each province the arrow crosses. If the move is illegal (move too far, intervening rough terrain blocks, etc.) then the order will not be issued, and no arrow will be displayed. If the move order is legal but becomes illegal before hosting the turn (e.g. removing Flying Boots from a commander crossing difficult terrain), the move arrow remains, but the commander will not move, because the changed move order is validated during turn hosting.

Move

Move to another province. If it is an enemy province, combat will occur. This is the default move for when left-clicking on another province while an active non-stealthy commander is selected.

Sneak


Sneaking is movement into enemy provinces without being detected. Only Stealthy  units can attempt such moves. Their chance of success (and of staying hidden in an enemy province once they are there) depends on their Stealth rating, the number of units trying to hide, and the number of units looking for them. Provincial defense automatically searches for hidden units in its province each turn as long as the defense level is 15 or greater. A commander, however, must be set to the Patrol order. Fast units, like cavalry, or units which fly, are better at revealing hidden units than slow units or non-flying units are.

Units with a Patrol bonus  are also better, as you might expect. Units may also **Sneak and attack**, which allows stealthy units hiding in an enemy province to attack an adjacent enemy province.

Combat will not occur unless the unit is discovered by patrollers or other means. This is the default move for stealthy units. To give a stealthy commander the order to move normally (and thus attack the province it enters), hold down [Ctrl] while left-clicking on the destination province.

A stealthy commander will not sneak unless all units under his or her command are stealthy as well. *Removing non-stealthy units from the commander will not automatically change his move back to sneak.*

Patrol

Patrolling a province both reduces unrest and has a chance to discover hidden units. Some units are better at patrolling than others (fast units, flying units, or units with patrol bonus ). For each point of unrest eliminated in a province by patrollers, the population is reduced by 10. This represents the permanent elimination of the troublemakers. The larger the patrolling force, the more effective it is. A provincial defense level of 15 can act as a patrolling force for purposes of detecting stealthy units, but it is not as effective as an actual army. If there is no unrest in a province, nobody gets hurt by patrollers. Patrollers will fight an attacking army, just like the order below.


The success of the Patrol order depends on the Stealth ability of the units that are hiding, their number, the provincial defense (if any), and the “Destealth strength” of the patrolling units. Destealth is affected by unrest.

Stealth strength: Stealth value of leader -1 per stealthy unit in his army (or zero if unit has $\geq +50$ in stealth)

Destealth strength: Sum of Destealth strength of all patrolling units - $\text{unrest}/2$ (capped at unrest 100) + (province defence - 14 if province defence is 15 or greater)

The stealthy units are found if the Destealth strength + $2d25$ (open-ended) > Stealth strength + $2d25$ (open-ended).

The individual **Destealth strength** of a given unit = (**Precision** + (**AP value**, or 30 if flying)) / 20.

Units with a Patrol bonus  add the Patrol bonus to their individual Destealth strength.

Defend Province

This is exactly the same as the Patrol order except that there is no patrolling going on. Units will simply enter combat against any non-Stealthy units entering the province. Unrest is not reduced, but the province is still defended. This is the default order.

The difference between “Patrol” and “Defend” in a province with a fortress is that patrollers will engage in combat outside the fortress, while defenders will concede the province and become besieged.

Stealthy units given the Defend order will fight enemies attacking the province, rather than hiding.

Defend Castle

Units ordered to defend a castle will not fight an enemy force entering the province containing the castle. Instead, they will become besieged. (See Combat section.)

Movement is carried out in two steps.

- First, all units moving to a friendly province do so.
- Afterward, movement takes place in which units are moving to an enemy province.

Thus, if you are moving an army to one of your provinces, and an enemy is moving an army to that same province, your army will get there first, and thus be able to join with any forces that are already there to try and repel the invasion. Of course, the enemy might be able to prevent your army from moving at all, through various other actions.

However, if you are each attacking the province of a third nation, one of you will get there first. This is determined randomly.

Likewise, if you give an army the order to move into an adjacent enemy province, and on the same turn an army in that province gets the order to move into yours, then one of three things can happen:

- There is a battle in the enemy province between the two armies;
- There is a battle in your province between the two armies;
- The armies miss one another and exchange places.

Which event occurs depends on the size of the armies in question and the terrain involved.

Important: If you order a force into a friendly province containing a fortress, it will automatically "enter" the fortress and behave as though it has the order "Defend Castle." Thus, if you have one army defending a province with a castle, but it is assigned the Patrol order, and you move another army into that province to reinforce it, and then an enemy army attacks, the first army will fight, but not the second. If the first army loses, the enemy will besiege the second army in the castle.

If you want to have the second army join the first, or if you only have one army moving to a province and you don't want to have it just go into the fortress, but want to battle in the province itself, you must use Move and Patrol.

Move and Patrol

This order only become available to a unit once it has been given an order to move into a friendly province *with a fortress in it*. After giving the initial move order, you can click on the commander's orders again, and "Move and Patrol" will now appear as a choice. Selecting this will instruct the commander to move to the province and then patrol, and will cause it to engage enemy units entering that province in combat.

Blood Hunt

This is how blood slaves are collected for the sacrifices required for blood magic. In order to successfully blood hunt in a province, a blood hunter must pass three successive checks.

- First, a **level** check: % chance of **success** = $10 + (\text{blood level} \times 40)$
- Second, a **population** check: % chance of **success** = $\text{province's population} / 50$
- Third, an **unrest** check: % chance of **failure** = $\text{province unrest} / 4$

If all of these are successful, the number of slaves the blood hunter will find is: **d6 + blood level** and the unrest in the province will increase by $d(\text{slaves} \times 3 + 4)$. That's a random number between 1 and three times the number of blood slaves found, plus 4.

If any of those checks fails, the result is no slaves found, and a $d6 - 1$ increase in unrest.

Break Siege

This orders units besieged in a fortress to fight a battle against the enemy units in that province. Units which retreat flee back into the castle, or into a neighboring friendly province. If both options are possible, there is a 50% chance of going into the castle and 50% chance to go somewhere else.

Maintain Siege

This is the default order for any units besieging a fortress. It does not have to be given unless you change such a commander's order, and then need to change it back.

Storm Castle

This order is only available if you have successfully reduced a castle's defenses to zero. On the next turn, you will be given the opportunity to storm the castle. This initiates a battle in which the defenders begin behind their own castle walls. Because castle storming occurs after movement, a besieging force may be forced to fight a battle against an enemy relieving force arriving from outside the besieged province, and if the relieving force wins, the castle is not stormed. If the relieving force is defeated, the besieging force may still be left with a significantly reduced strength when storming the castle.

Assassinate

A random enemy commander in that province is targeted for assassination. The assassin will fight a battle with the commander, plus any bodyguards assigned to that commander. Each bodyguard has a 50% chance of being present at the time of the assassination attempt, and this chance is increased by the Bodyguard ability. The Assassin's Patience value can decrease the chance of bodyguards being present. The target of an assassination is considered to be surprised and will not follow any scripted orders he or she may have. Assassinations have a 50% chance of happening at night. If so, darkness penalties apply. A unit retreating from an assassination is killed.

Preach

This allows priests to increase dominion in a province. The formula is involved, and explained fully in the dominion chapter. In short, the chance of success depends on the level of the preacher.

Pillage

Pillaging a province increases unrest and kills population in a province, decreases that province's supplies, and gains gold and food for the pillaging army. The larger the pillaging force, the greater the chance of success. Fast units and large units are better than others at pillaging, while barbarians and units with the Fear ability are exceptionally good. The supplies gained last only one month.

Raid

A raid is a move that can only be performed by a commander with the Pillage ability if all of the units under his command also have this ability. The force under his command can raid an adjacent province, killing population, causing unrest, and gaining gold. It is essentially the same as the Pillage order except it is performed from an adjacent province. The raiding force returns to its starting province after the raid.

Raiders may be discovered by province defense or patrollers. A limited combat is initiated if the raiders are caught. In this case it will be a battle between PD + patrollers and raiders. Winning the battle will not conquer the province and there will be no pillaging done that turn regardless of outcome.

Reanimate

This is an order available to all undead priests, some nations (Ermore, Lanka), and some units (Carrion Lords and their servants). Asphodel gets manikins instead of normal undead. Asphodel cannot choose what to reanimate – they just get random types of manikins and undead.

Reanimation table

<u>Priest</u>	<u>Longdead</u>				
<u>level</u>	<u>Ghouls</u>	<u>Soulless</u>	<u>Longdead</u>	<u>horsemen</u>	<u>Lictors</u>
1	6	8	3	0	0
2	7	16	5	1	0
3	8	24	7	2	1
4	9	32	9	3	2
5	10	40	11	4	3

Contact Allies Some commanders are able to gather more troops by spending the month gathering them. Draconians are an example.

Perform Blood Sacrifice A blood sacrifice may only be performed in a province with a temple, by a nation which has the ability to perform such sacrifices because it has been part of their history. These nations are:

Early age: Mictlan, Marverni, Sauromatia, Abysia, Pangaea, Vanheim, Helheim, Hinnom, Berytos, Xibalba

Middle age: Abysia, Vanheim, Vanarus

Late age: Marignon, Mictlan, Abysia, Midgård, Gath, Xibalba

Capture Slaves This order is only available to Mictlan. A **1d6 + 4** number of slaves are rounded up and forced to join the armies of Mictlan. They are weak and cowardly soldiers but are free to recruit.

Become Prophet This order designates the unit as the one and only prophet of the nation's pretender god. The unit's priest level is increased by 1 or to 3, whichever is higher, and the prophet will start spreading dominion like a temple. There are other effects as well, such as increased hit points in friendly dominion (and decreased hit points in enemy dominion). If a prophet is killed, the nation must wait half a year (6 turns) before designating a new prophet.

Instill Uprising This order is only available to certain units, such as spies and bards. It will increase the level of unrest in the enemy province they occupy.

Hide

Stealthy units who are not moving will get the default order of Hide. A unit hiding in a province (including a friendly province) will not participate in any combat in that province, unless discovered, in which case a separate battle will be fought.

Attack Current Province

This order is available to Stealthy units which are hiding in an enemy province. The unit will join with friendly units attacking the province, if there are any. It is treated as a movement order of distance zero.

Turn resolution sequence

All players' turn orders are resolved simultaneously when a turn is hosted. During the hosting process, the game resolves orders in the following order:

- 1. Send messages** Messages sent by using the Send Messages button are dispatched. This means that gold, gems, and items are always sent, because everything that could stop this from happening occurs later in the turn.
- 2. Research** Mages perform their research. Even if a mage is assassinated or otherwise killed, he will contribute his research points to his nation that turn.
- 3. Empowerment** Increased magic paths due to Empowerment are conferred here.
- 4. Recruitment** New units and commanders are recruited. This means that recruits will always be available during the turn, as nothing that happens beforehand can stop them.
- 5. Forge items** New items are forged and placed in their nation's magic item inventory.
- 6. Preach** Priests preach the word of their god, and dominion is adjusted accordingly.
- 7. Heretic preaching** Heretics, insane commanders and commanders with shattered soul preach.
- 8. Claim thrones** Thrones of Ascension are claimed now.
- 9. Magic rituals** All mages cast their rituals *in a random order*.
- 10. Magic battles** All battles caused by magic are resolved. For example, commanders taken away by Wind Ride or teleporting to an enemy province fight now.
- 11. Lost in other planes** If a unit becomes lost in another plane, it happens now. This includes resolving battles fought in other planes.
- 12. Site searches** Magic site searches are resolved.
- 13. Prophets** Prophets are declared.
- 14. Call God** Priests call their gods who have been banished.

- 15. Awakening** Pretenders awaken (dormant or imprisoned)
- 16. Blood hunting** The hunt for blood slaves takes place.
- 17. Horrors** Units are visited by Horrors now, if such a misfortune should befall them.
- 18. Assassinations** Assassination attempts are resolved. The battles are fought immediately.
- 19. Raid** Units with the Raid order perform that here.
- 20. Relinquish province** Commanders with the Relinquish Province order will relinquish the province to any non-stealthed allied commander already present in the same province.
- 21. Friendly movement** All movement ending in a friendly province takes place now. If you are trying to get to a friendly province before an enemy does, you will do it if you are not stopped by an event that takes place in steps 1 through 11.
- 22. Other movement** All other movement, including Break Siege, takes place.
- 23. Resolve battles** All battle resolution from movement happens here.
- 24. Castle storming** Castles are stormed and battles resolved.
- 25. Global enchantments** Global enchantments take effect on the world. Note that the casting takes place during the Rituals step (9), though.
- 26. Random events** Like it says. This is where those Fortune/Misfortune events happen.
- 27. Resolve any battles** Battles caused by these events happen now.
- 28. Magic items/monsters** Special effects from magic items (or monsters) take place. The items themselves are forged during the Forge step (5), though. If any of these effects result in any battles, they are resolved now.
- 29. Sneak discovery** Stealthy units have been discovered! If so, they fight now for their lives.
- 30. Change besieger** If two allies are besieging the same castle, the one who is besieging is decided now. Larger armies take precedence.
- 31. Building construction** Fortresses, temples, and labs are built (or demolished).
- 32. Special orders** Special order like Reanimate or Summon Allies are performed. Thus, allies summoned during a turn will not be available for that turn's battles.
- 33. Pillage** The Pillage order increases unrest and kills population.

- 34. Income** All nations collect income for their provinces. Note that this comes after Pillage, meaning that if you pillage a province you conquered, you will gain reduced income from it, or perhaps no income at all.
- 35. Unrest alterations** Changes in unrest from dominion, scales, and patrolling are reflected.
- 36. Starvation** Units without supplies suffer starvation effects. This means that the first turn an army goes without supplies, it will fight its battles without starvation effects, since all battles occur in previous steps.
- 37. Upkeep / Desertion** Unit upkeep is paid for. Note that this is after income is collected for the turn. Desertion happens now as well.
- 38. Dominion spread** All dominion spread (for whatever reason) is conducted now.
- 39. Dominion effects** Special effects of dominion (population death, insanity, spreading heat or cold etc.) are applied.
- 40. Site effects** Magic sites spread disease, unrest, and the like, if they have such an effect.
- 41. Overpopulation** A rare occurrence: if there are over 150,000 units in the world, some of the most numerous ones will be killed to keep the game running smoothly.
- 42. Aging** Units age.
- 43. Resolve battles** Any leftover battles caused by previous events are resolved.
- 44. Heal / Disease** All units regain lost hit points, unless they are diseased, in which case they suffer more damage instead and may incur more afflictions.
- 45. Insanity** Units may go insane, from certain dominion or other effects.
- 46. Mercenaries** Mercenaries are bought or maintained.
- 47. New random heroes** Heroes may appear at a nation's capital gates.
- 48. Kill lone units** Lone units (non-commanders) in enemy provinces are killed. If there are units without commanders inside enemy territory they will be killed here to prevent them from making any pointless attacks.
- 49. Reclaim provinces** If a fort does not own the province it is in and it is not under siege, it will take ownership of the province. This can happen in team games where the province and the fort might have different owners from the same team. This step is resolved in favor of the owner of the fort.
- 50. Scouting** New scouting reports are generated for each player.
- 51. Elimination** Players without any provinces or dominion are eliminated from the game.
- 52. Victory** If a victory condition is fulfilled, the game declares a winner and ends.

- 53. Update stats** Hall of Fame and scoregraphs are updated.
- 54. Heroic abilities** Units gain and improve heroic abilities.
- 55. Reduce PD** Province defense is reduced if the population cannot support the current level. At least 10 population is required for each point of province defense.
- 56. Aftermath** The game validates orders and items, changes shapes if necessary, places killed immortals back on the map, etc.



From the tomes of the lore of Dominions

When Igeshaush fled from the neonate catchers he was followed by a faint glowing sheen. When the night came, the bog-light watched over the sleeping neonate and led neonate catchers away into the marsh to consume their souls. For months the corpse candle followed Igeshaush and a bond developed between the two. The young lizard and his spiritual guardian became hunters of the swamp. One serving as bait to the neonate catchers, the other feeding on their souls.

But after months of hunting the hunters Igeshaush and his strange friend attracted the attention of the sauromancers. An expedition led by sauromancers and lizard shamans to find the monster in the swamp seemed to scare the corpse candle away and Igeshaush was captured and brought back to the village. The sauromancers decided that the young lizard was destined to something great and brought him with them to the closest Sauropeum, where he was trained and initiated in the sauromantic mysteries. He proved to be an exceptionally gifted student and passed the first two rituals of initiation and became a Reborn quicker than any initiate in recorded history.

COMBAT

Combat is what happens when two discovered enemy forces occupy the same location on the map. If one force or both forces are undiscovered, no combat will occur. Thus, a stealthy force may move right through an enemy and not trigger combat. Thus, both forces are not *discovered*. Two forces which are both discovered may occupy the same province, but one might be in a fortress which has not yet been breached. In this case, the forces are in different *locations* (one in the fort, the other besieging in the province). When one army is in a fort and one army besieging, the province is owned by the besieging player and the fort is owned by the besieged. This situation is known as partial ownership of the province. When the same player owns both fort and province, the situation is known as full ownership. Full and partial ownership of a province have certain effects in-game (e.g. some events cannot happen in a partially owned province because they require full ownership as a precondition to happening).

Once combat occurs, units move according to their tactical movement allowance on a grid placed over the map. You can toggle this grid by hitting the [g] key or the [w] key.

Players can find battles overwhelming. This is easy to do if you try to follow every swing of every weapon. It's not necessary.

It is important to understand that battles in Dominions are not fought to the death. They are fought until one side loses its nerve and routs. As will be explained in the section to follow, routing is based on losses and morale. This allows small units of elite troops to hold off masses of undisciplined barbarians.

Here are some basic points to understand about combat. Details will be discussed later on in this section.

- Units are deployed on the battlefield corresponding to the Army Setup screen under *Position squads*.
- The attacker is on the left, the defender on the right.
- Units move across the battlefield in accordance with the instructions in <set battle orders>
- When units move adjacent to an enemy, they halt due to a "zone of control"
- Once units are adjacent, they attack each other every turn.
- The chance of scoring a hit in melee depends on the difference between attack and defense values
- The chance of scoring a hit with missile weapons depends on the number of units in square the missile hits, and how good the target's shield is (if it has one).
- The chance of doing damage after scoring a hit depends on the attacker's strength and weapon damage versus the defender's protection.
- Magic in combat works a lot like missile weapons [see x]
- Morale is calculated for each squad. A squad takes a morale check when it suffers enough casualties.
- A squad routs when it fails a morale check.
- Battles are fought until only one side has units on the map: this side is said to have won the battle
- Troops will rout when all of their commanders have been killed or routed.
- The entire army will rout when their side loses 75% of its total hit points.
- Some units are immune to routing and will fight on even if the army has routed.
- The attacking side will automatically rout after 75 turns.
- The defending side will automatically rout after 95 turns.

So if you kill or rout all of an army's commanders, the whole army will rout. It does not matter how big it is. The biggest army in the universe (of Dominions) will rout if it is led by a single commander, and he is killed or routed.

(For this reason, there is no "attack commanders" order. You will have to figure out how best to do this yourself!)

Battles View

When you get a report on a battle, you can click on the message "There was a battle in <province name>". This gives you the battle summary with the casualty lists. Clicking the "View battle" text will take you into the battle replay.

The battles in Dominions are actually very detailed tactical resolutions fought at the level of the individual fighters, mages, and priests. Each unit has its own equipment and abilities. They move and fight according to these parameters, according to the battle sequence, first one side and then the other, over a series of turns. When you watch the battle replay, you can see what happened with various degrees of detail. There is a box in the upper left which describes the action. You can change the level of detail in this box by hitting the number keys: [1] for least detail, [2] for more detail, and [3] for most detail.

Other useful keys when viewing battles are:

[Arrow] for scrolling around the map

[PageUp] [PageDown] for adjusting the camera height

[Space] for pausing the action

[c] for toggling colored squares for the teams

[g] for toggling grid

[w] for toggling the wire frame grid (battelfield graphics disappear from view)

[q] to quit out of the battle replay

[f] speed up battle replay to fast speed

[t] speed up battle replay to fastest speed

[s] switch battle replay back to normal speed

[z] slow motion replay (useful when using greatest amount of detail to see what happens and when)

[?] for viewing the available hotkeys

[1][2][3] adjusts the level of detail in the battle log (upper left text box describing the battle action)

[+][-] scroll the battle log

Note: There have been reports of incorrect battle replays, which is the result of a battle inconsistency bug, which causes the replay to become corrupt. This can lead to minor discrepancies in result or in outright incorrect victory. It is a very rare bug but is known.

Battle sequence

When combat is started, the attacker is placed on the left side of the screen and the defender on the right. All units are placed on the battlefield according to their setup. They will then proceed to follow whatever orders they have been given (attack, cast spells) until they rout or the battle ends.

Battles are conducted in turns, during which a single side performs the following actions in order.

1. Mages cast spells.
2. Missile units fire missiles.
3. Units move.
4. Melee combat occurs.

ARMY SETUP

Units in Dominions 4 are placed into squads, which are under the leadership of a commander. A single commander can lead up to five squads.

The total number of units a commander can lead is designated by the Leadership rating found in the unit abilities. Clicking on this rating gives further details of the commander's leadership limits, such as how many magical being or undead may be led. This is important, as not all commanders have the skill to give orders to magic monsters. And undead and demons don't take orders from just anybody either.

Squad limits related to leadership values

Leadership 10: automatic -1 to morale for a single squad. An additional -1 to all squads for every squad beyond the first (so five squads = -1 base penalty and -4 for four extra squads = -5)

Leadership 40: No morale penalty if leading one or two squads. -1 penalty for every additional sq.

Leadership 80: +1 morale for all squads if three or fewer. -1 penalty to morale for every squad above three

Leadership 120: +2 morale for up to 4 squads, -1 penalty to all if fifth squad added

Leadership 160: +3 morale for all five squads

The morale effects of leadership rating are based on the base leadership rating of the commander. Commanders gain more leadership with experience, so a highly experienced commander with a base leadership of 40 might be able to lead up to 85 units or more, but the morale bonuses still stay the same.

Other effects on morale:

Mixing undisciplined units with normal makes entire squad undisciplined and hits them with -1 morale

Mixing undead with living gets a morale penalty of -1

Mixing demons with normal units gets a morale penalty of -1

Each unit is placed on the map in a grid square. A single grid square can hold a total of six size points of units. For human-sized units (size 2), this means three units can fit in a grid square.

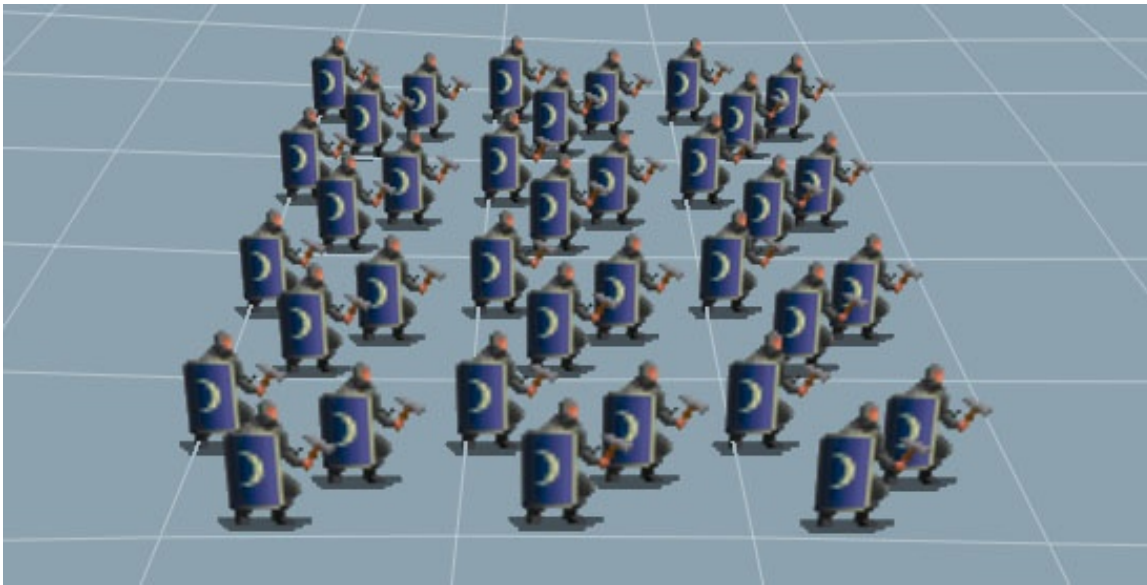
Unassigned units (those in the garrison box at the top of the Army Setup screen) are formed into one large squad. They begin at the center of their side's army.

FORMATIONS

Formations are the patterns used to deploy units of a squad onto the map. There are five types of formations. Each formation except Box carries a morale penalty to the squad.

Types of formations

Box



A box formation deploys your units in as close to a square as possible. The 36 Infantry of Ulm (size 2) shown above are deployed in a box with four squares frontage and three squares deep, yielding 12 squares of three units each.

Line

A line formation deploys your units in a straight line facing the enemy. This carries a -1 penalty to the squad's morale unless all troops in the formation have the Formation Fighter special ability.

Note that line formations move more slowly than others (about 3 spaces per round) due to the difficulty of staying in this formation. Putting cavalry in a line formation will slow them down considerably!

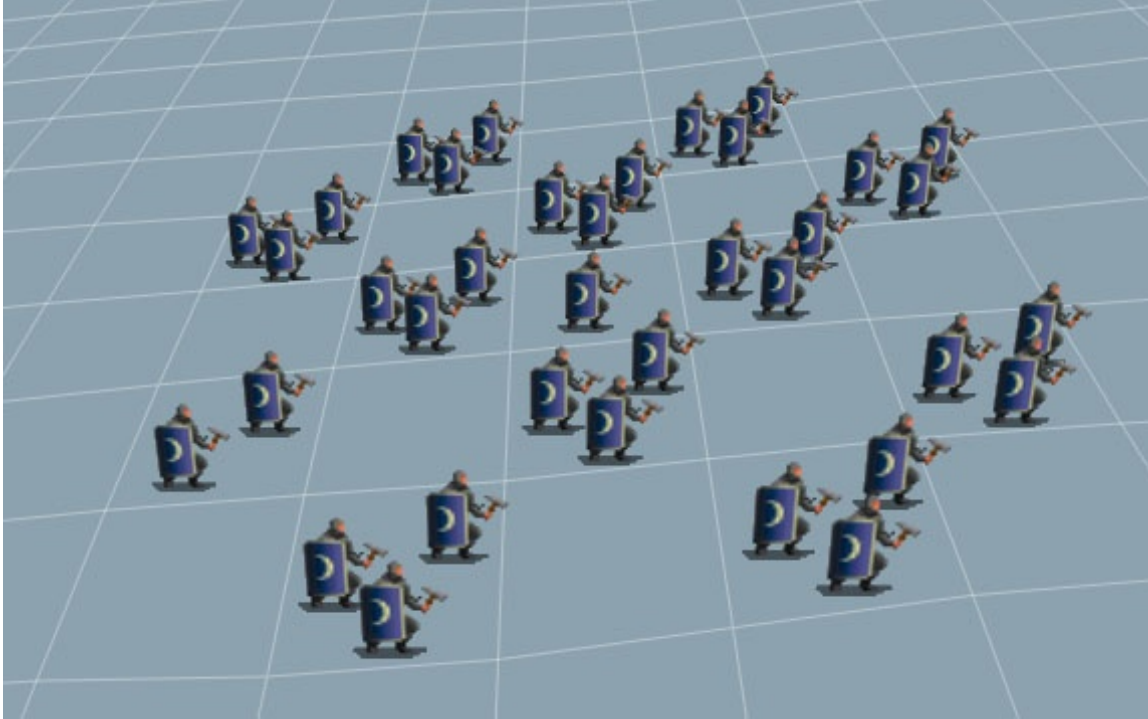
Double line

A double line is the same as a line except half the units are placed in a rank immediately behind the first line. This carries a -1 penalty to the squad's morale unless all troops in the formation have the Formation Fighter special ability.

Sparse line

A sparse line formation is identical to a line, except that an empty square is inserted between each square of units. This doubles the length of the line. It carries a -2 penalty to the squad's morale. The Formation Fighter special ability removes the morale penalty, but all units in the formation must have it.

Skirmish



Skirmish formation forms a box-like checkerboard formation which separates each square of units from its neighbors with an empty square in four directions, as above.

Again, all formations except box formation have a penalty to morale.

Undisciplined squads automatically use the skirmish formation and cannot use any other. Adding an undisciplined unit to a squad makes the whole squad undisciplined.

Battlefield movement

Each unit in combat has a number of action points. Action points can be spent in movement or in combat. A move of one square on the battlefield costs

- 2 action points to one of the four adjacent squares.
- 3 action points to one of the four diagonal squares.

When units move adjacent to an enemy, they become locked in a “zone of control” which remains as long as the enemy persists.

Engaging in melee combat costs all of a unit's action points. If this is more than the unit's remaining points, it can still attack, but the unit's action points next turn will be reduced.



From the tomes of the lore of Dominions

During his years as a Reborn, Igeshaush returned to his swamp of birth. Normally this is prohibited, since the Reborn is supposed to leave his old life behind him upon initiation. But a nagging sensation drew Igeshaush to his place of birth. He had no recollection of his early years nor his bog-light companion. When he entered his swamp of birth he was once again approached by the corpse candle. With his new magic skills he was able to give the strange entity arcane nourishment and strengthen the bond between the two. The corpse candle would follow him back to the Sauropeum where the proud reborn showed his masters what he had accomplished. But some of his masters were not impressed. He had broken tradition and ventured back to his swamp of birth, and was clearly unfit for final initiation into the sauromantic mystery. Igeshaush was about to give up hope of ever becoming a sauromancer when his thoughts were invaded by a raging hunger, followed by great relief. Soon he learned that one of his masters had died an ugly death. For months he had neglected his familiar and the entity had finally fed itself. When a second and a third sauromancer inexplicably died, Igeshaush persuaded the elders of the sauropeum that he could avert the threat. The deaths stopped and Igeshaush was finally allowed to join the ritual of the three gates. He entered the Underworld and was immersed in Stygian waters. Unknown to his masters, he was accompanied by his familiar spirit. Under the influence of the Stygian waters, the minds of the lizard and the his familiar merged. When he returned from the Underworld, his powers were greater than ever and he earned reputation and status as one of the greatest sauromancers in the kingdom.

MELEE COMBAT

Melee combat is the act of one combatant (soldier, priest, monster, or divine being) physically striking another combatant in some way. At its heart, it is very simple.

The attacker makes an attack roll. The defender makes a defense roll. These are compared. If the attack roll (with modifiers) is greater than the defense roll, it hits. If not, it misses.

The attack and defense rolls are modified by a random number (which is added) and a fatigue penalty (which is subtracted). The defense roll can also be modified by a multiple attack penalty, which is what happens when a single unit is attacked by more than one enemy in the course of a single combat round. This is 2 per attack after the first one, so if a unit is attacked by a second unit during a combat round, it suffers a -2 penalty to its roll. If it is attacked by a third unit, it suffers a -4 penalty, and so on. This penalty is only -1 per attack for mounted units.

Attack roll: attacker's **Attack** attribute + DRN - **Fatigue** penalty

Defense roll: defender's **Defense** value + DRN - **Fatigue** penalty - **multiple attack** penalty

Once a hit is scored, a similar calculation is done to determine how much damage is done. This involves the attacker's damage roll minus the defender's protection roll.

Damage roll: attacker's **Strength** attribute + weapon **Damage** attribute + **DRN**

Protection roll: defender's **Protection** attribute + **DRN** (+ shield **Protection** if it is a "shield hit")

If the defender has a shield, the hit is a **shield hit** unless the attack beats the combined value of the target's defense and the shield's Parry value plus the random roll. If a hit is scored as a shield hit, the shield's Protection is added to the defender's protection roll.

Example: A Heavy Infantry unit has a broad sword, chain mail hauberk, half helmet and shield. It has a base defense of 10, gets a defense bonus of +1 from the sword, a defense penalty of -2 from the armor, and a defense penalty from the shield of -1. The shield's Parry value is 4. The actual defense is $10 + 1 - 2 - 1 = 8$. With the shield's Parry value, the unit's total defense is 12.

The Heavy Infantry is attacked by a Vanjarl of Vanheim, which has attack 14. Neither unit has any fatigue yet. The Vanjarl rolls a 6, for a total attack value of 20. If the Heavy Infantry rolls a 7 or less, it is a clean hit and the shield offers no protection. If the Heavy Infantry rolls an 8 through 11, the Vanjarl scores a shield hit and the Heavy Infantry can use its shield's protection value in the damage calculation. If the Heavy Infantry rolls a 12 or higher, the Vanjarl misses entirely.

The Protection value used is the target's listed Protection value, unless it is a head hit. In case of a headshot, the target's helmet Protection value is used *instead of* the main Protection value. However, if it is a shield hit, the shield Protection is still added. The blow is assumed to have glanced off the shield and hit the target in the head.

If the damage roll is greater than the protection roll, the difference is subtracted from the target's hit points. If the protection roll is equal to or greater than the damage roll, there is no effect.


Hit locations


Dominions 4 uses anatomical locations to determine where an adversary was struck. An attack has a 50% chance of striking the adversary in the torso, 20% chance to strike the arms, 20% chance to strike the legs, and 10% chance to strike the head. Certain hits can cause afflictions, such as losing a limb. If someone loses a limb, it will be the one which was hit. This can be an arm, leg, or head. Losing your head is usually instant death, but this is not always true, for example in the case of undead and certain kinds of regenerating monsters, or those with multiple heads. Other types of afflictions include losing an eye, which can only happen on a head hit.

In order to score a hit on a certain part of the body, however, the attacker must be able to reach it. To score a head hit, *attacker size + weapon length must be equal to target size*. This requirement is one less to hit the torso and two less to hit the arms. Thus a human (size 2) wielding a mace (length 1) could hit a size-6 creature only in the legs!

Weapon types

Melee weapons in Dominions 4 come in three different types: slashing, piercing, and blunt. Each type has different effects when calculating damage. These are all calculated after the Damage vs. Protection calculation above, except for Piercing weapons which reduce Protection prior to the calculation.

 Blunt weapons do double damage when scoring head hits after the Protection value is deducted. They score normal damage against other parts of the body.

 Slashing weapons do 25% more damage after Protection is deducted.

 Piercing weapons reduce Protection by 20% prior to any calculation. This is the same mechanic as the Armor-Piercing ability, except that Armor-Piercing reduces Protection by 50%.

Underwater effects: slashing and blunt weapons have an attack penalty equal to weapon length underwater, while piercing weapons do not. If a weapon does both piercing damage as well as another type, the underwater penalty is halved. Flails have an additional penalty of -2 under water.

A weapon may be able to inflict more than one type of damage. If so, it has an equal chance of doing each type of damage, but will only do one of them during that attack. For example, the short sword does both slashing and piercing damage. It has a 50% chance of doing one of these. If it does not do piercing, it will do slashing, but never both.

Note that these weapon types apply to all sorts of weapons, not just maces, swords, and spears. A spider's venomous fangs can do piercing damage, for example.

In addition, weapons may have additional special effects, such as fire, cold, or magic.

Damage is displayed in red numbers above the unit that suffered the damage. This can be very helpful in determining the effectiveness of your units and tactics.

Multiple attack penalty A unit will have its defense reduced by two for every time it is attacked in a turn. Thus, swarming high-defense units with multiple attacks is an effective way of overcoming their advantage.

Fatigue Fatigue is affected by a unit's encumbrance value. The more encumbered it is, the more fatigued it will become during combat. Each time it attacks, it gains Fatigue equal to its current Encumbrance value. Fatigue affects units as follows.

Defense penalty for fatigue For each 10 points of fatigue (rounded down) a unit has its defense reduced by 1.

Attack penalty for fatigue For each 20 points of fatigue (rounded down) a unit has its attack reduced by 1.

Critical hit due to fatigue Each time a hit is scored, a DRN is made to check for a critical hit and the unit's Fatigue / 15) is subtracted. If the DRN is less than 3, a critical hit is scored and the defender's protection values are all reduced by half.

Unconsciousness A unit falls unconscious when it reaches 100 fatigue. Each turn it is unconscious it regains 5 fatigue until it become conscious again (i.e. fatigue drops below 100). A unit with 200 fatigue starts to take hit point damage from exhaustion instead of fatigue when additional fatigue damage is taken.

Note that it is very hard to score a critical hit on an unfatigued unit while a unit that has a fatigue of 60 will suffer a critical hit about one of every four times it takes a hit.

Repel Repel is how Dominions represents the effectiveness of long weapons, such as halberds, pikes, and the like. If a unit attacks an enemy who has a longer weapon than the attacker, the defender may actually repel the attack and prevent it from happening. This occurs as follows:

Any defender that has a longer weapon than the one used by its attacker makes a repel attack automatically upon being attacked. The attacker makes a defense roll. Every defender in the attacked square gets to make a Repel attempt against this defense roll (using their Attack) if their weapon length is greater than the attacker's weapon length. Every repel attempt adds one to the required weapon length for repelling.

If the result is a hit, the attacker must make a morale check against 10, with modifiers as below:

Attacker: morale + DRN + (attacker size - repeller size)

Defender: 10 + DRN + (the number by which the defender won the Repel attack) / 2

If the attacker fails this roll, he must immediately abort his attack. If the attacker passes the morale check, he may make his attack, but the defender's attack then generates damage and protection rolls. If damage is inflicted, the attacker takes one point of damage and finishes his attack. In the rare case of a defender with multiple long weapons there are separate rolls for each weapon.

This simulates the defender successfully placing his longer weapon between himself and the attacker. All of this occurs before the attacker's strike is resolved. Note that units with low morale are more likely to be repelled, and thus using long weapons against low-morale troops is very effective. Also, units with claws and bites (weapon length zero) are easier to repel.

A unit gets -2 to its Repel roll for each time it has been attacked that turn. So it's easier to repel the first attack than the second, and so on.

Multiple attacks Some units have multiple attacks. This may be due to multiple weapons, or just multiple methods of attack like biting, clawing, or many tentacles.

Multiple weapons Attackers with multiple weapons have their attack skill reduced by the sum of their weapon lengths. Thus, it is much easier to fight with two daggers than with two swords. The Ambidextrous ability reduces this penalty by the amount of the Ambidextrous skill. Some weapons are considered intrinsic to a unit and do not cause multiple weapon penalties for the attacker. These are called bonus weapons. For example, the charioteers of Arcoscephale have both a spear and a shortsword, but the spear is a bonus weapon (different from a normal spear) because it is wielded by the second man on the chariot while the driver fights with a short sword.

MISSILE COMBAT

Missile combat is different from melee combat in that it doesn't use defense values. Instead, the game determines which square a missile hits, depending on a unit's Precision, and the range of the attack. If there are units in the square, they may be hit, whether they are friendly or enemy. Missiles can't distinguish friend from foe.

If the range from attacker to target is greater than $\text{Precision}/2 - 2$ (half the Precision, minus 2) then the missile will deviate from the target. The amount of deviation is equal to the range $\times 1.25 / \text{Precision}$.

The game will randomly determine whether the missiles deviate long or short, left or right, or some combination. The actual distribution is a bell curve – most projectiles will fall within the middle of the deviation range, but some will land at the extremes.

Once the game decides where a missile lands (even if it is far away, that square is affected), there is a hit calculation that uses the following values:

Attacker: $\text{DRN} + (\text{Size points in the square}) + 2$ if **magic weapon**

Defender: $2 + \text{DRN} + (\text{shield parry value} \times 2) - (\text{Fatigue} / 20)$

If the attacker's roll is greater than the defender's then a hit is achieved. Damage is calculated identically to melee combat (see above). However, note that most missile weapons are listed as "strength not added," meaning that only the weapon damage value (plus a random number) are considered. Crossbows and some other weapons are armor-piercing, meaning that only half of the defender's Protection value is used. Some spells can even be "armor-negating," which means that armor affords no protection. Lightning spells are armor-negating. Fire spells are armor-piercing.

Precision values greater than 10 count double for the amount above 10. Thus, a Precision value of 12 is actually calculated as Precision 14.

Thus, the more units in a square, or the bigger the units in a square, and the more tired they are, the more likely someone is going to be hit by a missile weapon landing in that square.

While it may seem that missile units can't shoot very far without having their shots deviate hopelessly, in practice massed units can deal severe damage to an enemy simply due to the number of projectiles in the air. Everything that goes up has to come down somewhere!

Note: Unlike in Dominions 3, missiles can now cause shield hits. Previously all missiles were deflected if they hit the shield, but now the shield is simply treated as Protection, just like in melee combat.

SPECIAL DAMAGE

Some types of damage can cause the target to sustain additional damage. Others inflict their damage gradually, or increase fatigue instead of reducing hit points. These include fire, cold, poison, stun, paralysis, and drain.

Some units are not as susceptible to certain kinds of damage. In Dominions, this is represented by the concept of resistances. If a unit is resistant to fire damage, for example it is said to have fire resistance. This works identically to protection. It is like armor against fire. The standard resistance is 15, which will reduce damage as though it had extra protection of this number.

Elemental resistances give double protection against those attacks of that type which cause stun damage. So Shock Resistance 5 would reduce stun effects from thunder by 10. Shock Resistance 15 would thus give protection of 30 from a Thunder Strike.

Fire damage

Fire is generally armor-piercing, which means that a unit only gains half its normal benefit from Protection. In addition, a unit may catch fire, which will subject it to additional burning damage until the fire goes out.

A unit that is burning takes **1-2 additional hit points** of damage each turn until the fire goes out. The chance of the fire going out is

$25\% + (\text{fire resistance} \times 5) + (\text{cold scale} \times 5) + 100\%$ if it is raining.

If the province has heat scales instead, this is treated as negative cold.

Cold damage

A unit suffering cold damage may freeze. It will then take additional stun damage until it thaws.

A unit that is freezing takes **2d6 additional fatigue points** of stun damage each turn until it thaws. The chance of thawing is

$$25\% + (\text{cold resistance} \times 5) + (\text{heat scale} \times 6)$$

Cold scales work like heat scales for burning: if it's cold in the province, the chance of thawing is reduced by the scales.

Profuse bleeding

A unit suffering from profuse bleeding suffers 10 fatigue and takes HP/20 damage each round. The chance of bleeding stopping is $10\% + (\text{regeneration value})$ and is divided by 2 if unit is underwater.

Poison damage

Poison works differently than fire or cold. If a unit takes poison damage, that damage will be suffered over multiple rounds, which is the amount of time it takes the poison to have its effect. This damage is spread out as evenly as possible. First, a total amount of damage taken is calculated, just like with any attack. Then, each combat round, a unit will take 10% of the remaining damage.

So if a unit takes 15 points of poison damage, it will take 2,2,2,1,1,1,1,1,1 points of damage (each number is in one round). In the first three rounds it will take 2 points per round, and in the last seven rounds it will take 1 point per round. The first turn the unit takes 10% of 15, or 2 points, and now 13 remain. The next turn it takes another 2, and another 2 on the third turn. That leaves 9 points, and 10% of that is 1, for the remaining 9 turns.

Poison resistance has no effect on the duration of damage. Once the poison has taken hold, there is no additional benefit to poison resistance. It is useful only in reducing the total amount of damage initially.

Drain damage

Drain damage is not extra damage, but instead is a way for the attacker to restore his or her hit points and fatigue by damaging an enemy. Once damage has been calculated, the attacker with life drain:

Increases his hit points with **damage / 2**

Reduces his fatigue by **damage x 2**

Weapons with partial life drain are less potent, and only the first 5 points of damage dealt are treated as drain. The remainder are considered normal damage only.

Paralysis damage

Paralysis is a type of damage based in part on the victim's size. It, as you might have guessed, paralyzes the target. The number of combat rounds the paralysis lasts (the duration) is determined by the number of paralysis points done.

$$\text{Duration} = (\text{Damage} - \text{victim's Size}) / 2$$

If that is all the paralysis damage taken, then the target is only paralyzed for that many rounds. However, if the target takes additional paralysis damage, a new duration is calculated, and the target takes half as many points of damage as the lesser of the new or old durations. In other words

If already paralyzed, **Damage** = (**minimum** of old and new duration) / 2

This damage can never exceed 5 points.

The new duration will be the greater of old and new duration (not cumulative), so if the new attack has a longer duration, the target will be paralyzed longer.

Stun damage

Stun damage adds to a unit's fatigue rather than subtracting from its hit points. Units fall unconscious when they reach 100 fatigue. They start taking physical damage when they reach 200 fatigue. Elemental resistances count double versus stun damage.

MORALE AND ROUT

Morale Morale is a measure of how likely a squad is to keep fighting after taking casualties. Each unit has a morale value, but the morale value that is checked is the morale level of the entire squad. Each squad has a morale level, which is the average of all the morale ratings of the members of the squad.

Morale bonuses A unit can have a number of modifiers to its morale. For example, Sacred units can be blessed, which increases their morale by 1, and spells like Sermon of Courage (+1) and Song of Bravery (+1) can increase morale also. In addition, all units can gain the following bonuses:

+1 for fighting in friendly dominion

+1 for fighting in a unit's home province (the province where it was recruited)

+x for a commander's leadership bonus (click on Leadership attribute) This is further modified by the formation in which the unit is fighting, how many squads the commander is leading, etc.

+1 for every level of the Inspirational ability the squad's commander has (can also be negative)

+x if there is a unit with the Standard ability in the squad, where x is the bonus from highest Standard

Rout During combat, squads will have their members killed and wounded, and eventually they will take flight from the field. This is called routing, and happens to the entire squad.

Rout is checked by squad. A squad which fails its morale check routs. A squad will check morale if:

- The squad has suffered "heavy losses" since the last morale check, and its overall casualties are at least 20%
- The squad has four or fewer units left in it and at least one of the units has taken damage this round
- The squad is near a monster causing Fear (e.g. an Abomination)
- The squad has been subjected to a spell causing Fear (e.g. Terror)

- The entire army has taken 50% or more of its total hit point value in casualties. In this case, morale will be checked every turn for the remainder of the battle. Retinues are excluded from this "greater than 50% of army hit points" if there is nothing more than one creature and its retinue. This is a special case.

“Heavy losses” is one wound for every two members of the squad. A “wound” is simply 1 or more hit points of damage that reduces a unit to 80% or less of its normal hit points. So a unit with 25 hit points that is undamaged and suffers 4 points of damage does not count as having suffered a “wound” for these purposes. The next point of damage, however, will reduce him to 80% of normal, and every hit there after (even if for 1 point) will continue to satisfy these criteria. Units are very enthusiastic at the beginning of battle, but less so after taking damage.

No matter how many times the above conditions are satisfied, a squad cannot have its morale checked more than once a turn.

Army rout *Once an army has taken 75% of its total hit point value in casualties in a battle, it will automatically rout.*

Morale check A morale check consists of two numbers, the morale roll and the fear roll. If the fear roll is greater than the morale roll, the squad routs. If not, the squad keeps fighting. Although it is called the “fear roll,” it applied to anything that checks morale, not just fear.

Morale roll: squad morale + DRN + survivor bonus

Fear roll: 13 + DRN

The survivor bonus ranges from 0-5, depending on how many of the squad’s original members are still alive. The smaller the proportion of survivors, the smaller the bonus. An intact (or almost intact) squad will get a bonus of 5. A squad that has been almost wiped out gets no bonus.

Rout effects A routed unit will use all of its action points each turn to move towards its own side of the battlefield and off the friendly edge.

A routing unit suffers a -4 penalty to its defense skill. Fast units can be very effective at picking off enemy units that are routing, as they have better chance of catching them before they exit the map.

Once a routing unit reaches the map edge, it is safe, and on the turn after the battle will appear in a friendly province adjacent to the battle. If there is no such territory, the unit is destroyed. A routed army may scatter to multiple provinces after a battle, requiring a commander to go collect it. Routed units suffering from profuse bleeding, poison, burning, decay or other special damage will have the remainder of that damage applied once they get off the map edge and may not survive. This represents the unit successfully fleeing the battle but expiring of its wounds before finding help.

Units in a victorious army can rout off the map as well, since a squad can rout while others are winning the battle. If the battle ends before the routing units exit the map, at the end of the battle they remain with the victorious army. If they rout off the map before the battle ends, they scatter to adjacent provinces.

Mindless units Mindless units need to be under the control of a commander. If there are no unrouted commanders on the battlefield eligible to command mindless units, remaining mindless units on the field are automatically subject to *mindless dissolution*.

If all eligible commanders (i.e. commanders who can command mindless units) have been killed or routed, the mindless beings become immobile and have a 33% chance each turn of dissolving and vanishing from the battle. They will not move, but will attack adjacent units.

Magic beings and undead These units have special leadership requirements, such as magical leadership or undead leadership. If such units are on the battlefield without proper leadership, they will rout. If a unit is both an undead and a magic being (such as the manikins of Asphodel), it requires undead leadership to lead. Demons require undead leadership to lead.

AFFLICTIONS

Whenever a unit is struck in battle, it may suffer an affliction. The chance of this occurring is simply the % hit points lost in the blow. So if a normal 10HP soldier receives two 4HP blows, he would have a 40% chance and then another 40% chance of getting an affliction. What type of affliction is suffered depends on which part of the body was struck.

BESIEGING FORTRESSES

Fortresses must be reduced before they can be stormed. To reduce a fortress, its Defense value must be reduced to zero. Each turn, the total reduction strength of the besiegers is compared to the total repair strength of the defenders.

Reduction strength = unit strength **squared** / 100

- Flying units get +1

Repair strength = unit strength **squared** / 100

- Flying units get +1
- Mindless units are only worth **10%** of calculated value

The difference is subtracted from the fortress defense value if the Reduction strength is greater. If the fortress has been damaged, and the repair strength is greater, the difference is added back to the defense value, to the maximum of the original value.

That's why you get the message sometimes when you're the besieger, that "the enemy is repairing the walls faster than we can destroy them. We need more men." This means the repair value is higher than the reduction value, and the besieged units are actually fixing the walls. There is no way for the besieger to know how close a fortress is to being breached. The defender, however, can click on the fortification location button in that province, and the current defense value will be displayed. Fortresses which are damaged but not besieged are automatically fully repaired.

Supply during sieges

When a fortress is besieged, it provides its supply value to the defenders, divided by the number of turns of the siege. So on the first turn of a siege, a fortress with 300 supply provides 300 supply points on the first turn of the siege, then 150, then 100, then 75, then 60. Units which are unsupplied suffer the starvation effect, and units which starve for two consecutive turns can become diseased. These diseases will then spread inside the fortress!



From the tomes of the lore of Dominions









Igeshaush had become a sauromancer of great renown and, but he was not satisfied with his magic powers and rise in the order. With an envious mind he had watched lizard kings and their sons rule with priestly authority and the blessings of God. Despite having learned every word and syllable of the sacred scriptures, he was unable to conjure the might of godhood. He would have to do something drastic and religiously important to be noticed by his God. What could be better than to mate with the Arch Hierodule, most sacred mother of future kings? Having her lay his eggs would surely grant him the blessings of the God.

MAGIC

If the combat system is the heart of Dominions 4, the magic system is the soul. Everything is affected by magic in some way. The most powerful spells can summon awesome monsters or change the face of the entire world. Magic can also be used to craft artifacts for use by heroes. Some basic points to remember are:

- Spells are either rituals, which are cast outside of combat, or battle magic, which is used in tactical battles
- Magic depends both on the *path* and the *school* of magic
- The path skill of a given mage is generally fixed and doesn't change easily
- School is a group of spells which can be learned through research
- Research is performed in laboratories
- Magic gems and blood slaves are needed for many spells
- These gems are produced by magic sites, including those in a nation's home province
- Gems and blood slaves are items which can be carried by commanders or stored in a nation's pool
- Laboratories also provide access to a nation's pool of magic gems, blood slaves and items
- The Construction school allows for the building of magical items and artifacts
- There are also Divine spells, which are special battle magic spells that can be cast by priests

The Paths of Magical Power

There are eight paths of magical power:  Fire,  Air,  Water,  Earth,  Astral,  Nature,  Death, and  Blood. There are seven types of magical gems which correspond to the first seven of these paths. There are no Blood gems – Blood magic requires blood slaves, which can only be obtained through blood hunting. The symbols shown are used to represent magic paths, and will appear in spell descriptions as requirements for casting the spell. The paths of Astral, Death, Nature, and Blood magic are sometimes referred to collectively as “Sorcery.” Likewise, Air, Earth, Fire, and Water are collectively called “Elemental” magic.

Paths define the essential branches of magic. A fire mage can eventually learn all of the Fire spells in all the schools of magic for which he has the requisite magical ability, once his nation has researched them. But he cannot learn Nature or Earth spells, for instance, unless he first gains the path skill. While there are magic items that can increase a mage's skill level in paths he already possesses, a mage can only acquire new paths through Empowerment (see below).

The Schools of Magical Research

There are also seven schools of magical research: Conjunction, Alteration, Evocation, Construction, Enchantment, Thaumaturgy, and Blood Magic. Note that the *school* of Blood Magic is not the same as the *path* of Blood Magic (although the two are related).

Schools define the areas of study needed to master the spells within each path of magic. For example, Conjunction is the school of magic that deals largely with summoning creatures from outside the world. Any nation can research the Conjunction school, and its mages would be able to use any spell in that school **a**) up to the current research level, and **b**) which required a magic path those mages possessed.

In order for a mage to cast a spell (a) you must have researched the school up to the level required by the spell, and (b) the mage must have proficiency in the magical path(s) required by a spell, and (c) the mage must have any magical gems or blood slaves required for the spell.

While each school has many different spells, the general characteristics of each school are as follows.

Conjuration: Summons powers and beings from other worlds. Many spells in this school will bring you additional units.

Alteration: Changes the physical world. Alteration spells can give units increased strength, resistance to fire, and the like. They can also change the weather.

Evocation: Projects arcane power into the physical world. If you want to cast spells that are traditionally associated with magic, like fireballs and lightning bolts, this is the school for you. Lots of battle magic.

Construction: The level of your construction research determines which magic items you are allowed to craft. Some construction spells also allow you to make magic units.

Enchantment: Grants magical properties to men, items or the land. You can cover entire provinces with protective domes, or grant long-lasting increased health to your subjects.

Thaumaturgy: Manipulates the arcane world in ways traditionally associated with sorcery. You might call forth the souls of victims a soldier has killed and send them after him, or create a window in space to observe distant lands.

Blood Magic: All spells that use blood magic have to be unlocked by researching this school. If your nation has any blood mages, you will want to do some research here.

Access to Magic Spells

Each spell has a path requirement, listed as a number of symbols. In order to cast a spell, a mage must meet all the path requirements for the spell, and his nation must have researched to the appropriate level in the school which contains the spell in question.

Spells that are a higher level in a school don't necessarily require more path skill to cast: Will o' the Wisp is a level 5 Conjuration spell, but only requires Fire-1. This is one reason it is important to become familiar with which spells exist in which school, so you can plan your research.

Note that while the schools generally categorize spells, they don't do so rigorously – Acashic Knowledge is a Conjuration spell which has nothing to do with summoning. Instead, it searches provinces for sources of magic gems.

Combined Paths

Some spells require knowledge of multiple paths to cast them. A spell with multiple paths in its requirements necessitates that the mage *have the requisite level in each path* to cast the spell. When calculating bonuses for extra skill levels (see Fatigue below) only the first magic path listed in the skill description is considered. Dual path spells and rituals use magic gems of the primary path.

Empowerment

A mage may permanently increase his skill in any path of magic by using Empowerment. This costs a lot of magic gems. For the first skill level in that magic path, the cost is 50 magic gems of that type. For subsequent increases the cost depends on the current skill in the magic path and is 15 x [target level]. This is the only way to gain skill in a path a unit doesn't have. Magic items which increase magic skill only work if the user's skill in that path is at least 1. This is also true of battlefield spells which confer a path bonus, like Power of the Spheres.

Indirect Magic

Indirect magic represents the general arcane knowledge that a mage possesses about any magic path in which he has skill. This knowledge allows him to gain side benefits just from being knowledgeable in that type of magic. The more skill a mage has in a path, the more benefit he gains.

Path	Powers per skill level
Air	Shock Resistance +2, Magic Leadership +5
Astral	Magic Leadership +10
Death	Undead Leadership +30, +1 to existing Fear
Earth	Protection +1, Magic Leadership +5
Fire	Fire Resistance + 2, Leadership +5, Magic Leadership +5
Nature	Supply Bonus +10, Magic Leadership +5,
Water	Poison Resistance +2, Supply Bonus +10
Blood	Cold Resistance +2, Magic Leadership +5
	Undead Leadership +5, Magic Leadership +5

The +1 to Fear for each Death level applies to an existing Fear ability. Mages with no pre-existing Fear gain Fear +5 at Death skill 5. Lesser levels of Death magic do not confer any level of Fear.

Indirect magic affects all units with any magic skill, including pretenders.

TYPES OF SPELLS

Spells are divided into two basic categories: Rituals and Battle Magic. The spell lists in the Appendix are divided in this way.

Battle Magic

Battle magic can only be cast during a tactical battle. These spells have battle effects like inflicting damage, granting increased protection, reducing fatigue, or some similar effect which only makes sense in the context of the battle mechanics. Battle magic can be scripted into a mage's list of battle actions using **Set battle orders**. If a battle spell requires gems, that mage must have those gems in his inventory before the battle begins.

Some battle spells affect the whole battlefield and are termed battle enchantments. Some of these last the length of the battle. A battle enchantment is dispelled if its caster dies.

Battle Magic mechanics The method for resolving battle magic is very similar to that for missile weapons. Mages have a Precision attribute just like archers do. Spells have a Precision rating, also. For the purposes of calculation these two are added together. Some spells (like Acid Bolt) are armor-piercing. This means Protection against them only counts for half, just like armor-piercing missiles. Some other spells (like Orb Lightning) are armor-negating. This means they completely bypass Protection, and the target's only defense is the die roll.

In some cases, instead of Protection, though, some spells check a target's Magic Resistance. It actually *is* protection. Protection from magic! Magic Resistance is most often binary in nature, it either protects the target or it does not, with nothing in-between. Against some spells a successful resistance check merely means crippling injuries rather than instant death.

Some spells (mostly Astral) require the caster to defeat the target's Magic Resistance before the spell can take effect. If a spell description states that "Magic resistance negates" then the following check is made:

Caster's Penetration roll: $10 + \text{DRN} + (\text{additional skill in spell path}) / 2$

Target's MR roll: $\text{Magic Resistance} + \text{DRN} + (\text{skill in spell path}) / 2$

The caster wins ties. Note that not all targets will have any magic skill, much less skill in that spell's path, so often the target will simply add Magic Resistance and the DRN.

If a spell description states that "Magic resistance negates easily" then the caster suffers a -4 modifier to his or her penetration roll. This is the same as "easy to resist." "Hard to resist" gives a +4 to penetration roll.

Fatigue

Just like attacking in combat, casting spells in battle costs fatigue. Each spell has a listed fatigue cost which a caster incurs when casting that spell. For each skill level in the required path that the mage exceeds the minimum, he incurs $1 / (1 + (\text{mage skill} - \text{minimum skill}))$ of the listed spell fatigue. In other words, having an extra skill level means the mage suffers only 1/2 fatigue, two extra skill levels means he suffers only 1/3 as much, three extra is 1/4, and so forth.

Spell casters also incur fatigue equal to their base Encumbrance value + 2x Encumbrance value of any armor worn for each spell cast. This is not subject to reduction by skill bonuses. It is harder to make magical gestures in heavy armor. Everyone knows this from armor class days.

Fatigue is very important for spell casters. It is often the limiting factor in combat, and higher-skill mages thus have an advantage in that they incur less fatigue. Spells that reduce fatigue, like Reinvigoration or Relief, can be very useful as well.

Rituals

Rituals are spells which have an effect on the world map, and take an entire month (game turn) to cast. Thus, mages which are to cast a ritual have to be given that order as part of the turn. If a ritual requires gems, the mage may only use gems from a laboratory and rituals can only be cast in provinces with labs (assuming the national pool has enough gems of the required type). The gems will be withdrawn from the national inventory automatically.

Some rituals affect the entire province that they are cast in. Some of these (but not all) last longer than one turn. These are termed **local enchantments**. An example of such a spell is Dome of Air. Once the Dome of Air is cast, it persists in that province until dispelled. The spell is dispelled if the caster dies.

Rituals can be automated to be recast each month by the same mage using the [Shift]+[m] shortcut when selected and in a laboratory province. The mage will cast the spell as long as he has enough gems.

If you try to cast a spell and it doesn't get cast, the most likely problem is that you don't have enough gems of the correct type.

Global Enchantments

Global enchantments are rituals. These are very powerful spells that affect the entire world of Dominions 4. They often cost a lot of gems and have severe effects. Only five such spells can be in effect at any one time. You can find out which global enchantments are in effect at any point of a game by clicking on the Global Enchantments button in the main screen, or just hitting [F6].

When casting a global enchantment, you have the option of adding more gems to the spell than are required. This is because the more gems you use to cast a spell, the harder it is to dispel it.

The maximum number of gems a mage can use to cast a ritual is his or her path level x 100. So a skillful mage casting a simple global enchantment can put very many extra gems into it if he or she wants.

Just like local enchantments, global enchantments are dependent on their caster. If the caster dies, the global is dispelled. This can be because he died of old age, or because some clever enemy realized it was easier to assassinate him than to try to dispel the massive global spell he had put 200 extra gems into. Extra gems don't protect mages against assassination.

Dispelling global enchantments Global enchantments can be dispelled in one of two ways. The first is with an Enchantment-5 spell that is Astral-3 (that's a spell that requires a skill of 3 in the Astral path, and is level 5 in the Enchantment school of magic) simply called Dispel. The other way is to cast another global enchantment when there are five already active. The sixth one will replace one of the five existing ones if it is successful in overcoming it. The enchantment it will attempt to replace is random, so casting a global enchantment to dispel a specific enemy global is unlikely to select exactly that spell. However, it's better than nothing.

The exception to this is if you try and cast a global enchantment that is already in effect by another nation. In this case, your version will try to replace the enemy version instead of trying to replace a random existing global.

To reiterate: when a global enchantment is cast, the following cases are applied in order:

- if there is already a global of the same name active, the new global attempts to replace it according to the dispel mechanics
- if there are fewer than five active spells and there is not already an instance of this spell active, the newly cast global immediately fills one of the empty slots
- if there are already five global spells active, the newly cast global attempts to replace a randomly chosen spell. This can be a spell cast by the same nation casting the new global. You can accidentally dispel your own spells. These are unruly magicks.

Spells cast by multiple mages are cast in a random order. This true for all mages, not just those of a given nation. What happens at any given time depends on how many global spells are active, and which ones they are. There may only be two globals active at the beginning of a turn, but by the time a mage casts his own, several other mages may have filled up the remaining slots.

Dispel mechanics Whenever Dispel is cast or a global tries to replace another for whatever reason, the two spells are compared. The total number of *extra* gems and the levels of the casters above their spells' requirements are compared according to the following formula:

+1 for each extra gem (above the requirement for casting)

+5 for each level of skill by the casting mage in the spell's path above the casting requirement

a **drn** (single open-ended die) is added to each side. The side with the higher number wins.

Communions

The Astral and Blood paths of magic contain a special type of spell called a communion that allows mages to increase their magic skill temporarily while in combat and to distribute the fatigue from their spellcasting among other friendly mages. It requires the casting of two spells, one being the master and the other being the slave. The Astral spells are called Communion Master and Communion slave, while the Blood spells are called Sabbath Master and Sabbath Slave, and function identically except for the name and the fact that the Astral Spell uses gems and the Blood spell uses blood slaves. For the purposes of this section they will simply be referred to as communions. A valid communion cannot exist without both the spells Communion Master and Communion Slave (or Sabbath Master and Sabbath Slave) in effect.

Communions give the communion master(s) +1 skill in all paths of magic in which they already have at least 1 skill. They also allow the fatigue from spellcasting to be distributed among all the communion slaves in that communion.

Level bonus: A communion master gains n extra levels in each of his or her known magic paths for every 2^n slaves in the communion. This is true for each communion master in the communion.

Fatigue distribution: The amount of fatigue assigned to each participant in the communion is the cost of the spell cast by the master divided by the number of participants in the communion. This is further modified depending on the skill level of the communion slaves:

slave level = master level: no modification

slave level > master level: fatigue / 2

slave level < master level / 2: fatigue * 4

slave level < master level: fatigue * 2

Definition of participant: the communion master casting the spell in question, plus all friendly communion slaves on the battlefield, are considered participants in the communion for the purpose of any single spell cast. Note that skill levels gained from the communion (and all other means) are included when calculating fatigue cost of a spell.

The skill bonus gained by each master drops as soon as the number of slaves in the communion drops below the threshold for that bonus. The communion ends as soon as there are either no masters or no slaves in the communion.

Slaves cannot perform any actions on their own while part of the communion. However, they do benefit from any self-buffs cast by the communion master(s).

If the communion breaks because all the communion masters are dead or have fled the battlefield, the communion slaves suffer a backlash that affects all slaves by stunning them for approximately one round, and inflicts 3d50 fatigue damage per slave.

The magic items Crystal Matrix and Crystal Slave allow their bearers to participate automatically in a communion with having to cast the spell. The bearers must be mages (at least 1 skill in a magic path other than Holy). They do *not*, however, have to have any Astral skill.

MAGIC GEMS

Gems represent the physical manifestation of the magical essence of the paths of arcane power. They are generated by magic sites, and the owner of the site has these gems added automatically to his magic resource treasury (accessible with the [F7] key) each turn, as long as there is a connection through friendly territory to a province with a laboratory.

Managing your magic resources

The magic resource treasury (shown below) lists all the gems your nation currently has, as well as the rate at which it is acquiring new ones. To the right, the “pool” button allows you to collect all gems from commanders stationed in a province with a laboratory. This is especially effective for blood hunters, who will often need to transfer slaves from their inventory to the national pool. Clicking the choice at the bottom of this screen opens a new window that allows you to transfer gems between commanders by clicking on the number of gems they have.

Using magic gems in combat



Magic Resource Treasury			
fire gems	6	+1	pool
air gems	1		pool
water gems	0		pool
earth gems	12	+2	pool
astral pearls	6	+1	pool
death gems	6	+1	pool
nature gems	0		pool
blood slaves	0		pool

Transfer gems to commanders
Exit

Mages can use magic gems in combat for two purposes: to temporarily raise their skill level, and to reduce fatigue. This represents the release of the distilled magical power of the gems themselves. Because it takes a skilled caster to keep things from getting out of control, *a mage can only use as many gems as his current skill level in that path each turn.*

By using a magic gem, a caster gains one skill level in that magic path. This can be used both to allow a mage to cast a spell for which he would not normally have the skill, or to

reduce the fatigue of a spell, or both. However, *a mage may never increase his skill level by more than one by using gems*, or gain skill in a path in which he or she did not already have at least one skill level.

The player may script spells for which a mage does not have the requisite skill and place the necessary gems in his inventory. He may also simply include extra gems in the mages inventory and the computer will use them to reduce fatigue for spells he already has the skill for, if necessary. However, the specific use of gems in this manner is controlled by the computer. Checking the box “conservative gem use” will ensure that the mage uses his gems as sparingly as possible and for scripted spells only. This can be useful if you want to save gems for later battles. Otherwise there is no opportunity for the player to intervene.

Some spells increase a caster’s skill in a magic path for the duration of the combat. The difference between these spells, and using gems to increase magic skill, is that using gems only lasts for that one spell in that one combat round.



RESEARCH

The research sliders in the Arcane Laboratory determine how many research points you have allocated to a school of magic in a given turn. The number of points available is equal to the total of the research abilities of all commanders given orders to research in that turn. In order to have research as an available command, that commander must be in a province with a friendly laboratory, because that is where the magic books are. You can split these points up any way you want, using the slider bars – a mage can read from more than one magic book in a single month.

Normally only commanders with magic skill can conduct research. The number of research points is indicated next to the pile-of-magic-books symbol. The higher a mage’s magic skills, the more research points he or she will have. The only non-mages who can research are the philosophers of Arcoscephale and any units with the Divine Insights special ability. Commanders with Divine Insights contribute 3 research points but there can only be a number of them at work in a single lab equal to the dominion strength in the province. Any divinely inspired researchers over that limit do not contribute anything.

Magical research points are affected by Magic/Drain scales. Magic scales give mages extra vigor to study the tomes of arcana all night. Drain scales make them sleepy.

The basic formula for calculating a mage's research ability is: **(5 + (2x magic levels of mage) +/- research bonus/penalty).**

MAGIC ITEMS

The Construction school of magic allows you to construct magic items which can be given to commanders to use. This is done by giving the order “Forge Item” to a mage in a laboratory. He then uses whatever magic gems are required to create the item. Some items (artifacts) are unique, and only one of each can exist in the game at a time. The remainder of the magic items available for forging can be created without restriction, as long as creating nation has researched the appropriate level in the Construction school, and the crafting mage has the requisite skill and gems. A mage can be set to repeatedly forge the same item every turn by selecting him and using the key combination [shift] + [o].



DIVINE MAGIC

Divine spells are a special category of magic, which does not depend on research or magic paths. Instead, it depends on the Holy skill of the caster, and is thus only available to priests or other units with at least one level of Holy skill. All common divine spells are available to all nations at the start of the game, and units can cast all spells for which they have the appropriate skill level.

All divine magic consists of battlefield spells. There are only ten divine spells in the game, excluding those restricted to specific nations. See the Divine Magic section on page 433 for details on what they do.

ALCHEMY

Magic gems can be converted from one type to another through alchemy. This can be done by any commander with magical skill by selecting the “Alchemy” order in the Orders list. This brings up the Alchemy screen, which allows gems to be converted from one to another. In general, alchemy can only convert gems into Astral gems, or convert Astral gems into gems of any other type. Either way, the rate is 2:1 old:new gems. It is possible to convert gems into Astral gems first and then into a different type in a single turn. In that case, the rate is effectively 4:1 old:new, so this can get very expensive. A commander can only perform alchemy if he or she is in a province with a friendly laboratory.

It is no longer possible to convert Fire gems or Earth gems directly to gold via alchemy, as it was in Dominions 3. This change was made because it was learned that like in real life, alchemy is not possible through natural science. However, alchemy is possible through magic. For this reason, there are now ritual spells which allow for this conversion. As would be expected, they are Earth and Fire spells of the Alteration school.



From the tomes of the lore of Dominions

The Arch Hierodule was meant to lay the King's eggs. Igeshaush knew that mating with her would not go unpunished if found out. But he had thought of that, with his dark powers he could easily make her mind dull and empty. That way she wouldn't be able to tell or even care about telling anyone. One night he cast an ethereality spell on himself and a luck spell for good measure. With his body insubstantial, he was able to walk right through the temple wall into the chamber where the Arch Hierodule slept. Surprisingly the beautiful female was awake on her reed bed when he entered through the wall. She got off a sharp hiss before he had her paralyzed. Her body frozen, he dispelled the etherealness and made ready to begin mating. Right in the act the door burst open. It was a young prodigious lizard named Niklatu who had heard her frightened hiss and stormed in with his falchion drawn. Igeshaush paralyzed the young hero, grabbed the Arch Hierodule and fled back through the temple wall and back to the Sauropeum.

DOMINION

Dominions 4 is a game of apocalyptic struggle between pretenders to godhood. The game represents this belief in god separately from military control, in the form of *dominion*.

Friendly dominion (i.e. yours) shows up on the map as a white candle in the province. The extent of your dominion is represented by the number of candles: the greater the dominion, the more candles. Dominion is measured by province: you may have high dominion in one province but low dominion in an adjacent one. Each province has this candle symbol, although you can only see it for those provinces where you have some way of getting information. Just like with military reports, you don't know who believes what in a province unless you have someone close enough to find out.

Be clear on one point: conquering provinces does not expand your dominion. Your armies can march across entire continents without changing the dominion in the provinces they've conquered. Dominion is a representation of the religious dominance of a pretender god. So while a military banner denotes one type of control, dominion depicts another.

This section is devoted to the concept of dominion, how it spreads, and what that means for you, the aspiring god of the universe. The take-home points are:

- Dominion is not related to military control.
- Your dominion shows up as white; other dominions are black.
- The initial strength of your pretender's dominion (set in god creation) is very important.
- Once that strength is set, you can increase it by building temples.
- Your god spreads dominion wherever he goes.
- You can appoint one (and only one) prophet – he spreads dominion, too.
- Temples spread dominion (except for certain nations who must use blood sacrifice) and building them is important.
- Priests can raise dominion by preaching, but it is different from the other types of spread.
- Some units are heretical and lead people astray, lowering the dominion in the land.
- Some nations can sacrifice blood slaves to spread dominion
- The level of your dominion scales in a province is related to the strength of your dominion
- If you are playing a disciple (team) game, your side only has one overall dominion.
- In a disciple (team) game, disciples spread dominion like prophets do.
- You cannot appoint a prophet in a disciple game. The pretenders of disciple nations are treated as prophets of the god nation.

The level of dominion in a given province is very important and has many effects. It is also limited by certain factors.

Maximum dominion The maximum dominion you can have in any one of your provinces is equal to the initial dominion score of your pretender, plus one for every (five times the number of players on the team) temples you have, rounded down.

Example: You are playing in a four-player game with two players per team. Your nation has 12 temples and a pretender with an initial dominion score of 3. Your nation can never have more than dominion 4 in any province.

Enemy dominion Any dominion that is not yours is enemy dominion, and shows up on the map as a dark candle. Only one nation can have dominion in a single province at a given time, so if a province is at -3 dominion to you, it is -3 to everyone except the nation exerting +3 dominion into the province.

Increasing your dominion Dominion doesn't correspond to military control of a province. Instead, dominion radiates outward from its four sources: your pretender, your capital, your temples, and your prophet (if you have one). In a team game it also radiates from disciples. In a game with Thrones of Ascension, it radiates from those as well. This is why your dominion is almost always high in and immediately adjacent to your home province: every turn, the game checks for dominion spread in your home province. The role-playing reason for this is obvious and requires no explanation.

The chance of your dominion increasing in a province or spreading to an adjacent province partly depends on your god's initial dominion, which you specified when you created your pretender. **The chance is 10% multiplied by your god's maximum dominion.**

Example: In a game with no teams (just individual players), a certain nation has eight temples and a pretender with an initial dominion of 7. Each turn, each temple has an 80% chance of successfully increasing the god's dominion. If this nation builds two more temples (to a total of ten), the chance of dominion increase per temple will go up to 90%.

This "temple check" is the fundamental unit of dominion increase in the game. Considered in these terms, your centers of dominion have the following effects:

Pretender: **one automatic** increase plus **two** temple checks

Home province: **one** temple check

Prophet: **one** temple check

Temple: **one** temple check

Disciple: **one** temple check

Throne of Ascension: see below

Thus, having a pretender in a province automatically results in a dominion increase or spread of one, and could result in two more. All other types have the possibility for an increase/spread of one, according to the formula above.

Appointing a prophet One unit can be named as the prophet of your pretender. The prophet gains additional abilities as follows:

- If the unit is already a priest of level 3 or more, it is increased by 1.
- Otherwise, the unit becomes a level 3 priest, regardless of whether the unit was a priest or not to begin with.
- The prophet spreads dominion like a temple

Thrones of Ascension Provinces that contain Thrones of Ascension only come into play if the "Thrones of Ascension" special victory condition has been selected in game setup (it is the default victory condition). If so, provinces with a throne spread dominion for the owning player as though they were a temple of that nation. A Throne of Ascension can cause anywhere from 1 to 7 temple checks, which varies from throne to throne. The throne must be claimed to spread dominion. A throne can only be claimed by a pretender, prophet, or level 3 priest, and requires the Claim Throne of Ascension order.

Mictlan The nation of Mictlan in the early and late eras is the exception to the above rules. *Mictlan's home province, prophet, and temples do not spread dominion.* Its pretender checks are half as effective as a normal pretender. The only way for Mictlan to spread dominion (aside from the pretender) is to conduct blood sacrifices (see below). Several other nations have also used blood sacrifices at various times in their history, and thus are also able to spread dominion through blood sacrifices. However, their pretenders, prophets, home provinces, and temples function normally; for these nations, blood sacrifices are in addition to normal dominion spread. These are listed at the end of this section.

Blood Sacrifices To conduct a blood sacrifice, a priest of the appropriate nation can sacrifice a number of blood slaves up to and including his priest level. The province he occupies must contain a temple. **For each blood slave thus sacrificed, one temple check (described below) is generated.** Thus, blood sacrifices can be a powerful method of spreading dominion.

Dominion spread When a "temple check occurs," the following happens:

If the dominion in the province is neutral, dominion increases to +1 automatically.

If the province contains friendly dominion, the chance for it to increase by one is **30% minus (3% multiplied by the current friendly dominion in that province)**. Thus, the higher your dominion in a province, the less likely that a random spread will increase it. If the dominion isn't increased in the current province the dominion spread will go to a random neighboring province.

If the province contains enemy dominion, the chance for you to reduce it by one is **50% plus (your maximum dominion strength times 5%) minus (current enemy dominion in the province times 5%)**. Thus, high enemy dominion is harder to reduce via random spread than low enemy dominion. A series of high dominion provinces can act as a "wall of faith" that keeps enemy dominion out.

Each dominion spread in a province with friendly dominion will either increase that dominion level or make a new dominion spread in a random neighboring province instead. So a temple check can spread dominion to provinces far away as long as all provinces in between have friendly dominion.

Preaching the Word of God This is an order available to **priests** which enables them to raise the dominion level *in their province only*. The base chance of this occurring is **30% multiplied by the priest level**. If the priest is preaching in a province with an enemy dominion already present, **this base chance is reduced by 5% multiplied by the enemy dominion level**. If the dominion in the province is friendly (positive) or neutral (zero), the chance is equal to the base chance, with no subtraction.

If there is a temple in that province, the priest is treated as though he were one-half level higher than his current priest level. Thus, a level 2 priest be treated as a level 2.5 priest. This is for purposes of preaching and maximum dominion increase (see below).

Example: A level 1 priest is preaching in a province that has -4 dominion (that is, an enemy has 4 dominion there). His chance of successfully increasing his dominion (and thus reducing the enemy dominion from -4 to -3) is 10%. If he were preaching in a province with neutral or friendly dominion, he would have a 30% chance of increasing dominion. If there were a friendly temple in the province, his chance would be 25% (in the -4 dominion) and 45% (in neutral or friendly dominion).

Preaching is thus independent of pretender dominion strength, and completely dependent on priest level and enemy dominion in the province being preached in. *Furthermore, preaching in a province can only raise dominion as high as twice the level of the priest doing the preaching.* Thus, a level 2 priest can preach in a province, but cannot raise the dominion in that province above 4. If there is a temple in that province, the priest is treated as though he were one-half level higher than his current priest level – so a level 2 priest preaching in a province with a temple could raise the dominion in that province to 5. This increase is in addition to (and independent of) the spread check for the temple, but only affects that province (it cannot spread to an adjacent one).

Inquisitor bonus Inquisitors are more effective at preaching when in an enemy dominion, due to assorted role-playing reasons. Their priest level counts as double for the purposes of preaching. Their chance of increasing dominion through preaching is thus **(60% times the priest level) minus (5% times the enemy dominion level)**. Thus, in the example above, a Marignon inquisitor of level 2 would have a 100% chance of increasing dominion in a province with -4 dominion. In a neutral or friendly dominion province, his chance for success would be the same as any other level 2 priest: 60%.

If the dominion in a province is already as high or higher than twice the level of the priest who is preaching (including temple benefit if applicable) and you try to give a priest in that province a "Preach" order, then a warning box will appear, informing you that "Preaching cannot be used to raise the dominion of this province any higher." However, when you close this box, the priest in question will still have his orders set to "Preach." This preaching will have no effect, so you should change it to something useful. If you have a priest preaching in a province for several turns, and when he started doing it he was able to increase your dominion but now he has raised it to a point where he has no further effect, the game will not warn you that your priest has stopped being useful there – you need to keep track of this yourself.

Heretic Heretics lowers the dominion in their province regardless of who has dominion there to a minimum of zero. The chance of lowering the dominion by one candle is 20% times the heretic level. Some items, like the stone idol grants the heretic ability. Several heretics can be active in the same province and each of them can lower the dominion by one candle each turn.

Dominion effects It's obvious what benefit you get from militarily controlling a province, but what does having a high dominion do? Throughout this manual, you'll run into a number of things that depend on the state of dominion in a given province. For example, units fighting in a province with friendly dominion (whatever the strength) gain +1 morale, while fighting in enemy dominion reduces morale by 1. A pretender (as well as a prophet) gains hit points when in friendly dominion, and suffers a hit point

penalty when in enemy dominion (and the magnitude of the bonus or penalty is directly related to the level of dominion). Pretenders and prophets also gain friendly dominion bonuses and suffer enemy dominions penalties to strength and magic resistance. (see below)

Dominion scales When you create your pretender, the dominion scales you choose will spread with your dominion. This does not all occur at once – if you have Order 3, provinces with low friendly dominion may only gain Order 1 or 2. Over time, they will reflect your chosen scales. Each turn a province has your dominion in it there will be a small chance for each scale to tip one step towards your chosen dominion. The chance for this to happen is **(5% multiplied by the dominion level in the province) plus (10% multiplied by the difference between the actual scale and your nation's scale)**.

Thus, a big difference between your scales and the scales in a province makes the provincial scales react more quickly. Once the difference has become small, the chance of tipping the scales is reduced. Likewise, having a strong dominion in a province makes the provincial scales change faster (but this is only half as important as the difference in scales is).

Pretender and prophet hit points The hit points of pretenders and prophets are affected by the current dominion in their province. Pretenders and prophets in friendly dominion will have increased hit points, while in enemy dominion their hit points will be reduced. The greater the dominion, the greater the effect. They also get increased strength and magic resistance.

For each level of friendly dominion in a province, a prophet and/or pretender gains

- +1 strength
- + ½ magic resistance
- +20% hit points

For every level of enemy dominion in a province, a prophet and/or pretender loses

- 1 strength
- ½ magic resistance
- 10% hit points.

Hit points cannot be reduced to zero.

Dominion victory The most powerful use of dominion is to win the game! If a pretender has no friendly dominion on the map, he or she is eliminated from the game. This is known as the Tinkerbell Effect: if no one believes in you, you cease to exist. This is more useful than it seems: for example, if you're facing down a pretender in his last fortress with a strong defending army, you may not need to storm the fortress at all. Instead, besieging the fortress while reducing the enemy dominion with your pretender can wipe him out without a battle! And you'll never have to brave those annoying tower archers. Note that this does not refer to just the dominion in his province – it refers to all of his dominion everywhere. But if you can pin your enemy down and box him in, you can reduce his dominion without necessarily having to fight an apocalyptic battle.

Dominion strategy You can now perhaps start to see how this works. In order to spread dominion, you have to build temples, or preach, or both. Because you can only build temples in friendly provinces, and

because your priests can't enter enemy provinces and survive unless they have stealth capability (like the priests of Man), you need to expand your borders through military force in order to spread your religion. There are many events in history – *fantasy history* – that are examples of bringing religion to the people at the point of a sword. You almost certainly read about them in fantasy history class.

Special Dominions Some nations historically had special dominions which had additional effects. These are represented in game terms in the following ways:

Arcoscephale (all eras)

Arcoscephale will spy on all provinces under its dominion. The information gained from this will be available to disciple players as well and is more accurate than normal scouting reports.

Mictlan, Reign of Blood (early era)

Mictlan, Blood and Rain (late era)

May blood sacrifice. Also has dying dominion, meaning it will not spread dominion from temples etc. like other nations. The dying dominion only affects this nation regardless of being disciple or God.

R'lyeh, Dreamlands (late era)

Spreads insanity to all non-void beings and madmen will emerge to help in the war. Both effects will also happen in lands owned by disciple players and the disciple players will be slightly protected from madness just like humans in R'lyeh. This protection is far from adequate however and being a disciple to a R'lyeh god will not be easy.

Ermor, Ashen Empire (middle era)

The dead will rise to serve Ermor and the living will die so they can rise later on. Units in the dominion also suffer from reduced morale. These effects will also take place for disciple players and the undead will obey the disciples when they appear there. The disciple players start with full population in their realm, but it will die quickly and undead will rise instead. Being a disciple to Ermor will not be easy.

Lemuria, Soul Gates (late era)

The dead will rise as spectres and spirits and the living will die so they can rise later on. Units in the dominion also suffer from reduced morale. These effects will also take place for disciple players and the undead will obey the disciples when they appear there. The disciple players start with full population in their realm, but it will die quickly and ghosts will rise instead. Being a disciple to Lemuria will not be easy.

Therodos, Telkhine Spectre (early era)

Ancient spectres will reawaken and the living will suffer and die from the Telkhine Malediction. Units in the dominion also suffer from reduced morale. These effects will also take place for disciple players and the undead will obey the disciples when they appear there. The disciple players start with full population in their realm, but it will die quickly and ghosts will rise instead. Being a disciple to Therodos will not be easy.

Asphodel, Carrion Woods (middle era)

The living will die and be animated by vines and roots to serve in the war against the world. Manikins will rise from the corpses of humans, animals, satyrs, harpies, minotaurs, and other creatures animated

by the vines and the malign will of the God of the Vengeful Woods. Disciples will also get this effect and their population will soon be killed. Being a disciple to Asphodel will not be easy.

C'tis, Miasma (middle era)

The dominion of C'tis will cause heavy rain that lasts for months at a time and turn the land into soggy wetlands. Mosquitoes will thrive and so will diseases. All warm-blooded beings without the swamp survival special ability will be affected by diseases and all enemy provinces under this dominion will have their income severely reduced. Provinces owned by C'tis will have their income slightly increased instead. Disciples are affected in the same way as enemies, but their sacred troops are immune. Underwater provinces are not affected, so it would be possible to have a underwater disciple without facing a ruined economy and a dying army.

Agartha, Golem Cult (middle era)

Constructs will have increased hit points in this dominion. It will help disciple players as well as enemies should they have any constructs.

Caelum, Eagle Kings (early era)

Caelum, Reign of the Seraphim (middle era)

Jotunheim, Iron Woods (middle era)

Niefelheim, Sons of Winter (early era)

Spreads cold just outside of its dominion, too. It will have a 10% chance of changing the cold scale colder for each scale level it is currently away from maximum cold. Maximum cold is 1 for (Early) Caelum and Jotunheim, 2 for (Middle) Caelum, and 3 for Niefelheim. The maximum cold is limited by the cold level chosen for that nation in pretender creation.

Works just like usual when this nation is God.

Abysia, Children of the Flame (early era)

Abysia, Blood and Fire (middle era)

Spreads heat just outside of its dominion too. Works just like usual when this nation is God. It will have a 10% chance of changing the heat scale hotter for each scale level it is currently away from maximum heat. maximum heat is 3 for (Early) Abysia and 2 for (Middle) Abysia.

Marverni, Time of Druids (early era)

Sauromatia, Amazon Queens (early era)

Abysia (all eras)

Pangaea, Age of Revelry (early era)

Vanheim, Age of Vanir (early era)

Vanheim, Arrival of Man (middle era)

Helheim, Dusk and Death (early era)

Hinnom, Sons of the Fallen (early era)

Berytos, Phoenix Empire (early era)

Marignon, Conquerors of the Sea (late era)

Midgård, Age of Men (late era)

Gath, Last of the Giants (early era)

May blood sacrifice to increase dominion. This ability is not transferred to disciple nations. Disciple nations with this ability can still use it. These nations *do not* have dying dominion. Note that Marverni does not have any blood mages, so it will have very hard time finding blood slaves.



From the tomes of the lore of Dominions

Igeshaush's attempt to mate in secret with the Arch Hierodule had failed, but he was still intent on having her lay his eggs. He fled with her into his birth swamp, but he was followed by the young hero Niklatu who managed to get the aid of a predator lizard shaman to guide him through the swamp. The predator lizards were never fond of C'tissian lizards and Igeshaush, as a sauromancer, represented the oppressive rule of the Lizard Kings. With the aid of the shaman Niklatu was able to approach Igeshaush in insubstantial form as Igeshaush himself had approached the Arch Hierodule. Niklatu sneaked into the abode of the sauromancer and materialized before the surprised Igeshaush and chopped his head right off. Niklatu returned to the capital in triumph and was rewarded by the Arch Hierodule and the King. The sauromancers were forever banned from priestly offices by the Lizard King. They protested, but were not politically strong enough to do anything about it. Not until the time of the Tomb Kings, when their sacred rites bring dead kings back from the grave.

BOGARUS: THE PRIMARY CHRONICLE STEP-BY-STEP STRATEGY IN DOMINIONS 4



I. ORIGINS

The cultural origins of Russia aren't something you'd expect to be addressed in a fantasy strategy game. The fact that you can find a synthesis of mythology and anthropology derived from a long-running historical controversy in the nation backgrounds for Dominions 4 demonstrates just how far from elves and orcs an erudite game designer can travel in creating a compelling, fascinating milieu. And still populate it with fireballs and broadswords.

The genesis of the first Russian state and its culture have long been a contentious point in Russian historiography. Known as Kievan Rus and centered on that city before the rise of Muscovy half a millenium later, its origins have been fiercely debated by Russian, Scandinavian, and western European historians, none of whom know what a dominion spread check is. Proponents of the "Norman theory" emphasize the references to Varangians, or Vikings, in The Primary Chronicle, an Old Church Slavonic text compiled in the 12th century and a key source for understanding the history of the Eastern Slavs. Nicholas V. Riasanovsky's seminal *A History of Russia* is probably the definitive history of that nation in English, and in the second chapter on Kievan Russia, it cites a relevant portion of the Chronicle.

They accordingly went overseas to the Varangian Russes: these particular Varangians were known as Russes, just as some are called Swedes, and others Normans, Angles, and Goths, for they were thus named. The Chudes, the Slavs, and the Krivichians then said to the people of Rus, "Our whole land is great and rich, but there is no order in it. Come to rule and reign over us!" They thus selected three brothers, with their kinsfolk, who took with them all the Russes and migrated. The oldest, Rurik, located himself in Novgorod; the second, Sineus, in Byeloozero; and the third, Truvor, in Izborsk. On account of these Varangians, the district of Novgorod became known as the land of the Rus. The present inhabitants of Novgorod are descended from the Varangian race, but aforetime they were Slavs.

But what would happen if you took this foundation story, emphasized the Norse mythology associated with the Varangian migrants, and added an instantly recognizable reference to a Teutonic invasion a la Alexander Nevsky?

When the Vanir arrived, the land was inhabited by humans and Chudes, an exalted race of great strength and beauty. The Chudes and the humans had intermingled and neither race dominated the other. The Vanir came as explorers and traders, but conflict over a sacred site led to war. The Vanir were victorious and founded the city of Novgård at the ancient site. The Chudes and the humans of Rus joined causes and tried to drive the Vanir out, but the humans were weak and easily tricked by the illusions and magic of the Vanir. Soon the Chudes found themselves at war with Vanir as well as their former human allies. Then arrived the Black Knights of Ulm. The former conflict between Vanir and Chudes ended as the three peoples of Rus rallied under Novgård to defend their land. When the Ulmic threat was averted, a kingdom had formed under the rulership of the Vanir.

I've gone through my old copy of *A History of Russia* several times, and even borrowed a copy of the most recent edition co-authored by my former professor Mark Steinberg, and nowhere in it does it say anything about whether the early inhabitants of Rus were Air/Death mages, or if they had the glamour ability. But it's remarkable that a game about the ascension of a pretender god in a fantasy world can instantly evoke a complex historical question with some text and pixel art. Co-designer Kristoffer Osterman has a talent for lending weight and depth to his creations through this kind of intricate synthesis of myths and history. The tales of Vanarus of the Middle Era and Bogarus of the Late Age take a proto-Russian landscape, anchor it in a Norse mythology, and garnish it with equal parts Slavic folklore and Eastern European history. Where Vanarus emphasizes Scandinavia and the early Russian city-states, Bogarus continues the tale through Muscovy and the Time of Troubles, with boyars and peshtsi, fur hats and Orthodox censers. But what truly separates *Dominions* from similar games is that here, Boris Godunov and his *oprichniki* can gather not to sow terror amongst the peasants, but to turn back a threat lying just across the mountains: horrible tentacled star-creatures, mages of terrible power and the spawn of a pretender god in the distant underwater city of R'lyeh. If that doesn't start you at least imagining your own historically based fantasy fiction series, then you are suffering a serious crisis of imagination.

The first step in playing *Dominions* is indulging yourself these kinds of creative explorations. Once you've chosen a nation, you can start to investigate its intricacies. As you might have guessed from the above, we'll use Bogarus.

This chapter goes through one particular way of thinking about how to play a nation. It's not the only one available by any means, but it outlines the way you can think about your nation's strengths and weaknesses to devise an effective strategy.

II. GENERAL

On the surface, Dominions is a build-and-expand fantasy strategy game. Build some units, conquer some territories, and then do it again, getting stronger the whole time. While this part of the story, it is by no means all of it. Dominions is a game about maximizing the interaction between your combat units and your magic abilities, and the research system is such that you have to have a clear idea of what your solution to this problem will be before the game starts. As you progress through the game, your research (and that of your opponents) will evolve new tactics and unit relationships on the battlefield. Depending on the nation you have chosen, you may be locked out of a good portion of the spell tree because you don't have any mages that can cast certain spells. You can accept this, or try to get around it (both are viable strategies) but certain spells are much more effective in conjunction with certain units. And some choices are not worth the resources you would need to expend on them.

Take the example of the spell Fire Storm. It's a powerful battlefield enchantment that subjects half the battle map to an armor-piercing fire attack every round until the mage dies. It requires a Fire 5 mage to cast, so if you only have lower-level Fire mages, you may try to forge magic items like a Flaming Helmet or Skull of Fire to get the necessary skill. That requires research in the Construction school. The spell itself also requires research up to Evocation 7, which is a significant investment and will take a long time. But if you have a nation whose units burn easily, you're going to set them all on fire along with your enemies. So you may need to research a spell like Warriors of Muspelheim to give them some fire resistance. But now you need to research to Enchantment 8 for that spell, also. This represents a huge number of research points, and thus game time. Is it worth it? Who knows? If your nation is Caelum, you might have a better combination of spells that would cost much less, and would maximize your units' effectiveness better. If your nation is Abysia, which is fire resistant in the first place, you don't even need the Warriors of Muspelheim spell. Your Anointed of Rhuax mages have a chance of getting Fire 5 on their own through random magic paths, and the rest can forge their own magic items because they are inherently Fire 4 mages and the Flame Helmet requires Fire 4 to forge. So you only need to research Construction 4 to forge the items, and Evocation 7 to cast the spells. And all your units have good fire resistance in the first place.

But there is no way to know this beforehand unless you examine the unit and spell tables. The magic system is a huge part of the game, but seems opaque and sometimes overwhelming to new players. Much of the complexity in learning to play Dominions lies in the way that the different systems (magic, combat, and dominion) interact, and this is further compounded by how many nations and units there are. But the single biggest obstacle to good play can be the fact that much of the game depends on setting yourself up for certain things before the game even starts. The spell tree is huge, with over 800 available, but for various reasons, you are locked out of about 90% of it before you even create a new game.

If you look through the bestiary section of the rulebook, you'll notice that different nations have very different mages available to them. Ulm of the Middle Era, for example, has weak mages with essentially only Fire and Earth magic available, with a 10% chance of also getting Air or Astral. There

is no Death magic, so right there you can consign an entire path of magic to the back burner. In fact, Ulm's mages are so weak in that era that you won't be casting much magic at all without a lot of effort. But its units are well-armored (albeit expensive) especially relative to many other Middle Era units. Ulm needs to wield its steel early and often, before the enemy magicians learn too many spells.

It's this identification of strengths and weaknesses that is essential to playing Dominions well, which is why it has always seemed a bit jarring to start a game and immediately be presented with pretender creation. What magic paths should I take? What scales? How much dominion is enough? The problem is that these questions depend on how you plan to play your nation. Building a pretender is the single most important thing you can do in a game of Dominions. It's always more fun to build a "thematic" pretender, one which fits in with the overall mythology and backstory of a particular nation. But building this kind of pretender doesn't mean you can forget that it's the numbers that drive your nation's success, not the picture of the god. And no matter how your god looks, he or she or even it needs to emphasize your nation's strengths and minimize its weaknesses. And those strengths and weaknesses are in its units.

III. REGULAR UNITS

So before choosing a pretender, we need to see what the nation has to offer. It makes no sense to design a pretender in a vacuum, after all. Looking at the unit lists, you can see that Bogarus has some interesting choices. First of all, their units fall into one of two categories: awful or expensive. The Voi (the root *voi-* in most Slavic languages means "war") units are anything but warlike: terrible morale and below-average attack, with nothing to offset these disadvantages except cost. And they're not all that cheap. The *peshtsi* (meaning "footman") units are better, but expensive for what you get: a decently armored unit with average morale. The *Malaia Druzhina* (*druzhina*'s historical meaning being "the military retinue of a medieval prince," and *malaia* meaning "little") has terrific defense, very good protection, above-average morale ... and is among the ten most-resource-intensive units of the entire Late Era. But unlike the Black Templar of Late Age Ulm, they're not capital-only. They're similar to the Tower Knights of Man, but 20% cheaper. Following on Ivan the Terrible, you'd be well advised to recruit some for your armies.

But identifying useful units is only half the story in Dominions: it's what you do with them afterward that matters. Because these units aren't sacred, you can't boost them with a bless strategy. The Bogarus sacred units are the Khlysty, named after an ascetic offshoot of the Orthodox Church originating in the early 17th century. They wear no armor, have terrible attack and worse defense. They're pretty cheap, especially for sacred units, and not limited to the capital, but designing a bless strategy around them is fighting an uphill battle. Better to start higher up in the first place.

At the top of the hill is the Veliki Knyaz (Great Prince) capable of leading 120 units in combat. That's an expert leader (equivalent to the #expertleader mod tag), and he grants up to four squads a +2 morale bonus each. And the prince is also inspirational (has Inspiration +1) and thus gives an additional +1 to each squad's morale. There's even a further bonus to be had, but one that requires a bit of searching.

If you look in the unit list when you build a fort, you won't find the Styag (which just means "banner" or "standard"). That's because it is only recruitable outside forts. But it's a very useful unit: a cavalry archer with map move 3. That's actually not the best thing about it, because not only does it have good

morale and protection (unlike many cavalry archers), it also grants the Standard bonus, which is +1 to its squad's morale. So a squad of Malaia Druzhina led by a Veliki Knyaz with a Styag included has a morale of 17!

The recruit-anywhere (except forts) Styag is complemented by the cheaper but nearly as effective Black Hood, which is also available in the frontier only. Black Hoods are a great way to build an army early on without having many forts: you can just keep building Black Hoods (and a couple Styags) in every friendly province. They're good for early expansion once you get enough numbers together, and a useful adjunct to the hard-hitting *druzhina* cavalry. They have better bows and better precision than the woeful Voi Archers available in forts. With some magical help, they can be downright fearsome. But for magical help, you need mages.

IV. MAGES

The mages of Bogarus are an interesting lot. They're pretty versatile, although by the Late Age, many nations have developed wide-ranging magic. What makes them stand out is that two in particular have the Research bonus (of +6). At first glance you'd think the Starets ("Old One") with his Research of 25 would be the way to go. However, he has the dreaded Slow to Recruit tag. So you're only getting 12½ research points per turn. Furthermore, the Master of Names has Research 17, and is recruitable every turn. He costs 9.1 gold per research point, compared to the Starets' cost of 10.2. If you're going to ramp up the research of Rus, you'll be wanting to use the Masters of Names. You'll need Staretsi for other things.

But research only gets you the ability to cast spells: someone or something has to actually cast them. And with Bogarus, you're in luck: you have access to decent Air, Astral, and Fire mages with only one of them (the Starets) being capital-only. Bogarus also has access to Blood, but for this strategy section, we'll leave that out. Making a Blood economy work is tough, and there will be plenty else to focus on with this nation. Once you've gotten the hang of Bogarus, you can try adding the darker aspects of its history.

Each of those three paths (Air, Astral, and Fire) has useful battlefield spells available. One of the keys to planning a magic strategy in Dominions 4 is maximizing spells in the paths to which you have access. It makes no sense to spend a lot of time looking at high-level Water magic battlefield spells, because you have no access to Water magic unless you specifically design a pretender to cast high-level Water spells in combat, which is a waste because you will spend a lot of research points so that only one unit (and the units it can summon) can take advantage of the spells. Instead, what you want to do is take a look at the spells in the three paths you can really exploit: Fire, Air, and Astral.

Given the prevalence of archers, you might want to use Wind Guide, an Alt 4 spell that increases units' precision by 5. As the Styag already has precision 10, and each point of precision above 10 is doubled (see page 93), Wind Guide effectively gives them a precision of 20. Since Wind Guide is only Air 2, the Astrapelagist (recruitable in any fort with a lab) can accompany large armies and make their archery much more effective. Flaming Arrows is another very useful spell for massed archers as it adds an armor-piercing Damage 8 roll to each missile, and can set units on fire for damage over time. But it's Fire 4, and Bogarus has no Fire 4 mages.

The world of Dominions has ways of making magic accessible if you're determined enough. There are two Fire magic boosters accessible to low-level Fire mages: the Skull of Fire and the Ruby Eye. The Ruby Eye only requires Fire 3 to forge. But it is a level 8 artifact and thus requires Construction 8. It makes no sense to design a strategy around a midgame concept like archers with Flaming Arrows, when you'll have to wait until the late game to finish the research necessary for it.

Likewise, Air 3 gives Arrow Fend and Thunder Strike. But the Winged Helmet, which confers a +1 Air magic bonus, requires Air 4 to forge, and Tome of High Power, which does the same with a requirement of only Air 2 and Astral 2 is available only at Construction 8!

So it seems like you're stuck. But you're not. Because all of your mages have Astral magic skill. And that means communions.

V. A QUICK PRIMER ON COMMUNIONS

In addition to boosting magic paths with items (or Empowerment, a very costly but permanent process generally not worth the gems it requires), mages on the battlefield can temporarily boost their magic skill significantly through the use of two spells used together. Communion Master and Communion Slave are Astral 1 spells in the Thaumaturgy school under battlefield magic. The spells must be used in tandem but are extremely powerful. Communion Master does two things: (1) raises a mage's skill in each of his magic paths by n in the presence of 2^n communion slaves, and; (2) distributes spell fatigue among all these communion slaves. What that means in practical terms is that relatively low-level mages can get access to some high-level battlefield spells, and they can also distribute the fatigue from casting these high-fatigue spells among many other units, saving themselves for more casting. Take a look at some high-level battlefield spells. Fire Storm, for example, is a great spell in conjunction with something like Warriors of Muspelheim, but look at the fatigue cost: 500! Remember that units become unconscious (no more spellcasting) at 100 fatigue, and start taking regular hit point damage at 200 fatigue. Mages can decrease the fatigue they incur from spells by having a higher skill level than the spell requires, or using magic gems. Or using communions.

To do this, some mages must be scripted to cast Communion Slave while at least one must cast Communion Master. If you have 16 communion slaves, for example, each communion master will gain 4 levels in each of his or her magic paths (where $n = 4$, $2^4 = 16$). If you have 16 communion slaves and two communion masters, and the communion masters have Air 2 and Fire 1, then for the duration of the battle, both those communion masters cast spells as though they were Air 6 and Fire 5 mages. That last point is important: *the bonus is gained by each communion master*. This means you can have as many mages as you want cast the Communion Master spell and they all get to take advantage of the full magic skill bonus. The downside is that the communion slaves will accrue fatigue from all the communion masters on the battlefield. If you refer to page 60, you'll note that if a unit accrues 100 or more fatigue, it becomes unconscious. After 200 fatigue, it starts taking damage.

While part of a communion, the communion slave cannot take any actions on its own. However, it is affected by all self-buffs as the communion master is, so a Fire Shield or Personal Luck or Body Ethereal cast on the master affects the slave as well. All the communion masters must be dead or fled for the communion to break. Once it does, the communion slaves suffer a significant fatigue penalty, and are paralyzed.

But the tradeoff for Bogarus is very much worth it, since as a nation Bogarus has a lot of Astral mages. The Occultist, Kalendologist, Astrapelagist, Master of Names, Alchemist, and Starets all have at least Astral 1. Of those, the Starets is the only one restricted to the capital province. Any particular Starets has at least a 25% chance of having Astral 3 as that unit has a 100% chance of starting with a random level of Air, Astral, Death, or Blood magic. And it has a 10% chance of starting with a further level of Fire, Air, Astral, or Blood. You can see that with just four communion slaves on the battlefield, any Starets can access Fire 4 spells like Flaming Arrows. And any Astrapelagist (Air 2 to start) can access powerful Air spells such as Thunder Strike. And the Alchemist starts with Earth 1, meaning just four communion slaves give him access to Blade Wind, or even Gifts from Heaven since the Alchemist starts with Astral as well. An Alchemist (Fire and Earth) can cast Magma Eruption. (Take note: you only get a magic skill bonus in paths a mage already has. So versatile mages like those of Bogarus benefit even more.) Furthermore, some are relatively cheap. The Occultist costs only 100 gold.

This is the key to Bogarus, or any nation with cheap Astral mages. Cheap because with this kind of use of communion slaves, you are going to be burning through mages quickly. In long battles with a lot of high-fatigue spells, you may burn up many of your communion slaves. But if you do this to defeat an enemy army that's not easily able to replace these losses, you will come out ahead in the end. This kind of war of attrition is very much in the spirit of the armies of Mother Russia, and thus both thematically satisfying and historically accurate.

The possibilities are enormous. Unlike most nations, you can choose from among the most powerful battlefield spells available in many paths. The spell Fog Warriors (Air 5) gives all friendly troops on the battlefield the Mistform ability, which reduces any successful strike on the unit to 1 point of damage. Only strikes that cause 25+ points of damage, or strikes by magical weapons, cause the Mistform to expire. It just requires Air 5, meaning eight communion slaves for an Air 2 mage. Will of the Fates requires Astral 4 and gives all friendly troops on the battlefield the luck attribute, meaning that a killing blow will be avoided 75% of the time. If you are short of communion slaves, Power of the Spheres is an Astral 1 spell that grants a mage a skill bonus of 1 in each path he or she already knows. But the bottom line is that using communion is an effective way of significantly boosting your battlefield power.

With all that in mind, here's a player's guide to the mages of Bogarus.

<p>Occultist: Good for site searching and blood hunting. If you don't have any other access to Death boosters, you can Empower one to Death 2 and start forging Skull Staves. <i>spells: Luck, Body Ethereal, Nether Bolt, Nether Darts</i> <i>with communion: Shadow Blast, Rigor Mortis, Life After Death</i></p>
<p>Kalendologist: These are generally only useful if you need a lot of cheap, Astral-only mages. Otherwise, always recruit the Master of Names instead if you can afford it. <i>spells: Stellar Cascades</i> <i>with communion: Antimagic, Doom, Will of the Fates</i></p>
<p>Astrapelagist: Excellent cheap combat mage. They have the perfect paths to form an Air magic communion. <i>spells: Wind Guide, Lightning Bolt, Orb Lightning</i> <i>with communion: Thunder Strike, Fog Warriors, Storm, Arrow Fend</i></p>

Master of Names: Primary researchers as noted above.

spells: Stellar Cascades

with communion: Antimagic, Doom, Will of the Fates, Astral Fires

Alchemist: The Earth/Astral combination is crucial to forging the Crystal/Slave Matrices, and the Crystal Coin. Also good for site searching.

spells: Magma Bolt (in a pinch)

with communion: Summon Earthpower, Blade Wind, Gifts from Heaven, Magma Eruption, Destruction, Maws of the Earth, Army of Gold/Lead

Starets: These are your main casters and forgers. Recruit them early and often.

spells: all Fire evocations, Flaming Arrows

with communion: see below

If you really want to pursue the nuclear option in terms of spells, take one of your Staretsi who got an extra Astral spell as his random (so is Astral 3), give him a Crystal Coin and a Starshine Skullcap (to get to Astral 5), and eight communion slaves (to get to Astral 8). If your Starets has a Crystal Matrix and the slaves all have Slave Matrix, you can cast Master Enslave on turn one, before your opponent has any defense up. If you can somehow get a Rune Smasher for that communion master, all the targets of that spell will effectively make Magic Resistance rolls at -2. With a Water 2, Fire 2 forging requirement, though, you'll need to design a pretender specifically for that purpose, or Empower a Starets twice.



Beginner tip: Script spells for your mages under Commander orders. You can script up to five spells. Once you have a script you like, you can store it, and use it again with one mouseclick. Storing separate scripts for different mage types is a good way of keeping things organized and minimizing micromanagement. See page 69.

VI. SUMMONS

Don't be fooled, though: this kind of strategy is expensive, because you'll have to buy a lot of mages. Fortunately, perusing the national summons list reveals the strength of Bogarus: its summons. Since many summoned creatures cost no upkeep (notable exception: trolls), you can save some gold by spending magic gems instead. Bogarus has some excellent summonables, including commanders such as the Cloud Vila (a flying Air 3 and Nature 2 mage who also has Astral 1, and thus is able to participate in communions (as the master—don't waste this unit as a communion slave)! The Alkonost is a flying Inspirational commander with the Awe ability. The Mountain Vila is another Astral mage, with Air 2 and Nature 3, and the ability to heal units of afflictions.

However, some of the Bogarus summons are in paths (Nature, Water) not available to its mages. The Mountain Vila, for instance, requires Nature, and the Beregina requires Water. None of your mages will have sufficient magic to summon these units. But your pretender can, because you can choose his or her or its magic paths in the pretender creation screen. A pretender with Nature 4, Water 3, and Earth 1 will be able to summon both the Mountain Vila and the Beregina. A Nature 4, Air 4, Water 3, and Earth 1

pretender will be able to summon the Cloud Vila in addition to the Beregina and Mountain Vila. But you have to know that ahead of time, or you're unlikely to be able to access those units at all.

The useful Bogarus summons don't stop there. The Firebird is a nice cheap flier that fits well into the early Slavic mythos, and also brings good events. The Bukavac is an excellent remote attack unit. The Simargl is a great zero-upkeep patroller to send on blood hunts. But one of my favorite units in the Bogarus summons list is the Zmey. It's a little mini-dragon with Fire Resistance 15 (like Protection 15 against fire attacks) that flies and breathes fire. How great is that for 8 Fire gems? Combine these with Great Eagles (a standard summoning spell requiring Air 3) for flying armies led by a Cloud Vila. However, the Zmey is cold-blooded, and will likely suffer from the probably cold dominion of Bogarus. To minimize this, you can shuttle your flying Vila/Zmey armies to the frontier, where your scales have likely not propagated as much.

Not all the summons are useful. The Sirin is basically worthless, and the Rusalka is little better. Lady Midday is extremely expensive for what you get (an assassin) but does have a weapon that causes disease, which has its uses. The Likho costs way too much for what is essentially a glorified scout. And the Leshiy, while right out of Slavic folklore, is a very expensive unit that cannot leave the forest. It's thematic, but not worth the Nature gems. If you can think of a good use for the Leshiy besides theme, please let us know.

Even though the Bogarus summons list is extensive, you shouldn't neglect the standard summons that can give you an advantage. Looking at your mages, you can see that you are limited to Earth 1 in your magic paths. But if you could somehow get to Earth 2, you could forge the item Earth Boots, and now you have Earth 3 and can cast Troll King's Court, which gets you a Troll King with Earth 3, who can now take those Earth Boots and be Earth 4. You might consider giving your pretender Earth 2 specifically for this purpose. This is a sort of "laddering up" of path skill you can take advantage of with forged items, which brings us to our next section.

VII. FORGING

Forging magic items is another way of boosting magic skill. But since Bogarus pretty much has that covered on the battlefield with the Communion spells, you can afford to maximize your efforts elsewhere. With so many mages on the battlefield, your regular units will act to some degree as meat shields, holding out as long as possible while the wizards visit their fearsome powers on the enemy. High morale is one way to keep units in good fighting order, and we've discussed how the Malaia Druzhina led by a Veliki Knyaz with a Styag in the squad has a morale of 17. In friendly dominion that becomes 18. If you give that Veliki Knyaz a Herald Lance (Inspirational +1, and easily forgeable for Bogarus with Astral 2, only requires Construction 4) morale goes up to 19. Add a Helmet of Heroes (another Construction 4 item requiring only Fire 1 and Earth 1, easy for an Alchemist) which has Inspiration +2, and you suddenly have an elite guard unit with morale 21!

Note that there is a historical basis for this, like most things in the world of Dominions. From the 10th to the 14th centuries AD, the emperors of Byzantium fielded an elite force of personal bodyguards initially composed of Vikings and peoples from Rus. They were famous for their bravery and effectiveness. Although the composition of this force changed over the centuries, in keeping with the origins of its first legionnaires, it was known as the Varangian Guard.

There are other items you'll want to consider, including the Crystal Coin and Starshine Skullcap for Astral boosting, and the Crystal and Slave Matrix for communions. Even though your mages will all have Astral skill and can participate in communions anyway, already being in a communion when you step on the battlefield can be an important advantage because on the first turn you can cast useful spells instead of starting the communion. This is especially true as the defender, when you will cast first, and you might need to get Arrow Fend up (against a large army of archers with Flaming Arrows) or cast Storm (against an army with a lot of dangerous fliers). You will be able to put up battlefield-wide spells before the enemy can do anything, and if you can only cast these spells with the skill boost from communions, these items will be crucial.

Each Starets you recruit has a 25% chance of getting a Death random. Use one of these to forge a Skull of Fire. This will allow any Starets to cast Phoenix Power (+1 Fire skill during battle) and then cast Flaming Arrows by himself. If you also forge Fire in a Jar (gives one Fire gem per battle only), this Starets won't have to lug any extra Fire gems around with him.

As mentioned above with the Troll King and his magic Earth Boots, you can use items to save yourself points in pretender creation and still be able to muster the skill to summon the important national creatures you'll need. Nature is one of the easiest paths to boost, with a Thistle Mace giving +1 and only requiring Nature 2. You only need Water 3 to get the +1 Water booster Robe of the Sea. As long as you're willing to wait until you research Construction 4, you can save yourself both Nature and Water paths and still get to the Mountain Vila and Beregina summons you'll want.

Beginner tip: Set your infantry to Hold and Attack with the non-communion mages behind them scripted to cast Luck and perhaps Body Ethereal over and over. This will extend the life of your communion mages, who are there to do the real damage.

VIII. BUILDING AND SEARCHING

Casting spells and summoning creatures costs a lot of gems. Fortunately, versatile mages are effective site searchers because they can cover so many paths on one turn. A level 1 path search will uncover approximately 60% of all magic sites in that path. A level 2 search should find around 80%. If you combine an Alchemist, Occultist, and Astrapelagist, have them pack their bags for a long trip, and send them out to search for magic sites, you have level 1 searchers in Fire, Astral, Death, and Blood, and level 2 in Air. If you happen to get a Starets with his random path being Air (27.5% per Starets recruited) you can forgo the Astrapelagist and cover Fire and Air at level 2 and Earth, Astral, Death, and Blood at level 1. That will find you a lot of magic sites.

You'll also want to have an extensive network of forts, both to increase your income and to give yourself a place to recruit all those mages you'll need. Compared to other nations, Bogarus has very available mages, because the only one restricted to the capital province is the Starets. You should build labs in these forts to recruit your legions of Astral mages for your communions.

Lastly, you shouldn't ignore the recruitable units in provinces you conquer. Because of your excellent (albeit expensive) Malaia Druzhina, you won't be like some other nations who might need to plop a fort down on a province where heavy cavalry is available just to get some armored mobile units. But

random native recruits can be extremely helpful. If you find barbarian shamans, you should immediately build a lab and temple there to recruit them for their Nature 1 magic. Not because you want them casting spells: instead, you want them searching for Nature magic sites. Some Nature sites have very nice recruitables such as enchantresses with Nature 2 and two possible additional levels of Fire/Air/Water/Earth/Nature, or Nature 1 and three possible additional levels. Searching for magic sites can get you a lot more than just gems.

IX. THE PRETENDER OF BOGARUS

The pretender is the first thing the game prompts you to build. If you got one and only one thing from this chapter, it is hopefully that building your pretender is actually the last thing you should think about, and thus this chapter mentions it last as well. But it's extremely important. We already know that our strategy will be expensive, so we will need Growth and Order. We are going to be casting a lot of spells, so Magic scales will reduce fatigue during spellcasting. Water and Nature are two paths the standard Bogarus mages cannot access, so it would be good to have the pretender be able to summon the Beregina and the Mountain Vila for their Water and Nature magic. The Son of Fenrer is a nice thematic chassis to use for this, since he starts with Water and Nature. But new paths cost 80, and its starting Dominion is 2. So let's look at another possibility. The Idol of Beasts starts with Nature 2, new paths cost 40, and has a starting Dominion of 4 (and costs 5 points less for the physical form than Son of Fenrer). A Dormant Idol of Beasts with Nature 4, Water 4, Earth 1 (for the Beregina summons), Air 1 (base), with Order 3, Cold 3, Growth 3, and Magic 2, along with Dominion 6, leaves you with just 3 points unspent. Trade one Growth and one Magic for two Luck if you prefer.

But the Idol of Beasts has a significant drawback: it is immobile. What if you are playing a game with the Thrones of Ascension, where you may need your pretender to claim thrones to win? You have no worries, because the requirement to claim a Throne of Ascension is a pretender, a prophet, or a priest with Holy level 3 or greater. And Bogarus not only has the Eparch available to recruit, but can also summon the Alkonost, both of which have Holy 3. You should never be at a loss for claiming thrones.

Another possibility is the Volla of the Bountiful Forest. She starts with Water 2 and Nature 1, and has the significant advantage of generating 1 Nature and 1 Water gem per turn. To get the most out of her you'd want to have her be Awake, but a Nature 3, Water 3, Earth 2 Volla with Order 3, Growth 3, Cold 3, and Magic 2 and Dominion 7 uses all but 2 points if you make her Dormant, and you can still use the path boosting strategies above to get her to Nature 4 and Water 4 easily.


X. CONCLUSION

This is was a non-exhaustive look at one nation among the many in the world of Dominions, but it illustrates the kind of thinking you need to do to get the most out of your armies. There are many other ways to play, and this particular strategy which excludes some units like the Skopets, Fivefold Angel, and the Khlysty might be best suited for multiplayer, but is only one of the possible narrative paths available as you build your nation. Much of the enjoyment of Dominions is doing things one way, and then doing things differently another way simply because you haven't done them that way before. For example, once you have some experience, you absolutely should try to play Bogarus with a bless strategy, perhaps Blood 9. It won't be easy, and you may want to try it against the easier AI to start.


But it will illustrate how completely differently Dominions 4 plays depending not just on your nation, but on your pretender build and overall strategy. And because of the units you use and the spells you cast, it will tell a very different story about your nation, the nation of you and Bogarus.

We'll conclude our tour of Bogarus with a mention of its heroes. Heroes appear as random events, and the more favorable events you get (luck scales), the better your chance of getting a hero. Bogarus has four: the Bogatyr, a name that describes a Russian knight errant similar to the Western European trope; Baba Yaga: a ubiquitous name in Slavic folklore whose hut is on stilts and whose name is familiar to any child raised east of the Oder River; Koschei ("Bones") the Deathless, a name straight out of a Russian fairy tale who also exists in Polish, Czech, and Ukrainian versions and appears in Igor Stravinsky's *The Firebird* and an opera by Nikolai Rimsky-Korsakov; and Alexej the Patriarch, possibly a reference to Stalin's takeover of the Russian Orthodox Church. One thing you might not realize about Alexej: he attracts Khlysty. Which might come in handy when you go for that Blood 9 bless strategy. Part of enjoying Dominions is appreciating the extraordinary thought that has gone into the nation backgrounds and mythologies. The Bogarus (and Vanarus) stories are familiar and welcoming to those of us who grew up with a Slavonic rather than Teutonic tilt to our fairy tales and folklore. For this reason, you might want to make it a point to summon a Leshiy. Not because it is part of a great plan, but simply because you want to summon a Leshiy. Only later will you decide what to do with it. And as far as we're concerned, that's a perfectly acceptable strategy.


THE HEROES OF BOGARUS

Name	HP	Str	Prot	Att	Mor	Def	MR	Pre	Enc	Move
Bogatyr	20	14	18	15	16	18	14	10	5	3/20
	Mounted, Sacred, Insp +1, Ldr 120									
	Magic: H1									
	Wpn: Broadsword, Lance, Hoof									


The Bogatyr are heroic knights and defenders of the faith. They emerge in times of need to defend cities and villages from the wicked and the foul. Blessed with superhuman might and prowess, it is quite possible that they have Chud and Van blood in their veins.

Baba Yaga the Hag	24	22	11	8	15	10	18	10	4	3/11
	Flying, FS, Ldr 40, UndLdr 160, MagLdr 70									
	Magic: A3W1D4N2									
	Wpn: Giant Pestle									

Baba Yaga is an ancient hag of the woods. She is among the oldest beings in the kingdom and has aided more heroes than any sage and eaten more children than any dragon. Her appearance is that of a huge, shriveled old crone with teeth, nails and a nose of iron. Some claim her long, pendulous breasts are of iron as well. She is dressed in dark rags and her hair is long and unkempt. Baba Yaga is the most feared of all the beings of the wilderness. Her malevolence is unsurpassed, but so is her wisdom. At times she will aid questing heroes, at times she will eat them. Her boiling cauldron is always full of the tender flesh of infants. Baba Yaga lives in a hut with chicken legs, surrounded by a fence adorned with human skulls. Only very brave or very stupid heroes ever approach the hut. With the coming of the New God, Baba Yaga has seen the wisdom in limited servitude.

Koschei the Deathless	15	14	4	13	18	12	18	12	2	2/12
	Immortal, OldAge, Chill 5, Ldr 10, UndLdr 90, MagLdr 20									
	Magic: A2W2D3									
	Wpn: Claw									

Koschei is an evil, shriveled and senile old man who has terrorized young women since time immemorial. Ages ago he was a handsome and wicked man obsessed with young women. When he became older he lost his potency, perhaps through the curse of an angered vila. Desperate and full of hate, he searched for and found the hut of Baba Yaga. He tried to coerce the ancient witch into giving him longevity. She cackled a laugh and taught him the magic of Death. Koschei triumphantly left the hut for new conquests, accompanied by a whispering laughter. He hid his soul in a needle, which is in an egg, which is in a hare, in an iron chest, under an oak, on a distant island in a far away ocean. As long as the needle is unbroken, Koschei cannot die. But he does not become younger. Koschei had been taught the secrets of Death, but not the secrets of Life. Koschei is still impotent, still hateful, still senile. And he still captures young women, hoping that he will find one who will cure his impotence. With promises of a cure to his affliction, Koschei has agreed to aid the New God. Ages of solitude and lack of human warmth have made Koschei a being cold of heart. So cold are his emotions that he is constantly surrounded by an icy wind.

Alexej the Patriarch	11	9	2	9	12	11	18	10	3	2/10
	Sacred, OldAge, Ldr 120, UndLdr 40, MagLdr 10									
	Magic: D1B2									
	Wpn: Dagger									

Alexej is the current Patriarch of the reformed faith. He was an Eparch for several years before becoming Patriarch. Only with the unforeseen and inexplicable death of his predecessor was he able to seize power. Several of the other candidates had voiced complaints about Alexej during the election procedures, but many of these rivals disappeared soon after his inauguration. Alexej was not always a priest. He joined the Khlysty at a young age, but left the cult after a brief encounter with Blood magic. After several years as the student of an old and remarkably skilled occultist, he reembarked upon the journey to priestly power. His former dedication to the Khlysty gave him popular leverage and he became one of the first Exarchs with a Khlyst background. Alexej now commands great respect among the population and many Khlysty seek him out to give him their services. Alexej knows better than to ignore their offers of assistance. Many thanks to *Kaite Ujata* and *Esko Halttunen*, whose many suggestions, comments, and extensive explanations helped shape this chapter. All the really good ideas are theirs.

CRUSADERS OF THE ARCANE

THE KNIGHTS OF ULM IN THE MIDDLE AGE OF DOMINIONS

by Thomas Ting and Bruce Geryk



I. ORIGINS

Fantasy wargames are ultimately about war, which is something they share with the crusading military orders of medieval Europe. So when you're devising a fantasy nation organized for battle, battle, and more battle, it's inevitable that you draw some inspiration from the most militaristic of the medieval war machines: the Teutonic Knights, or more properly the Teutonic Order, or even more properly the Order of Brothers of the German House of Saint Mary in Jerusalem. There is something about gaming that is uniquely suited to the influence of a dogmatic, highly trained and militarized group of single-minded individuals in the service of a near-deity that almost transcends genre. Even in the grim darkness of the far future you can fight heretics and die for your emperor.

While it was originally formed in Palestine around the end of the 12th century, the Teutonic Order gained fame or notoriety depending on your point of view in its successive crusades to convert the then-pagan Prussians, Livonians, and Samogitians, as well as the Lithuanians and Finns, in the area now occupied by Poland and the Baltic states. This brought them into conflict with the already Christianized Poles, as well as the Russian city-state of Novgorod. It's just the kind of medieval struggle for religious supremacy that translates well to a computer game about a medieval struggle for religious supremacy.

William Urban of Monmouth College has been writing about the Teutonic Knights for fifty years, and has produced much of the limited specialized literature that exists in English regarding the Order's crusades in the Baltic. In the preface to *Tannenberg and After* (2003), his analysis of the decline of the Order after the massive defeat in 1410 at the Battle of Grunwald (Tannenberg — pictured above from the painting by the Polish nationalist painter Jan Matejko) at the hands of a combined Polish-Lithuanian host, he makes the following point:

The Teutonic Knights had considerable technological advantages over their enemies (the latest in armor, missile weapons, engineering), but their greatest asset was their constant training for war, an iron discipline, a willingness to die that secular knights and pagan boyars could not afford to share, and

a confidence in their comrades being able to carry out their assigned tasks at the proper moment with devastating effectiveness.

To paraphrase a famous comedy sketch, that's actually four assets. But it does describe Middle Era Ulm very well: Ulm can build more advanced forts than other nations of the era, has the best-equipped troops as well, and their smiths are skilled at producing useful items using fewer resources than otherwise necessary. It all points to a storm of steel aimed directly at the heretic nations. It's up to you to make it work.

II. UNITS

Middle Age Ulm was a popular subject for discussion by players of Dominions 3. It used to be a common joke among long-time Dominions 3 players that talking about how terrible Middle Age Ulm was (and how to fix it) was the only thing keeping the community together. With Dominions 4, the wheel has turned once again, and things have changed significantly for the knights in blacksteel.

The Ulmish army of the Middle Era in Dominions 3 was a cautionary tale of poorly implemented mechanics. In theory, it should have been an elite, well-armored force that could plow right through a numerically equivalent enemy. In reality, the armor was so heavy (by way of Encumbrance value) that Ulmish troops tended to pass out from exhaustion before the battle was over, at which point the enemy could just stab the tired Ulmish to death at their leisure.

However, as usually happens in the world of Dominions, ongoing research brings new facts to light. It turns out that Ulm's troops weren't as prone to exhaustion as previously believed, and that their armor, from the forges of Ulm, was lighter and less restrictive than it appeared. So in Dominions 4, after some important stat changes having to do with encumbrance, the Ulmish army no longer succumbs to these fits of mass self-annihilation. In keeping with its historical predecessors, it is now an army of heavily armored legionaries who can plow right through equal or even numerically superior opposition.

The core of this army is its different flavors of infantry. Each type has a regular version with Protection 18, and a Black Plate version with Protection 21. Incredibly, both cost just 10 gold, and while the regular version should be sufficient for most purposes, the Black Plate troops can be used in specialized circumstances, or rolled out later in the game when resources are not a bottleneck. All Ulmish infantry have a very low gold cost, and the high resource requirement can be mitigated by the Ulmish master smiths who provide a 10-resource bonus to the province they're in (presumably due to their skill in organizing the smiths of the region, as well as their specialized forging knowledge).

This gives Ulm a unique advantage in the Middle Era by being able to mass heavily armored infantry. In Dominions 3, the advantage of having cheap troops was somewhat mitigated by the ability to overtax provinces, so that expensive troops were not as hard to recruit in numbers. But the fixed taxation of Dominions 4 means that having all your troops cost just 10 gold (and the resulting low upkeep costs) is a significant advantage. Even more so when they cost just 10 gold *and* have 18 protection.

Furthermore, the master smiths are mobile, so you can shift your resources to the fort(s) closest to the front. With the changed movement rules, this gives you an advantage as many Move 2 units will be limited to moving one province per turn in certain cases. Anything that helps you get units to the front faster takes on added importance.

Let's take a look at the types of basic infantry available to Ulm. In each case, the stats of the regular and Black Plate versions are the same except for protection (and one extra encumbrance for the Black Plate), so we'll just consider one version of each here.

Unit	Attack	Defense	Damage	Length	Enc	Shield prot
Infantry of Ulm (battleaxe)	10	7	20	3	5	0
Infantry of Ulm (flail)	10	5	14	3	5	0
Infantry of Ulm (maul)	10	6	20	3	5	0
Infantry of Ulm (hammer)	10	4 (11)	18	1	7	16
Infantry of Ulm (morningstar)	10	3 (10)	17	2	7	16
Pikeneer	10	6	16	6	5	0

It's important to realize what those numbers mean. The lower defense number of the shield-equipped troops reflects their base defense, while the higher number incorporates the shields' Parry value. The tower shield's Parry value is 7, so any attack resolution that exceeds the defense by 5-11 (for the hammer unit) or 4-10 (for the morningstar unit) strikes the shield (is parried) and the shield protection is added to the unit's base protection. In this case, that makes the infantry's Protection 34!

The flail-equipped infantry is a bit weak, with the lowest non-shielded defense, and the lowest damage as well. It does get two attacks per round, though, and +2 against enemy units with shields. These are probably not best suited to be the backbone of your army, but can be very useful in certain situations.

The most effective infantry and thus the ones you'll be recruiting most often are probably the pikemen and the morningstar infantry with shields. The former boasts protection good enough to shrug off most arrow fire (and even some crossbow fire, which is rare anyway in the Middle Era) while having an almost guaranteed repel attempt due to its Length 6 weapon. The morningstar/shield soldier, on the other hand, is almost immune to all kinds of missile fire, and has a higher defense so it can actually parry off some attacks. In general, you can't go very wrong with picking either one; especially given the fact that Ulmish national commanders all give a nice +1 morale bonus.

The battleaxe- and maul-armed troops are specialists for use against enemies such as giants and large monsters who require large damage output to kill. You can choose which one you need based on the type of damage dealt: the battleaxe will give you Slash damage, while the maul is Blunt.

While not on the list, you also have access to the Black Knights of Ulm, members of the Black Order, the most prominent military order of the Middle Age of Dominions. They are very gold- and resource-intensive, and like the axe/maul troops above, are specialists. Their most useful role is as flankers. Don't use them unless you have the enemies that require them.

There is one other unit worth mentioning, and that is the Guardian. The Guardian is twice as expensive as a normal Ulmish infantry (20 gold) and can only be recruited in your capital, but has a halberd with length 4 that does 23 damage, and the Guardian itself has an attack skill of 12 as opposed to the attack of 10 for the regular Ulmish infantry. But none of those reasons justify its cost. The reason you may end up recruiting a lot of Guardians is that if you click on the weapon (Black Halberd) in the stats screen, you'll find that it has the Bane of Heresy effect, doing 15 points of armor-piercing stun damage *against all sacred units in the defending square*. That means the Guardian is an excellent counter against bless

rushes, where your opponent starts with a strong bless and sends masses of blessed sacred troops your way. In that case, you'll be countering with a lot of Guardians.

Middle Age Ulm has no sacred troops. This is in keeping with the idea of a dogmatic order committed to self-sacrifice in the service of a distant, external power. Not even the capital-only Guardians are sacred, meaning that if you do need them, you're not limited to recruiting a number each turn equal to or less than your current maximum dominion. You're just limited by gold and resources.

Finally, Ulm does have a unique crossbowman, armed with an arbalest, which does more damage than a regular crossbow but only fires once every three turns, more than negating its advantage. Another poor option is the sapper: in battle he's just a crossbowman, and while he does give a bonus in sieges, his high cost makes it more economical to just use more troops or substitute specialized sieging items. In a pinch, you can recruit independent archers, and Ulm's strong armor makes friendly fire much less of an issue.

Pro tip: If you need massed troops fast, consider recruiting large numbers of war dogs. Their damage output isn't great, but they serve the role of expendable chaff troops fairly well by drawing lightning/magical firepower away from your troops. Alternatively, mass Ogres: all of your mages can cast the Summon Ogre spell and you have the Earth gem income to do it.

III. MAGES

We've already mentioned that Master Smiths of Ulm are able to increase the resources available for production in the province in which they are working. But if you read the history of Ulm, available in some obscure libraries but condensed for purposes of game explanation on page 232 of the manual, you'll learn something truly extraordinary.

The leaders of Ulm have never approved of magic and only allow the Master Smiths to use it. The smiths are used to working in conditions that have a strong Drain dominion.

The game models this fact by giving Master Smiths the Mundane Researcher ability icon. Its effect is that "a researcher with this ability will not have his magic research hindered by a drain scale in any way." While the fatigue effects of spellcasting in drain dominion still apply, in general, this will hurt Ulm's enemies more than it will hurt Ulm. Thus, you can happily take Drain 2 scales and have 80 "free" design points, which you will likely put into Productivity (for more resources, more gold, and thus more troops).

Pro tip: Don't take Drain 3. While it's tempting to get another 40 points of pretender design points this way and have 120 extra in total, Drain 3 comes with some bad events that take away some of your magic gems. If you're also running Luck then you might risk Drain 3, but these events can be very painful, especially in the late game.

Once you've established Drain 2 as the way to go, you'll need a plan for the limited in scope (but not limited in effect!) magic you'll be getting from your smiths. (Master and Priest -- note that the Black Priest with Earth 1 is not Drain-immune!) Both your smiths get an automatic Earth 2, which makes them very decent Earth mages, and can easily become Earth 3 with the forging of some Earth Boots (requires Earth 2 and Construction 4). Even without Earth Boots, on the battlefield they can cast Summon Earthpower, which gets them to Earth 3 without forging and also grants reinvigoration +4 to have them cast more spells. Earth 3 opens up a lot of options, like Blade Wind and Maws of the Earth.

But what can be overlooked is the fact that Priest Smiths and Master Smiths get one other point of magic – Fire – and this makes a huge difference.

Why? Because there is an entire line of battlefield spells that require both Earth and Fire, all of which have to do with magma, which is what fire and earth is. The most powerful is called Magma Eruption and is available at Evocation 6. It hits 5 squares (or more depending on caster level) with 23+ damage. But the best thing about it is that even though it requires Fire skill, it does *not* do Fire damage.

This might seem like a disadvantage. After all, who doesn't want armor-piercing fire damage? But the fact is that in the Middle Era, there aren't a lot of nations that are going to be fielding masses of Protection 18 troops. Most nations in this era field troops with Protection between 10-16. Those with access to Protection 18 troops will find it hard to mass them, because unlike Ulm, they don't get a mobile resource bonus. So the masses of troops you'll be hitting with this spell will have Protection anywhere from 7-13 points less than the damage the spell inflicts. It will do plenty by itself. No need for armor-piercing damage to add insult to injury.

What the lack of fire damage does is prevent is the ability of troops to defeat elemental damage through resistances. Most nations will be researching the mass resistances to protect their troops from the big Air and Fire battlefield spells. Which will be useless against your magical (but not fire!) damage from magma.

Of course, there are ways to get around this by casting the mass protection spells like Army of Gold or Army of Lead, but these are very high-end magicks that take a long time to research. This gives Ulm a big time window in which to wield the heavy infantry/magma combo.

But there's another reason to spend the time researching to Evocation 6. Because once you do, you will gain access to a national spell unique to Ulm: Iron Blizzard. This turns a Priest Smith into a one-man crossbow platoon, as he can fire 30 armor-piercing missiles per casting of the spell. And they even do double damage to magical creatures! Even without archers, Ulm can produce a remarkable ranged damage output once you've gotten to Evocation 6, which is why you probably should be recruiting nothing but Priest Smiths in your capital (which you'll definitely do later in the game when you have your second or third fort).

That said, the Master Smith is still your primary caster (mainly Summon Earthpower followed by spamming Magma Blast) because it's your only unit capable of getting extra magic paths. (They have a 20% chance of getting an extra point of Fire, Air, Earth, or Astral.) While these are low-level skills and thus a lot of your magical diversity (and site-searching) will come from your pretender, they do open up options for targeted forging.

III. FORGING

Remember that while Ulm is supposedly a "forging nation," you don't win games by forging for its own sake. The idea of "targeted forging" is that of using forging in specific circumstances to solve specific problems. An example should suffice to clarify this distinction.

Let's say you're in Year 2. You are now earning 150 research per turn. You aren't at war yet, and you have the following:

- an Air 1 site, producing 1 Air gem per turn, found by your pretender.

- a Master Smith with an Air random (you got lucky recruiting your Smiths)
- a Master Smith with an Earth random, thus having Earth 3 (you got *really* lucky)

At this point, you should spend one turn researching Construction. With 150 research you get Construction 2 in a single turn. Then your Earth 3 mages forges a Dwarven Hammer (which confers a +2 forge bonus). Then you give that Dwarven Hammer to your Air-random smith (who already has a +2 forge bonus for being a Master Smith).

And now that Air-random smith can forge Owl Quill Pens (+6 Research bonus) for the rest of the game, for the price of one Air gem each. (Owl Quills cost 5 Air gems, and you have a total of +4 forge bonus.)

That's right: +6 Research per single Air gem.

That is what targeted forging is. You don't just research Construction because you are Ulm and forging is what you do so what-the-heck why not put some research into Construction? Instead, you only pick up Construction once your are in a position to start mass producing things you really need, and preferably you only pick up the appropriate levels in Construction once you have all the other elements in place.

The above example, for instance, would not work if you didn't have an Air 1 site (though you might get the gems via trade) or a Master Smith with an Air Random. If you had simply picked up Construction 2 blindly without these elements in place, then you could be "wasting" the research, or at least make your investment wait a long time before bearing fruit.

Another forging opportunity you can use almost immediately is Fire in a Jar, which provides one Fire gem per combat. Have a smith equip one, and they can now cast Phoenix Power (Fire 1 + one gem). This gets them to Fire 2 for the remainder of the battle, which lets them spam Fireballs. Since Fireball is an Evocation 3 spell, you can use it while waiting for Magma Blast to be uncovered.

In short, Ulm should not rush for Construction and make items willy-nilly. Instead, the Ulmish player should recognize that he should pick up Construction when he can start making specific items in large numbers (which he can start doing even with minimal gem income thanks to forging efficiency) that can be used immediately and effectively.

In the case of Owl Quills, they're effective immediately so you should jump on producing them as soon as you can. Combat items such as Fire Brands, for instance, need to go strong fighting units. While you may be tempted to give them to your recruitable commanders they are simply too fragile. Even the Black Knight is too brittle to effectively use these. You need to wait until you have strong summons such as Bane Lords coming online regularly before you start mass-producing combat items.

Exception: Items that cast ranged offensive spells don't require a strong summon to use them. Just have a scout carry them and shoot from the back.

IV. THE PRETENDER

Ulm actually gets a pretty good selection of pretenders, including the Tiwaz of War and other similarly useful Titan-type Pretenders (3 magic paths, giant-sized, starting Dominion of 3). All of these are useful chassis to do the things that the pretender of Ulm will be doing most: searching for magic sites, casting summons, and leading troops in combat. Allfather. He's a little pricier than other Pretenders, but consider the following:

- Like all other Titans, he gets three paths - Air, Astral, and Death specifically - with Death being of particular note due to all the useful summons they have that can use Ulmish items later on.
- He only needs to pay 40 points for new paths. While not a true "rainbow", adding another path or two is reasonably cheap with him (especially Earth - so you can forge Dwarven Hammers early if you need to even without an E3 Smith, or Blood - as some bloodhunting can be very useful for Ulm thanks to the Bloodstone booster).
- He is, like the Tiwaz, a great general *and* he has sailing.
- For gravy, he also gets two giant wolves in every battle, and his glamour is an added layer of battlefield protection.

So with that in mind, let's look at a suggested pretender build. As a general disclaimer, it's important to realize that there is no single "best" build for any nation. Builds should in fact reflect the matchup you're facing, since different nations "peak" at different times and knowing your opposition's capabilities is often the second most important consideration in building a pretender (after knowing your own). However, the following is a good all-purpose build with a lot of flexibility. While it is not a "perfect" build (since no such thing exists), new players should note the reasoning that goes into it. Later on, you can incorporate your own changes based on different priorities.

We've decided to go with the All-father. He costs 270 points for the physical form, leaving you with 230 to spend.

1. Dominion 6. You don't need high Dominion because you don't have sacred units to recruit. Dominion 6 is a decent score if you're just trying to stay alive and not get Dominion-killed. Since you start with Dominion 3, that costs 42 points.
2. Dormant. Your national troops are strong enough to expand without a Pretender in the first year, so give yourself 150 points!
3. Take Order 3 / Misfortune 2. This is one of the "standard" scales taken by most players, costing only 40 points (because you get 80 for the negative scales, and thus the 120 points of positive scale net out at 40). It gives you a 15% increase in income in exchange for bad events that are generally manageable. Misfortune 3 is not recommended as you get a lot more "barbarian invasion" and other independent unit attacks at this level.
4. Take Productivity 3 / Drain 2. We're taking Drain 2 as discussed above, while Productivity gives you resources to recruit your resource-intensive troops plus 6% more gold. It's worth noting at this point that Productivity is a somewhat hit-and-miss scale: many nations actually don't want it because they end up overflowing with so many resources that they don't have enough gold to use up all the capacity. Ulm, with its high-resource troops, wants Productivity, but it can be argued that Productivity 3 may be

excessive given that you have other bonuses anyway. This guide is playing safe by advocating Productivity 3. Once you have some experience with Middle Age Ulm, this may be something you want to tweak.

5. Magic. This is the cause of a lot of anguish for beginning players, so a description of the rationale for each of the path choices follows.

- Air 4
- Astral 5
- Death 4
- Earth 3 (can be swapped out for Nature 3 or Fire 3)

This setup gives you enhanced site-searching for Air and Astral, while giving you all-new access to Death. For Earth you should stick to using your Smiths to search.

These paths also let you do the following:

- **Earth 3**

It may seem strange to double up on Earth when you have so many Earth mages already, but having Earth 4 lets you forge a Dwarven Hammer early even if you don't get an E3 Smith, and later on allows you to forge a Staff of the Elements with your Air 4. Earth 4 also opens up a lot of combat magic.

The real treat, though, lies with the Astral/Earth items. There are a couple of very good items in that line, such as the Crystal Shield (requiring only Construction 2!) that increases all of a mage's paths by one point. Crystal Matrixes allow Ulm to do semi-communions, while the Crystal Coin provides another point of Astral bonus which—with a Starshine Cap—brings your Pretender to Astral 7, allowing the forging of Rings of Sorcery and Wizardry.

Now, it is true that you have a small chance of recruiting an Astral-Earth smith. And he can eventually forge these same items. However, you're not guaranteed to get one early, and by the time you do you're probably already putting your Pretender on the frontlines to fight.

If that's not enough to convince you though, then you can easily transfer these four points to a different path. Nature 3 gives you access to nature gems and summons (plus a number of great spells).

- **Air 4**

Air 4 lets you forge Air boosters, which in turn allows you to eventually cast some powerful Air spells. A favorite of many players early on is Wind Guide (if you recruit independent archers and pair it with a Smith with a Crystal Shield to do Flaming Arrows), eventually transitioning to Fog Warriors (Mistform to everyone is *very* strong).

Air also makes your Pretender even more durable in the battlefield, as Mistform is one of the key supercombatant spells.

• Astral 5

Aside from the aforementioned Rings of Sorcery and Wizardry, Astral gives you some extra survivability for your Pretender early on (mainly through the spell Body Ethereal).

Astral, however, really comes into its own much later in the game, with a whole host of very powerful spells. Take for instance Solar Brilliance (Enchantment 7) - this powerful spell basically burns up most demon and undead armies that you will encounter in the late game.

• Death 4

Death is included primarily as a summoning suite, as it has a lot of great summons even at low levels. Just investing in Conjunction 3 already gives you Black Servants (an ethereal scout) and Banes (a 27 HP thug).

Later on, with your Pretender busy with other things, he'll want to summon a Mound Fiend or a Lich to do the summoning for him.

V. THE GAME PLAN

So with all that set up, here's a general outline of how you'll want to use your war machine:

1. Once he wakes up, your Pretender will do some quick site-searching. Focus on areas like mountains, swamps, and forests which have a higher chance of magic sites, taking advantage of your Pretender's flight capability to quickly move between these different provinces (and ignoring provinces that are not likely to produce sites, such as ones where you already found 3 Earth sites).
2. Hopefully, you got some Air sites to make air gems, and an Air Smith. At this point, forge a Dwarven Hammer (using your Pretender or an Earth 3 Smith) and have the Air Smith forge Owl Quills forever.

If you get Astral gems, save them up for a Crystal Shield, which you then use to enhance some of your mage's magicks (for example, make a Smith into Fire 2, so he can cast Flaming Arrows for independent archers).

If you get Death gems, save them up to summon some thug chassis like Banes.

3. You're probably going to end up fighting a war by the end of year 2, if not earlier. Depending on the opponent, you may or may not want to send your Pretender out to make a personal appearance to fight as a supercombatant. If that's the case, try to make sure he has Mistform and Body Ethereal, plus protection from any kind of elemental damage your opponent may pack (using cheap items). Add a Wound Fend Amulet to reduce afflictions.

His ability to fly can make a huge difference in big battles, and he can even go out solo to cut off the retreat path of an enemy. But don't send him out on risky battles: don't fly in solo unless you have good intel. You can't afford for him to get killed and lose magic paths!

4. You'll reach midgame proper / early endgame and start breaking into higher-level magic when you start getting Level 6 or 7 research in multiple paths (Alteration, Construction, Evocation, Conjunction,

Enchantment). At this point, your Pretender stops being a frontline fighter, and moves to the back of the line to cast battlefield-wide spells. Fog Warriors and Solar Brilliance are just some of the possibilities.

Frontline "supercombatant" duties will instead fall to summoned Death units or Golems, which you are producing via Liches or Mound Fiends (summoned by your Pretender) or an Astral Smith (who gets to the required paths using boosters forged by himself or your Pretender).

Put together, this build aims to give Ulm a Pretender that enhances its relative strengths in the early game, while providing significant punch in the late game. It's just one of nearly countless possibilities however: you could try making a Pretender that forges Blood Stones to enhance your Earth suite for instance, perhaps using the Forge Lord. Be creative! Creativity is in the true spirit of Dominions.

NATIONS

The world of Dominions is very much the story of the nations over the ages. In Dominions 2, nations could have various "themes" which gave them certain characteristics. In Dominions 3, this was altered somewhat by formally separating the nations into ages and their histories are reflected to some extent in the progression from one age to the next. Kristoffer Osterman, the co-designer of the Dominions series, describes the thematic inspiration and influences for each nation in Dominions 4.



Abysia

Abysia does not have any clear inspirational sources. Malign devil-worshiping empires of the fantasy genre combined with some ancient Middle Eastern concepts, perhaps. Think of great temple ziggurats adorned with ever-burning braziers fed with still-beating hearts in pompous ceremonies, witnessed by a cowed populace of slaves and smoldering Abysian rulers. Imagine magma-lit caverns filled with screams, roars, and fleeting shadows. With blood sacrifices being part of the official state cult it might be considered an evil nation, but it is sprung from elemental forces, and only under infernal influence and ignorance does the kingdom turn to evil. It is a tragic nation with a proud heritage, and dilution of their magic – perhaps due to temptation by infernal forces – leads it to embrace blood sacrifice.



Agartha

Agartha is inspired by fantasy RPG's in general, and an *Earth Dawn* setting of my brother's imagination, ripe with mummified ancestors entombed in ancient cavern halls, in particular. Old ideas of a race of pale, cave-dwelling humanoids from my ideas of the game "Shepherds of Creation" completed the conglomerate. Think of opulent halls adorned with riches of the deeper earth in which reside ancient bloated oracles with pallid skins ruling their kin with increasing desperation; desperation because their proud race is dying. Agartha is perhaps the most tragic of the nations in Dominions. Surviving oracles cling to memories of a glorious past unable to stop the unavoidable disappearance of their ancient race. I wanted a sense of loss to permeate the nation.



Arcoscephale

Arcoscephale is together with Pythium the first nation conceived in the creation of Dominions. After having played GMT's *Great Battles of Alexander* and *S.P.Q.R.* I got fascinated by ancient warfare, and the hoplites were among the first units to appear in Dominions. At first the two nations were one, with a troop roster of ancient units, while Man and later on Ulm had troop rosters with a more medieval touch. Soon, however, it became clear that Pythium and Arcoscephale should be two distinct nations.

Arcoscephale is heavily influenced by ancient Greek city states and Hellas. The Golden Age is influenced by the mythical past and the archaic age. Later ages boast Hellenic and Mesopotamian influences: elephants, mysteries and Chaldean astrologers.



Asphodel

If you have walked in a forest with trees covered in ivy and stumbled across the carcass of a dead animal, partly covered by leaves and vines, your imagination might give life to the vines and the roots of the nearby plants. The carrion jerks and twitches as the roots gives life to the dead animal. It opens its jaws and lets out a silent hiss.

Asphodel is a nation of the vengeful wild. Panii and halfmen of Pangaea have revolted against their brethren and unleashed the powers of a dark and hungry god upon the living world. Vines and roots turn into slithering and growing entities strangling the living in their sleep and reanimating their corpses as marionettes of vines and bones. These marionettes are known as manikin.

The first carrion beasts appeared in one of my *Ars Magica* campaigns. There was a manikin in the bestiary that sparked my imagination and resulted in animal carcasses reanimated by vines. The concept has always been something I liked, and I suspect it has sneaked into other RPG campaigns of mine from time to time.

Asphodel as a Dominions nation has a history similar to Lemuria. The nation was once a theme in Dominions 2 that was removed and made into a global spell available to primarily late age Pangaea. Unfortunately, this made the whole setting of the Carrion Woods rare, and that was a pity. We decided to remake the old theme into a new Pangaeian splinter nation.



Bandar Log, Kailasa, Lanka and Patala

Bandar Log, the nation of the monkey people, is inspired by Hindu myths, ancient India and Rudyard Kipling. The Vanara comes from the Ramayana, an epic in which the monkey people aid prince Rama in his struggle against the demon king Ravana. The hierarchical division of the different species of monkeys has parallels in the Hindu caste system. I wanted the Bandar to use the alleged colors of the Indo-Aryan castes: white for priests, red for nobles and black for commoners. Markatas are exempt from the hierarchy and society at large and might be seen as untouchables of earlier times, although I imagine them less vulnerable. Important to the development of the Bandar Log were the semi-divine beings of Hindu myth. With a slight breath of 2001: A Space Odyssey, the Yavanas and Devatas became lords of the monkey people. When these beings left the world the monkey people found themselves in control, until the emergence of another divine race, the Nagas. As Kaa hypnotized the monkeys in Kipling's Jungle Book, the Nagas mesmerized the Bandar and Vanaras and claimed rulership over the nation.

The latest addition to the monkey business was Lanka, the mythical kingdom of Ravana. The nation is in many ways similar to Kailasa, but rakshasas of various forms replace the yakshas and yavanas, and blood magic and cannibalism is prevalent. I confess to having a weakness for great ape sorcerers and necromancers in semi-civilized apparel, preferably raging and howling with gory mouths.

Hindu myth is rich and you could probably make a Dominions game based entirely on Hindu nations, beings and gods.



Berytos

Berytos exists only in the early era. It is the Phoenix Empire that was destroyed and reemerged in numerous coastal city states. It is a cultural melting pot influenced by several other nations.

The nation is heavily inspired by Mediterranean seafaring peoples and the Phoenicians in particular. The sea peoples of Canaan and Egypt, combined with Greek migrational hypotheses, Phoenicians and their Carthaginian/Punic extension have been important sources. The Canaanite/Phoenician cities of Byblos, Tyros, Sidon and Carthage inspired the ideas of a seafaring nation and led to the Berytian dependency on coastal forts.

The legendary founding of Carthage by Dido/Elissa and her marriage with the high priest of Melqart combined with the biblical concept of Canaanite Ba'al worship laid the ground for the concept of Berytian Melqart worship. This enabled some intertwining of Hinnomite and Berytian backstories.

I also wanted a deeper mythical backstory and found that the Telchines, Dactyls and other Greek mythological island-peoples combined with the Greek migration hypothesis fit the role. I liked that the nation had an arcane legacy free from influences from Hinnom.

When I remembered the slightly bizarre *Ars Magica* supplement "South of the Sun" by Atlas Games, where there are Carthaginian descendants dabbling in dark magic I figured the great men and queens of Machaka would fit a niche as exile queens and leaders of the cult of the Melqarts.

Berytos has been one of the most fun nations to develop, probably because it involves and expands the backstories of several other nations and concepts. It also has several unique mechanics designed primarily for them.



Bogarus

Imagine cold winters, princes in sable-rimmed cloaks, opulent halls where sinister old men practice vile magics or seduce their masters' wives. Think of Rasputin. Think of orthodox patriarchs and bizarre sect-like movements of religious fanatics living in hiding. Imagine the monsters, heroes and bogatyrs of Russian fairy tales.

When the nation was added to Dominions 3, I already had some ideas about the predecessors. My imagination influenced by Kievan Rus' when the nation was given Vanir ancestors. I wanted priests and an institutionalized religion that brings the Russian Orthodox Church to mind and some sectarian movements on top of that. I did some research and I was quite happy when I found the skoptsy, the "castrated ones," and other strange religious movements.



Caelum

Caelum was originally a purely fictional nation of winged humanoids living atop the coldest mountain peaks. Later development has gifted them with Zoroastrian traits. The background of the Bandar Log and the Eagle Kings made the early Caelian history self-evident and a lot more interesting. The Yazatas, and the Spentas in particular, are Zoroastrian in origin, but the Caelian society at large is not.



C'tis

C'tis is a nation of lizardmen under Egyptian and to some extent Mesopotamian influence. Sacred priest kings, pyramids, swamps, and flooding rivers surrounded by deserts are all elements of these cultures. Sacred priest kings celebrating hieros-gamos with hierodules atop temple ziggurats, with high priests chanting and swaying in procession under the glare of sacred serpents depicted on murals on the great walls have to me a more Mesopotamian feel than Egyptian. On the other hand, the Desert Tombs of the late age is influenced by Egyptian concepts of the dead and modern fiction on Egypt, and the lizard king might as well be a Pharaoh as a Lugal. The connection between C'tis and Ermor suggests that C'tis is more Egyptian than Mesopotamian. The sauromancers' initiation rituals are inspired by Oriental cults of the late Roman Empire, such as that of Isis and Sarapis/Osiris.

In Dominions 4 another influence was added to C'tis: the Sobeks of Trade & Taint. They were initially a T&T version of C'tis and Pythium, with theurgs, legionaires and necromancers as possible career options. Part of the Sobek lore and inspiration from T&T were put into middle age C'tis, and I might expand these thoughts at a later date.



Ermor and its legacy

Ermor was initially a conglomerate of the Roman Empire and undead nations of general fantasy stock. With time, it has received a history that begins as something like the early Roman republic, with military units of that age and priests and diviners inspired by Roman religious officials. The New Faith replaces the old state cult of the Numina, as Christianity eventually replaced the old Roman state cult. With the turn of the age, the mistake of the Augurs becomes apparent, and the nation is brought into darkness.

Ermor is one of the first conceived nations in the Dominions universe. In the first Dominions, the Ermorian backstory influenced many of the other nations. When the eras were introduced in Dominions 3, the undead empire ended up in the late age and the Dominions history lost some of its coherency. With this iteration of the game I have tried to straighten things up and once more placed the Ashen Empire of Ermor in the middle age where its antagonists and splinter empires can be found.

The backstories of Sceleria, Pythium, Marignon and Ulm are all influenced by Ermor. Several other nations have interacted with the nation or its shadow. It would be difficult to imagine the Dominions setting without Ermor.



Hinnom, Ashdod and Gath

Hinnom, Ashdod and Gath are heavily influenced by ancient Israelite, Canaanite and Philistine concepts. I have always been intrigued and fascinated by biblical mythology, and had long I wanted to include the Nephilim and biblical Genesis myths into the game. However, I was worried that I would not do the sources justice, so it took a while before I finally got down to finish the nations. The Bible, the Book of Enoch, the Dead Sea scrolls and the Ras Shamra texts of Ugarit and interpretations of these texts are the main sources of the nations.

Hinnom draws more heavily on the biblical and Enochian tradition, while the veneration of the deified dead kings of Ashdod draws inspiration from the Ras Shamra and Canaanite/Ugaritic concepts of the dead. The rephaim/r'p'm of the Ugaritic texts are ghosts or deified dead rather than giants, so Ashdod turned out a bit different than I first intended, with death magic replacing blood. The shift from blood to death gave the nation a different and interesting mood.

I have looked a bit at Sumerian and Babylonian history when designing Hinnom and Ashdod. Gath, on the other hand draws more heavily from Israelite and Philistine concepts. Early Israelite religion and history with a centralized cult at the temple and Israelite tribes, combined with the legends of David and Goliath of Gath are obvious sources for the late iteration of the nation.

I wanted the nation to be an abomination, slowly becoming more civilized throughout the ages. Hinnom is perhaps more than any other nation in the game an evil nation. I'm not very fond of the concept of evil, but it would be difficult to claim that the cannibalistic giants of Hinnom are anything but.



Machaka

Machaka is a nation inspired by African kingdoms and the Shona in particular. The king, a sacred figure, reigns, but does not rule. He is served by vassal chiefs, and his priests, the Eyes, Ears and Mouth, keep constant surveillance over sub-chiefs and serve as a link between the people and the temple. The Shilluk concept of regicide and other unspecified ideas from African cultures have also made their way into the nation. Modern Oriental concepts and fantasy clichés can be found in the black sorcerers of the God Mountain, and the spiders. I admit to some obscure influences from the comic *The Phantom* as well.

The Machaka of the early age is influenced by the old pen and paper RPG *Powers and Perils*. In the fantastic campaign setting of this game there was a nation of African stock led by great men that were released from a great sleeping city. The notion of a released race of superior men was attractive. Various myths, tales, films and "African" fantasy concepts have been mashed together and mixed with

the middle age Machaka ideas. My first idea of clans based on body parts like liver, heart, hand, head and leg, did not feel right and was replaced with animals, more fitting with the spiders of the middle age.

The nation evolved side by side with Berytos, but it took a bit longer to finish. Creating two nations together and intertwining their history gave them both additional life. It is probably something I want to do with more new nations in the future.



Man

Man is one of the first nations conceived in the Dominions universe. The nation is a conglomerate of medieval English and Arthurian concepts spiced with some fantasy elements from *Ars Magica* and the books of Robert Jordan. The Irish/Northumbrian monastic tradition, Anglo-Saxon society, and Welsh longbowmen are all inspirational sources. Later on, the nation turns towards scholarship paired with dark tidings. The mood in the movie *Sleepy Hollow* is a nice comparison.

In *Dominions 4* steps has been taken to accentuate the influence of invading barbarians reminiscent of the Angles and Saxons. It is not difficult to see an early Ulm or a similar nation in the Logrian backstory.



Eriu

With the development of *Tir na n'Og* it became evident that I wanted another nation of Irish stock to accommodate human heroes such as *Cu Chulainn*. The legacy of *Tir na n'Og* was split between *Eriu* and *Man* and the remaining *Sidhe* became to *Eriu* what the *Vanir* were to *Vanheim* in later ages, a blessed ruling race with human subjects.



Fomoria and Tir na n'Og

These nations are the predecessors of *Man* and *Eriu*. They are both heavily influenced by "The Book of Invasions" and Celtic myths and folk lore. The wars and conflicts between *Fomorians*, *Nemedians*, *Fir Bolg* and *Tuatha* was used to create a common backstory for the nations. The *Fomorian* ideas were combined with some ideas of sailing storm giants, inhuman goat-headed giants and some concepts of *Fomorians* as keepers of the watery dead that struck my imagination.



Marignon

Marignon is a late medieval nation of inquisitors and religious fanatics. Prudent – or perhaps paranoid – priests search for vice and heresy throughout the land, putting men and women to the pyre with fiery justice. Imagine the soldiers wearing fancy and colorful Renaissance clothing, while religious and arcane officials wear red or black robes and severe miens. In the late era the Spanish influence is heavier

than the Albigensian. Later Gothic concepts of occultism and devil worship are incorporated along with seafaring and missions abroad.



Marverni

Marverni is a nation inspired by Celtic Gaul. Gutuaters, vergobrets, druid astrologers, and blood sacrifices are all heavily influenced by the accounts of Caesar and Roman historians. Bare-chested warriors or nobles dressed in newly invented chain mail fight side-by-side with their chieftains to prove their worth. Bronze horns in the image of various animals are also images to keep in mind. Further inspiration was probably found in *Asterix*, a remarkably good comic by the way.



Mictlan

Mictlan is a nation mainly inspired by the Aztecs and their practice of blood sacrifices. The name is that of the realm of the dead in Aztec mythology. Tenochtitlan was build on a swamp, and so is the Mictlan capital, but Mictlan, particularly in the late era, is also a nation of the rainforest, closer in resemblance to the Maya. Toads are common on mural motives, but the Slann of White Wolf's *Warhammer* is probably an equally important source of influence on the Atlantian remaking of the Mictlan nation in the late era.

Quetzalcouatl, the Lawgiver, figures in most of the Mesoamerican cultures as a returning savior figure. One could not paraphrase a Mesoamerican nation without having at least a fleeting reference to him.

Mictlan is also supposed to be a backwards nation reminding us of the arrival of the technologically (and perhaps virally) advanced Europeans in the Americas.



Oceania and Pelagia

Oceania and Pelagia are nations inspired by medieval bestiaries abundant with creatures of the sea corresponding to beings living on land. As most of these creatures are half-men and fish-beasts, Oceania as a nation became quite similar to Pangaea. The development of the Triton Kings incorporated modern concepts and imagery of mermen, and in Dominions 4, Pelagia was made a nation of its own, less Pangaeian in style. Knights armed in mother-of-pearl armor, Triton Kings on hippocampoi-drawn sea-shell chariots, and golden tridents are all part of the Pelagia setting.



Pangaea

Pangaea is a nation of wild half-men of Greek myth, as they could have developed if exposed to a vast and technologically superior humanity: Iron or skin. Adapt or die. As in most cultures exposed to so-called civilization, some inhabitants cling to traditions, or current perceptions of them; while others adapt to the circumstances, with loss or gain in influence. The loss of

ancient magic and traditions over the ages is quite apparent in this nation, but in the late era the centaurs have found new paths of magic, giving hope to the nation.



Pythium

Pythium is based on the eastern Roman Empire and Byzantium. Its history and military bears a legacy of Ermor, as did Byzantium from Rome. The Theurgs and their ceremonial magic are influenced by the lavish liturgy of the Orthodox Church. The Cathedral of the Spheres is filled with chanting, the fragrance of incense, and processions of Theurgs robed in gold and silver. Ritual magic is a public and religious affair. The serpent-and-emerald part of the nation is more free-form fantasy fiction, and comes from the name I think.

In the late era the nation is influenced by the mystery cults and religious worshipers of subjugated lands, much as the late Roman empire became a melting pot of imported religious beliefs and faiths. The mystery cults of Isis/Sarapis, Mithra, Dionysos and Euleusis gave Pythium in the late era a new and interesting flavor. The serpent priests are more of a fictional addition, and probably came about as a result of the sacred serpent cataphraacts and hydras. Since the mystery cults were inspired by the cult of Isis, a serpent priest with a C'tissian legacy felt fitting. I'm personally quite fond of late era Pythium, since my thesis was about the Roman Isis/Sarapis cult.



R'lyeh and Atlantis

These two nations are heavily influenced by H.P. Lovecraft. While R'lyeh is closer to the Cthulhu mythos with Starspawn and strange beings from the stellar void, Atlantis is a nation of deep ones native to the depths. The early era is more heavily Lovecraftian, while the middle era is more influenced by fantasy concepts and ideas. Atlantis is another nation devastated in the end of the second era. Late Atlantis incorporates Inuit concepts apart from the earlier Lovecraftian elements.

R'lyeh is the other nation heavily influenced by the fiction of H.P. Lovecraft. While Atlantis represents the more tellurian aspects of the Cthulhu mythos, R'lyeh represents the stranger aspects and beings of the Lovecraftian universe. Starspawn, strange openings and beings of the Void are mixed with a bit of fantasy role-playing game clichés. The nation progresses from a D&D-ish nation of Aboleths to an insane nation of dreaming madmen, mutated lunatics and mind-defying void beasts. *F'tagn*.



Sauromatia

Sauromatia is a nation based on Herodotus' accounts of the Scythian peoples in *The Histories*. Here Scythians, Amazons, Sarmatians, and Androphags are described with their strange traditions and unsavory practices, and the book is a splendid source for any modder seeking inspiration for a new nation. Grave goods, archaeological findings and Osprey military books have given the nation further

life. Finally, Witch Kings and elements of the Pythian predecession (serpents, swamps and hydras) were added to the Androphags to make the nation more sinister and Dominion-esque.



Sceleria and Lemuria

Sceleria is the daughter of Ermor and sister of Pythium. In Dominions 3, the nation was the middle era Ermor, but with the cleanup of the history, that which was Ermor in the middle era had to be rewritten.

Sceleria became a splinter empire that together with Pythium broke free from Ermor before the cataclysm. Sceleria, as Pythium, is of course influenced by the Romans. Fantasy concepts of sinister nations with undead workers and soldiers walking side-by-side with the living population are not uncommon.

Lemuria is a reprise of the Dominions 2 Ermor theme "Soul Gates." With Dominions 3, the Soul Gate and the Carrion Wood mechanics were remade into global spells. This change practically removed them from the game. We wanted them back and with the rewriting of the history the new nation of Lemuria followed in the wake of Sceleria.

Lemuria is an undead nation of ghosts and immaterial undead instead of skeletons and zombies. Think of grey lands of ash and dust. Imagine spectral hordes marching forth under banners swaying in a wind you cannot feel. Stand still and you might hear the clamor of ancient weaponry when the ghost legions pass you by. At the horizon a great darkness is spreading as shadows pour forth from the Soul Gate.



T'ien Ch'i

T'ien Ch'i is obviously influenced by China. I couldn't even resist the name Spring and Autumn, from the period of the same name in Chinese history. Chinese history is rich and there is plenty to draw upon. Daoism and its five elements, inner alchemy, and quest for longevity inspired the Masters of the Way as did the T'ien Shih—celestial master—of institutional Daoism convert into the Celestial Master of T'ien Ch'i. Heroes come in plenty in the Chinese tales and the Seven Immortals are all interesting figures. Sun Wukong and his friends are perhaps even more so. There is plenty of stuff to expand on should I or a merry modder find the time. Finally, T'ien Ch'i has been inspired movies from Hong Kong, China, and Korea.



Ulm

Ulm is a nation that goes through major changes with the eras. In early times it is a barbarian nation. Think Conan! Or at least, think of the first five minutes of *Conan, the Barbarian*, when Conan's family is slaughtered by Thulsa Doom and the young boy is brought to slavery. Think of fur-dressed shamen and warrior smiths speaking of the Enigma of Steel. Then think of the German tribes described by

Caesar in *The Gallic Wars*, the Roman disaster of the Teutoburger Forest, and the pagan temple at Irminsul. Ulm in the early era is an Ulm before the arrival civilization.

Ulm of the later eras is inspired by, amongst others, Teutonic Knights and German Landsknechts. Late Ulm is an intended shift of style towards central and eastern Europe, southern Germany/Bavaria, and Transylvania. One of the classic ingredients of gothic novels is tainted bloodlines. Another feature common amongst the traditional, Anglo-Saxon and Protestant, gothic novel is that it takes place in some part of Catholic Europe, so making a Goethicized fantasy "Bavarian" Ulm is a natural step, I think.



Ur and Uruk

Ur came to be as a result of *Trade & Taint*, an earlier unfinished Illwinter project. I made the first Enkidus and Sobeks for that game. Shame, bone readers and reavers were some of the possible career paths for the Enkidu race. In *Dominions 4* the Enkidus were given a nation influenced by Mesopotamian history. They had it in *Trade & Taint* as well, but in *Dominions 4* it became more pronounced. Hinnom is to some extent Sumerian, but I wanted the backstory of Ur to have a more Sumerian feel. I like the concept of a single center of civilization surrounded by lands inhabited by wild men roaming around tending goats and hunting game.

This led to the development of the mechanic where some of a nations units are recruitable, not in their home or fortresses, but in their surrounding lands. It gave the nation a troop roster that accentuated the backstory of the nation. And of course they had to have sirruses, the wingless dragons of the Ishtar Gate.

The nations' shamen and bone readers are also influenced by some shamanistic concepts, Caananite ideas on veneration of the dead and probably a dose of some old RPG's.

Ur will develop into Uruk in the middle age and get access to armaments of iron. The Ensi priest king of Eridu will see his power diminished as civilization spreads and Ensis of other cities claim temporal and religious authority.

Uruk is a nation on the drawing board and will probably appear in a future patch.



Vanarus

Vanarus was partly conceived during the development of *Dominions 3*. Hints were included in the descriptions of Bogarus, but I never got around to finishing it.

Vanarus is the predecessor of Bogarus. It is a nation of ruling Vanir that have subjugated and intermingled themselves with the previous rulers of the land. Kievan Rus' is one of the sources here, but I've also used the Chuds, a people that appears in the myths of various peoples from the eastern Baltic seaboard. I haven't found very much on the Chuds, so they are mostly my creation. The "Pine of Skulls," shape shifting and shamanic bear cult practices fit the nation. These features, as well as the Thunder

Priests mentioned in the descriptions of the nation will appear in Rus, the early version of the nation. Rus is likely to be one of the first additions to the game.

I wanted the national troops of the nation to reflect the change from the earlier era to the late Bogarus. Versatile Vanarusian sages are slowly replacing the mighty Vanir and will eventually develop into the Starets and mages of the late era.



Vanheim, Helheim, Niefelheim, Jotunheim, Midgård and Utgård

These are all nations sprung from old Norse myth. The Poetic Edda and some later tales, combined with general conceptions of Iron Age Scandinavia, are the main sources. Vanir, Aesir and Giants are ancient antagonists in these myths. The Aesir, being perceived as gods, have been made pretenders in Dominions. Not that Vanir weren't, but they seem less so than the Aesir in most instances. As with most nations of supernatural origin, it seems fitting that their magic fades with each passing age as humans become more and more numerous.

Niefelheim, Jotunheim, and Utgård are part of the history of a single nation through the ages. Vanheim, Helheim and Midgård also share a common ancestry and development. In the middle era Helheim merges with Vanheim and disappears as an independent nation. Only the valkyries remain as reminders of the legacy of Helheim.



Yomi, Shinuyama and Jomon

These three nations heavily influenced by Japanese history, folklore, and myth. The first of the three nations is an uncivilized nation of demonic brutes enslaving and eating humans and other races. They are replaced by Bakemonos, ghostly goblins of Japanese folklore of similar outlook, and finally the humans take control. The beings of Shinuyama are quite heavily influenced by the old pen-and-paper RPG *Bushido*, although some other sources on mythological beings such as Tengus and Kitsune have been used. Modern myth, such as the western idea of the ninja, also has a place in the late nation of Jomon.



From the tomes of the lore of Dominions

Igeshaush's body was recovered by the sauromancers and he was secretly mummified and entombed in a Sauropeum deep in the desert. His body and mind are preserved in seven coffins and seven jars, awaiting to be brought back by the sauromancers in times of great need.

**A CHRONICLE AND BESTIARY
OF
THE WORLD OF DOMINIONS**

The following is a compendium of the creatures available for recruitment by each nation, as well as a record of their places in the world of Dominions. In the case of Ashen Earmor and Lemuria, which do not have recruitable units, the national summoning spells are listed.

KEY:

HP = Hit Points; Str = Strength; Att = Attack; Mor = Morale ; Def = Defense; MR = Magic resistance;

Pre = Precision; Enc = Encumbrance; Mv = Movement; Gold = gold cost; Res = resource cost.

For those creatures that have magic skill, H = Holy and ? = random path.

*asterisk by resource cost = slow to recruit.

Amph = Amphibian; Aqua = Aquatic; Pamph = Poor Amphibian; NNEat = Need Not Eat; Und = Undead;

MagB = Magic Being; CR / FR / PR / SR = Cold / Fire / Poison / Shock Resistance; Recup = Recuperation

FS / MS / SS / WS = Forest / Mountain / Swamp / Waste Survival; DV = Darkvision; Ldr = Leadership

Insp = Inspirational leader bonus; Undis = Undisciplined

Units with special recruitment characteristics have these in parentheses (home only = home starting province only, all swamps = any friendly swamp regardless of fort, etc.)

Home = starting province magic sites, with gem income. *Note that Ashen Earmor, Asphodel, and Lemuria have variable home gem income based on whether the game is set to a low/normal/high money multiple.

NATIONS OF THE EARLY ERA

ARCOSCEPHALE, GOLDEN ERA

The kingdom of Arcoscephale is yet to be founded and is a loose collection of city states. Bronze is more common than iron and hoplites have yet to see the dawn of day. Instead, myrmidons and chariots compose the core of the armies. In this time, slaves are commonly used and most free men have plenty of time to spend on fine arts and good living. Philosophers gather in the cities to discuss esoteric truths and engineers manufacture clever contraptions for civil or military use. At the heart of Arcoscephale lies Mount Cephalos, abode of the Awakening God. At the foot of the mountain is a great temple where sacred Pegasus Riders are trained. Icarids, men with mechanical wings, are also used in warfare. The philosophers are better at magical research in a slothful Dominion.

Home: Mount Cephalos (2 Air, 2 Astral), Lykaeon (2 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slinger Wpn: Dagger, Sling	10	10	5	8	7	8	10	10	4	1/12	7	2
Peltast Wpn: Spear, Javelin	10	10	5	10	10	13	10	10	4	2/12	10	6
Cardaces Wpn: Spear	10	10	9	10	10	13	10	10	4	2/12	10	8
Myrmidon Wpn: Short Sword	12	11	17	11	13	13	10	10	9	1/12	15	28
Chariot Archer Trample Wpn: Short Sword, Short Bow	10	10	13	9	9	16	10	9	5	3/18	55	19
Chariot Trample Wpn: Short Sword	10	10	16	9	10	15	10	9	5	3/18	45	28
Icarid Fly, FR -5 Wpn: Short Sword	12	11	11	11	13	12	10	10	7	1/12	15	20
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout FS, MS, Stealthy Wpn: Dagger, Short Bow	10	10	5	10	10	10	10	10	3	2/12	25	4
Myrmidon Champion Ldr 80 Wpn: Short Sword	14	11	17	12	15	14	10	10	9	2/12	70	28
Chariot Commander Trample, Ldr 60 Wpn: Short Sword	10	10	16	10	12	15	10	9	5	3/18	75	28
Icarid Champion Fly, FR -5, Ldr 60 Wpn: Short Sword	14	12	11	12	14	13	10	10	7	1/12	50	20
Sceptic Stealthy, Heretic, Ldr 10 Wpn: Dagger	10	10	0	8	7	6	15	10	5	1/10	50	1

Priestess	9	8	0	8	10	8	15	11	3	2/8	155	1
Sacred, Ldr 10												
Magic: N1H2												
Wpn: Dagger												
Mystic	10	10	0	8	10	8	15	10	3	2/10	120	1
Research +1, Ldr 10												
Magic: S1 (+100%FWES) (+50%F) (+50%W) (+50%E)												
Wpn: Dagger												
Engineer	10	10	0	8	9	6	12	10	5	1/10	40	1
Siege +25, Castle def +25, Ldr 10												
Wpn: Dagger												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Wind Rider	13	11	17	12	14	17	12	10	5	3/22	70	29
Fly, Sacred												
Wpn: Spear, Lance, Hoof												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Philosopher	10	10	0	8	8	7	12	10	4	1/10	65	1
Ldr 10												
Wpn: Dagger												
Mage Engineer	10	10	2	8	9	7	15	10	4	1/10	125	1
Siege +30, Castle def +30, Ldr 10												
Magic: A1E1 (+100%FAWES)												
Wpn: Dagger												
Oreiad	10	9	1	10	10	9	18	10	2	2/12	405	1*
MS, Sacred, Recup, Stealthy, Awe 6, Seduction, Ldr 10												
Magic: A2E1N3 (+100%AWEN) (+10%AWEN)												
Wpn: Fist												
Wind Lord	14	12	17	13	15	17	12	10	4	3/22	120	29
Fly, Sacred, Ldr 80												
Wpn: Spear, Lance, Hoof												

ERMOR, NEW FAITH

Ermor is an empire centered around a great city. For centuries it has grown and become more and more influential. Traders and travelers from near and far come to the city. By military campaigns, diplomacy and trade, Ermor has become a power to be reckoned with. By adopting local traditions and beliefs, the Ermorians posed little threat to neighbors and conquered peoples, but this has begun to change. A New God is arising. Old syncretistic faiths and spirit worship were banned by a Prophet dressed in white shrouds. The remnants of his body and shrouds are buried in the Holy City of Eldregate where the adherents of the New Faith are awaiting the arrival of the Reawakening God foreseen by the Prophet. The all-encompassing old state cult of the Numinas still survives, but the Pontifices and Flamen are slowly adopting the New Faith.

Home: Temple of the Shroud (3 Fire, 3 Astral)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slinger Wpn: Dagger, Sling	10	10	5	8	7	8	10	10	4	1/12	7	2
Leve Wpn: Spear, Javelin	10	10	7	10	10	13	10	10	4	2/12	10	8
Accensus Wpn: Spear, Javelin	10	10	7	9	8	14	10	10	5	2/12	8	9
Rorarus Wpn: Spear, Javelin	10	10	11	10	10	14	10	10	6	2/12	10	13
Hastatus Wpn: Short Sword, Javelin	10	10	11	10	11	16	10	10	6	2/12	11	14
Principe Wpn: Short Sword, Javelin	11	10	13	11	12	17	10	11	7	2/12	14	16
Triarius Wpn: Long Spear	10	10	18	12	13	12	10	11	10	1/11	16	28
Standard Wpn: Short Sword, Javelin	10	10	11	10	10	16	10	10	6	2/12	20	14
Lizard Auxiliare SS, PR 5 Wpn: Short Sword, Javelin	11	10	14	10	9	15	12	10	5	2/10	10	11
Equite Wpn: Light Lance, Broad Sword, Hoof	10	10	13	10	11	16	10	10	4	2/23	35	22
Retarius Wpn: Trident, Net	12	12	12	11	14	11	10	10	4	2/10	8	1
Gladiator Wpn: Flail	12	12	12	11	14	9	10	10	4	2/10	8	1
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout FS, MS, Stealthy Wpn: Dagger, Short Bow	10	10	5	10	10	10	10	10	3	2/12	25	4
Assassin Stealthy, Assassin Wpn: Short Sword, Poison Dagger	10	11	5	13	13	15	11	13	3	2/12	60	4
Centurion Ldr 80 Wpn: Short Sword	12	10	15	11	12	12	10	10	5	2/12	70	21
Legatus Legionis Ldr 120 Wpn: Short Sword	13	11	15	12	14	13	10	10	5	2/12	110	21

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Acolyte	10	10	0	8	9	8	11	10	3	2/10	45	1
Sacred, Ldr 10 Wpn: Dagger												
Augur	10	10	0	9	13	9	13	12	3	2/10	65	1
Fortune 5, Ldr 10 Magic: F1S1 Wpn: Dagger												
Augur Elder	10	10	0	9	13	6	15	13	6	1/10	210	1*
Fortune 5, Ldr 10 Magic: F2S1D2 (+100%FASD) (+10%FASD) Wpn: Dagger												

Commanders (outside forts)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Flamen	10	10	0	8	8	8	14	10	4	2/10	135	1
Sacred Magic: F1H1 (+100%FAWEN) Wpn: Dagger												
Pontifex	10	10	0	8	12	7	13	10	4	2/10	100	2
Sacred, Ldr 40 Magic: F1H2 Wpn: Sceptre												

Units (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Equite of the Sacred Shroud	13	11	14	12	13	18	12	10	4	2/22	50	24
Sacred, Recup Wpn: Light Lance, Broad Sword, Hoof												

Commanders (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Bishop of the Sacred Shroud	10	10	0	8	12	8	13	10	3	2/10	135	1
Sacred, Recup, Ldr 10 Wpn: Dagger												
Arch Bishop of the Sacred Shroud	10	10	0	8	13	10	14	10	4	2/10	170	1*
Sacred, Recup, Ldr 10 Wpn: Quarterstaff												

ULM, ENIGMA OF STEEL

Ulm is a land of cold mountains and dense forests. These wild lands were settled by proud and fierce barbarians in ages past. Their ancestry has made the inhabitants of the forests stronger and more resilient to the cold climate than ordinary men. Upon becoming men, youngsters are given a single knife and left in the forest at first snowfall. Those who survive the winter are allowed to return to their family.

The barbarians of Ulm live in small settlements ruled by chieftains and warrior smiths who search for the Enigma of Steel. Steel is a sacred metal and its maker is as well. Smithing has become the equivalent of making a sacrifice to the Lord and no other culture has developed such skill in forging magical items.

Horses are rare and those who use them in warfare are held in contempt. Sneak attacks, on the other hand, are common, and many warriors use stealth to engage opponents in hand-to-hand combat.

Home: The Wheel of Pain, Irminsul (1 Death, 2 Nature, 3 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Archer FS, MS, CR 5 Wpn: Short Sword, Short Bow	12	11	4	10	11	12	8	11	3	2/13	10	6
Warrior Maiden FS, MS, CR 5, Stealthy Wpn: Short Sword, Short Bow	12	11	11	10	12	12	8	12	4	2/13	12	13
Axe Warrior FS, MS, CR 5, Stealthy Wpn: Axe, Axe, Throwing Axe	13	12	10	10	11	7	8	10	4	2/13	10	10
Warrior FS, MS, CR 5, Stealthy Wpn: Broad Sword, Axe	13	12	10	10	11	9	8	10	4	2/13	10	10
Forest Warrior FS, MS, CR 5 Wpn: Axe, Axe, Throwing Axe	13	12	13	11	12	8	8	10	5	2/13	12	16
Mountain Warrior FS, MS, CR 5 Wpn: Broad Sword, Axe	13	12	13	11	12	10	8	10	5	2/13	12	16
Shield Maiden FS, MS, CR 5, Stealthy Wpn: Short Sword	12	11	11	10	13	16	8	10	5	2/13	13	13
Steel Maiden FS, MS, CR 5, Stealthy Wpn: Short Sword, Short Sword	12	11	11	12	13	14	8	10	4	2/13	14	13
Iron Warrior FS, MS, CR 5 Wpn: Maul	14	13	13	12	13	9	8	10	5	2/13	14	13
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Warrior Scout FS, MS, CR 5, Stealthy Wpn: Broad Sword, Axe, Short Bow	13	12	8	10	11	9	8	10	4	2/13	25	10
Warrior Chief FS, MS, CR 5, Stealthy, Ldr 80 Wpn: Great Sword	16	13	13	13	14	13	8	10	5	2/13	75	17

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Warrior Smith	13	12	14	10	13	8	14	10	5	2/13	105	13
FS, MS, CR 5, Forge Bonus 1, Resources +5, Ldr 40 Magic: E1 (+100%FAWE) (+50%FAWE) Wpn: Maul												

Shaman	13	12	10	10	10	12	14	10	4	2/13	135	5
FS, MS, Sacred, CR 5, Stealthy, Ldr 10 Magic: E1H1 (+100%FEDN) (+50%FEDN) Wpn: Quarterstaff												

Units (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Steel Warrior	15	13	13	13	14	13	8	10	5	2/13	28	17
FS, MS, Sacred, CR 8 Wpn: Great Sword												

Commander (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Antlered Shaman	13	12	11	10	10	12	15	10	4	2/13	220	5*
FS, MS, Sacred, CR 5, Stealthy, Ldr 40 Magic: E2N2H1 (+10%FEDN) Wpn: Quarterstaff												

Units (all forests)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Archer	12	11	4	10	11	12	8	11	3	2/13	10	6
FS, MS, CR 5 Wpn: Short Sword, Short Bow												
Axe Warrior	13	12	10	10	11	7	8	10	4	2/13	10	10
FS, MS, CR 5, Stealthy Wpn: Axe, Axe, Throwing Axe												
Warrior	13	12	10	10	11	9	8	10	4	2/13	10	10
FS, MS, CR 5, Stealthy Wpn: Broad Sword, Axe												
Forest Warrior	13	12	13	11	12	8	8	10	5	2/13	12	16
FS, MS, CR 5 Wpn: Axe, Axe, Throwing Axe												

Commanders (all forests)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Warrior Scout	13	12	8	10	11	9	8	10	4	2/13	25	10
FS, MS, CR 5, Stealthy Wpn: Broad Sword, Axe, Short Bow												
Warrior Chief	16	13	13	13	14	13	8	10	5	2/13	75	17
FS, MS, CR 5, Stealthy, Ldr 80 Wpn: Great Sword												
Shaman	13	12	10	10	10	12	14	10	4	2/13	135	5
FS, MS, Sacred, CR 5, Stealthy, Ldr 10 Magic: E1H1 (+100%FEDN) (+50%FEDN) Wpn: Quarterstaff												

Units (all mountains)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Archer	12	11	4	10	11	12	8	11	3	2/13	10	6
FS, MS, CR 5 Wpn: Short Sword, Short Bow												

Axe Warrior	13	12	10	10	11	7	8	10	4	2/13	10	10
FS, MS, CR 5, Stealthy												
Wpn: Axe, Axe, Throwing Axe												
Warrior	13	12	10	10	11	9	8	10	4	2/13	10	10
FS, MS, CR 5, Stealthy												
Wpn: Broad Sword, Axe												
Mountain Warrior	13	12	13	11	12	10	8	10	5	2/13	12	16
FS, MS, CR 5												
Wpn: Broad Sword, Axe												
Commander (all mountains)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Warrior Scout	13	12	8	10	11	9	8	10	4	2/13	25	10
FS, MS, CR 5, Stealthy												
Wpn: Broad Sword, Axe, Short Bow												
Warrior Chief	16	13	13	13	14	13	8	10	5	2/13	75	17
FS, MS, CR 5, Stealthy, Ldr 80												
Wpn: Great Sword												
Shaman	13	12	11	10	10	12	14	10	4	2/13	135	5
FS, MS, Sacred, CR 5, Stealthy, Ldr 10												
Magic: E1H1 (+100%FEDN) (+50%FEDN)												
Wpn: Quarterstaff												

MARVERNI, TIME OF DRUIDS

Marverni is a nation of tribal chiefdoms guided by Druids and religious magistrates. The tribes have a long history of war and infighting, but recent developments have joined the tribes in pursuit of a single goal. The most prominent tribes are the Marverni, the Ambibates, the Eponi and the Carnutes. The Sequani, though a small tribe, are influential due to the large number of Druids among them. The smiths of the Marverni tribe are reputedly the inventors of chainmail and most nobles of the tribes use it. Lowborn warriors fight bare-chested. The Ambibates are known for their martial skills. The Eponi nobles fight on horseback and are the only cavalry available to the nation. The Carnute tribe guards the Sacred Forest of Carnutes where the Druids gather every year. The Carnute warriors are able to go berserk when wounded. Boars are a sacred symbol to the Marverni nation.

Home: Carnutes (3 Astral, 2 Earth, 1 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Marverni Horn Blower Wpn: Dagger	10	10	0	10	9	10	10	10	3	2/9	20	5
Marverni Slinger Wpn: Dagger, Sling	10	10	0	10	8	13	10	10	4	2/12	8	3
Marverni Javelineer Wpn: Spear, Javelin	10	10	0	10	9	13	10	10	4	2/12	8	5
Marverni Bare Chested Warrior Wpn: Broad Sword, Javelin	10	10	3	10	9	14	10	10	4	2/12	8	9
Marverni Noble Warrior Wpn: Broad Sword	12	11	13	11	10	14	10	10	5	2/12	11	17
Ambibate Bare Chested Warrior Wpn: Broad Sword	10	10	3	11	10	15	10	10	4	2/12	10	8
Ambibate Noble Warrior Wpn: Broad Sword	12	11	13	12	11	15	10	10	5	2/12	14	17
Carnute Bare Chested Warrior FS, Berserker 2 Wpn: Axe	12	11	3	10	11	12	10	10	4	2/12	12	6
Carnute Noble Warrior FS, Berserker 3 Wpn: Axe	13	11	13	11	12	11	10	10	5	2/12	16	15
Eponi Knight Wpn: Broad Sword, Javelin	12	11	13	11	11	17	10	8	4	3/23	30	18
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Marverni Scout FS, MS, Stealthy Wpn: Spear	10	10	0	10	9	10	10	10	3	2/12	25	2
Marverni Chieftain Insp +1, Ldr 60 Wpn: Broad Sword	13	12	13	12	12	15	10	10	5	2/12	50	17
Ambibate Chieftain Insp +1, Ldr 60 Wpn: Broad Sword	13	12	13	13	12	15	10	10	5	2/12	55	17
Carnute Chieftain FS, Berserker 3, Insp +1, Ldr 60 Wpn: Axe	14	12	13	12	14	11	10	10	5	2/12	60	15

Eponi Chieftain	13	12	13	12	13	18	10	8	4	3/23	100	18
Insp +1, Ldr 80												
Wpn: Broad Sword, Javelin												
Vergobret	10	9	0	9	11	11	10	9	4	2/9	65	1
Sacred, Ldr 80												
Wpn: Quarterstaff												
Sequani Stargazer	9	9	0	9	8	12	13	11	3	1/10	45	1
Fortune 3, Ldr 10												
Magic: S1												
Wpn: Quarterstaff												
Gutuater	10	9	0	9	13	12	14	11	3	2/9	135	1
FS, Sacred, Ldr 10												
Magic: N1H1 (+100%WESN)												
Wpn: Quarterstaff												
Druid	10	9	1	9	12	9	13	11	3	1/9	175	1
Sacred, Ldr 40												
Magic: E1S1H1 (+100%WESN)												
Wpn: Twig												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Boar Warrior	14	12	13	12	13	11	10	10	5	2/12	30	15
FS, Sacred, Berserker 4												
Wpn: Axe												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Boar Lord	15	13	13	13	14	12	10	10	5	2/12	90	15
FS, Sacred, Berserker 5, Insp +1, Ldr 60												
Wpn: Axe												
Elder Druid	10	9	3	9	12	7	16	12	5	1/9	340	3*
Sacred, Ldr 40												
Magic: E2S2H2 (+100%WESN) (+100%WESN) (+10%WESN)												
Wpn: Sickle												

SAUROMATIA, AMAZON QUEENS

Sauromatia is a nation of nomadic warrior tribes ruled by women. Men and women fight side by side and all prominent tribes are ruled by warrior queens. This is a legacy of the Sauromatians merging with the Amazon tribes in times past. The Amazons leaders were not accepted, because they were not warriors, but they influenced the Sauromatians and women warriors gained power and prestige. Only the tribe of the Androphags has totally rejected the notion of female leadership. The Androphags are ruled by ancient Witch Kings who introduced cannibalism and man-flaying to the Sauromatians. The Androphags also use hydras from the Marshes of Pythia in warfare.

**Home: The Great Cauldron (2 Blood), The Bitter Stream (3 Death, 1 Water)
The Enchanted Isle (1 Nature), Swamps of Pythium**

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Sauromatian Archer Wpn: Dagger, Composite Bow	11	11	4	10	11	10	10	11	3	2/12	10	5
Sauromatian Amazon Wpn: Spear	10	10	11	11	12	13	10	11	5	2/12	13	12
Raider Pillager 1 Wpn: Spear, Composite Bow	11	11	10	10	11	15	10	8	4	3/26	20	12
Lancer Wpn: Light Lance	11	11	10	10	11	15	10	8	4	3/26	20	14
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Sauromatian Raider Pillager 1 Wpn: Spear, Composite Bow	10	10	14	11	12	15	10	8	4	3/24	25	18
Sauromatian Lancer Wpn: Light Lance, Composite Bow	10	10	14	11	12	15	10	8	4	3/24	25	23
Sauromatian Cataphract Wpn: Broad Sword, Lance, Hoof	10	10	14	11	12	18	10	8	5	2/24	35	34
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Commanders												
Scout FS, MS, Stealthy Wpn: Dagger, Short Bow	10	10	5	10	10	10	10	10	3	2/12	25	4
Chieftain Pillager 3, Insp +1, Ldr 40 Wpn: Light Lance	12	11	10	12	13	16	10	8	4	3/26	65	14
Sauromatian Manflayer Pillager 5, Insp +1, Ldr 80 Wpn: Broad Sword, Lance, Hoof	13	11	15	12	15	18	10	8	4	3/24	95	37
Warrior Priestess Sacred, Pillager 5, Ldr 80 Wpn: Broad Sword, Lance, Hoof	12	10	14	12	13	19	12	8	4	3/24	135	34
Warrior Queen Sacred, Pillager 10, Ldr 120 Wpn: Broad Sword, Lance, Hoof	12	10	14	12	14	19	11	8	4	3/24	175	34
Soothsayer Fortune 5, Ldr 10 Magic: (+90%S) Wpn: Dagger	10	10	6	10	10	9	12	10	4	2/12	35	4

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Spirit Guide	9	9	0	9	9	9	12	10	3	1/9	45	1
Ldr 10												
Magic: D1												
Wpn: Dagger												
Enarie	9	9	0	9	8	9	14	10	3	1/8	145	1
Fortune 5, Ldr 10												
Magic: S1D2N1												
Wpn: Dagger												
Warrior Sorceress	12	11	14	13	15	19	15	12	4	2/18	185	16
Sacred, Ldr 80												
Magic: N1H1 (+100%WDNB)												
Wpn: Light Lance, Bite												
Units (outside forts)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Raider	11	11	10	10	11	15	10	8	4	3/26	20	12
Pillager 1												
Wpn: Spear, Composite Bow												
Lancer	11	11	10	10	11	15	10	8	4	3/26	20	14
Wpn: Light Lance												
Commanders (outside forts)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Chieftain	12	11	10	12	13	16	10	8	4	3/26	65	14
Pillager 3, Insp +1, Ldr 40												
Wpn: Light Lance												
Units (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Androphag Archer	11	11	4	10	11	10	10	11	3	2/12	15	6
Wpn: Dagger, Poison Bow												
Androphag	13	12	12	12	13	17	10	8	3	2/16	70	14
SS, Sacred												
Wpn: Light Lance, Poisonous Bite												
Oiorpata	11	10	14	12	13	18	11	12	4	2/18	50	16
Sacred												
Wpn: Light Lance, Bite												
Hydra Hatchling	25	12	4	12	11	9	12	5	3	1/7	35	1
SS, FR -10, PR 25, BIR, PiR, Regen 10, Poison cloud 4, Undis												
Wpn: Lesser Heads, Great Head												
Hydra	80	16	8	14	15	12	14	5	3	1/7	250	1(*1)
SS, FR -10, PR 25, BIR, PiR, Regen 10, Fear 5, Poison cloud 8, Undis												
Wpn: Lesser Head, Lesser Head, Lesser Head, Lesser Head, Great Head												
Commanders (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Manflayer	14	13	12	13	14	18	10	8	3	2/16	155	14
SS, Sacred, Insp +1, Ldr 80												
Wpn: Light Lance, Poisonous Bite												
Witch King	15	14	12	14	16	19	17	8	3	2/16	395	13*
SS, Sacred, PR 5, Fear 5, Ldr 120												
Magic: D3N1B1 (+100%WDNB) (+10%WDNB)												
Wpn: Light Lance, Poisonous Bite												
Hydra Tamer	11	11	8	11	16	12	10	10	3	2/11	25	10
SS, PR 15, Beastmaster +2, Ldr 10												
Wpn: Trident, Net												

T'IEN CH'I, SPRING AND AUTUMN

The Celestial Empire has not yet been founded. The magic of The Way permeates the realm and reclusive mages conjure Celestial Beings to do their bidding. Nobles wage war upon each other for honor and glory. A few chosen warriors and mages dedicate their lives to training in the Way of the Five Elements. The deceased are worshipped and village priests conjure the dead to ask for guidance and aid. It is a time of legends.

Home: The Bamboo Grove, The Gate of Spring and Autumn (2 Astral, 1 Fire, 2 Water, 1 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Footman Wpn: Pike	10	10	10	10	10	8	10	10	4	2/12	10	9
Footman Wpn: Glaive	10	10	10	10	10	10	10	10	4	2/12	10	11
Footman Wpn: Spear	10	10	10	10	10	14	10	10	6	2/12	10	11
Archer Wpn: Short Sword, Composite Bow	10	10	10	8	10	9	10	10	4	2/12	10	12
Medium Footman Wpn: Glaive	10	10	11	10	10	10	10	10	4	2/12	10	14
Medium Footman Wpn: Spear	10	10	11	10	10	14	10	10	6	2/12	10	14
Heavy Footman Wpn: Glaive	10	10	15	10	10	9	10	10	6	1/12	10	20
Heavy Footman Wpn: Spear	10	10	15	10	10	13	10	10	8	1/12	10	20
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Horseman Wpn: Light Lance, Composite Bow	10	10	10	10	10	12	10	8	4	3/24	20	11
Noble Trample Wpn: Falchion	12	11	18	11	13	15	10	10	5	3/16	50	45
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout FS, MS, Stealthy Wpn: Dagger, Short Bow	10	10	5	10	10	10	10	10	3	2/12	25	4
Noble Commander Trample, Ldr 80 Wpn: Falchion	12	11	18	12	14	16	10	10	5	3/16	110	45
Master of the Dead Sacred, Ldr 10 Magic: D1H1 Wpn: Dagger, Thrown Sutra	9	9	2	8	10	8	13	10	3	2/8	70	2
Master of the Way Sacred, NNEat, Ldr 10 Magic: W1H1 (+100%AWSN) Wpn: Dagger	9	9	0	8	10	8	15	10	3	2/8	135	1
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Warrior of the Five Elements Sacred, FR 5, CR 5, SR 5, PR 5 Wpn: Short Sword, Short Sword	12	11	9	13	15	17	12	10	3	2/14	26	6

Commanders (home only)

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Master of the Five Elements	10	10	2	9	10	9	16	11	3	2/8	255	1

Sacred, Ldr 10

Magic: F1A1W1E1N1H1 (+100%FAWEN)

Wpn: Dagger

Celestial Master	10	10	0	8	10	8	16	11	3	3/8	320	1*
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Fly, Sacred, Ldr 10

Magic: F1A1W2S1H2 (+100%AWS) (+10%AWS) (+100%FEDN)

Wpn: Dagger

MACHAKA, LION KINGS

Machaka is an old sacral kingdom divided into totemic clans. The clans follow their totemic spirits and worship them as bringers of civilization and tell myths about their interactions with men. For centuries the Lion Clan has dominated the others and formed a unified kingdom under their wise rule. The Lion Clan is blessed by Lion and are superior to other men. The Great Men of Mababwe, called 'Colossi' by Arcoscephalian historians, have ruled the plains since Hyena was coerced to teach metalworking to men and Rhino was defeated by spears longer than his. From Great Mababwe, the semi-divine Colossi of the Lion Clan rule their lesser kin as sacred Kings and Queens. There are many totemic clans, but some have been more influential. Hyena, Rhino, Elephant and Spider all serve Lion with their totemic masters' skills and guidance. Recent contact with Berytos and other nations has seen the rise of ambition among the Colossi royalty and the Lion Kings are preparing for the Awakening of Lion. Machakans prefer hot lands.

Home: Forest of Spiders (2 Nature, 1 Death), Great Mababwe (2 Earth, 1 Fire)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Pygmy	4	4	0	7	6	7	10	10	2	2/7	5	1
FS												
Wpn: Dagger, Small Bow												
Machaka Militia	10	10	0	8	8	8	10	10	2	2/13	7	2
Wpn: Spear												
Bird Clan Archer	10	10	0	8	8	8	10	11	2	3/13	10	3
Wpn: Dagger, Short Bow												
Machaka Warrior	10	10	0	10	10	13	10	10	3	3/13	10	2
Wpn: Spear												
Hyena Clan Warrior	11	10	5	10	9	14	10	10	4	3/14	10	5
WS												
Wpn: Spear, Javelin												
Rhino Clan Warrior	13	12	11	10	11	13	10	8	4	3/14	12	13
Wpn: Machaka Spear												
Lion Clan Warrior	12	11	5	11	12	14	10	10	4	3/14	14	6
Wpn: Machaka Spear												
War Lion	20	15	4	13	13	10	5	5	3	3/20	20	1
Undis												
Wpn: Bite, Claw												
War Elephant	64	20	11	10	10	8	6	10	3	3/18	100	20
Trample												
Wpn: Trunk												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Machaka Scout	10	10	0	10	10	10	10	10	2	3/13	25	3
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Rhino Clan Commander	15	13	11	11	11	14	10	8	4	3/15	40	13
Ldr 60												
Wpn: Machaka Spear												
Lion Clan Commander	14	12	8	12	11	15	10	10	4	3/14	75	8
Ldr 80												
Wpn: Machaka Spear												
Voice of Lion	13	11	0	11	12	11	13	10	2	2/13	80	2
Sacred, Beastmaster +2, Ldr 40												
Magic: N1H1												
Wpn: Mace												

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Hyena Clan Witch Doctor	11	10	1	10	9	11	14	10	4	2/13	165	1
WS, Heretic, Disease healer 1, Ldr 10 Magic: F1E1D2 Wpn: Quarterstaff												
Bouda	13	11	2	11	13	10	17	11	2	2/13	215	3*
WS, Forge Bonus 1, Heretic, Shapechanger, Ldr 10 Magic: F1E2D2 (+100%FED) Wpn: Hammer												
Voice of Spider	11	10	0	11	12	13	13	10	2	2/13	75	3
FS, Sacred, Stealthy, Spy Wpn: Short Sword												
Spider Clan Witch Doctor	11	10	0	10	10	13	13	10	2	2/13	80	1
FS, PR 5, Ldr 10 Magic: F1D1N1 Wpn: Quarterstaff												
Units (home only)												
Spider Clan Archer	9	9	0	8	8	8	10	10	2	3/13	15	4
FS Wpn: Dagger, Poison Bow												
Spider Clan Warrior	9	9	0	10	10	13	10	10	3	3/13	12	5
FS Wpn: Poison Tipped Spear												
Spider Rider	10	10	0	10	10	12	10	10	3	2/13	50	4
FS Wpn: Spider Fangs, Spear, Web Spit, Short Bow												
Lion Warrior	22	15	16	12	14	11	13	10	3	3/14	40	26
Sacred Wpn: Spirit Club												
Commanders (home only)												
Spider Clan Sorcerer	11	10	0	10	10	13	15	10	2	2/13	175	1*
FS, PR 5, Ldr 10 Magic: F1D1N1 (+100%FEDN) (+100%FEDN) (+10%FEDN) Wpn: Quarterstaff												
Lion Queen	18	13	3	10	12	10	17	12	2	3/14	320	8*
Sacred, Ldr 40 Magic: F3E1N2H1 (+10%FEN) Wpn: Golden Spear												
Lion King	20	14	3	11	13	10	17	10	2	3/14	350	11*
Sacred, Ldr 80 Magic: F2E1N3H2 (+10%FEN) Wpn: Spirit Club												

MICTLAN, REIGN OF BLOOD

Mictlan is an ancient tribal empire that has been isolated for centuries. The foul practices of the priest-kings of Mictlan have caused most neighbors to leave or face slavery or death by sacrifice. Since the dawn of the kingdom, blood has been spilled in the temples of the capital to feed the waning powers of the Hungry God. The armies are mainly composed of slaves from newly conquered lands. The mage-priests of Mictlan celebrate the two Faces and the two Dominions of the Hungry God, namely the Sun and the Moon, the Rain and the Forest. They are all skilled blood mages.

**Home: Temple of the Land (1 Nature), Temple of the Rain (1 Water), Temple of the Moon (1 Astral)
High Temple of the Sun (3 Blood, 2 Fire)**

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Warrior	10	10	0	10	10	13	10	10	4	2/12	9	2
FS												
Wpn: Spear, Sling												
Warrior	10	10	10	10	10	12	10	10	6	1/12	9	6
FS												
Wpn: Spear, Sling												
Warrior	10	10	10	10	10	12	10	10	6	1/12	9	8
FS												
Wpn: Spear, Javelin												
Warrior	10	10	12	10	10	12	10	10	7	1/12	9	14
FS												
Wpn: Mace, Javelin												
Feathered Warrior	10	10	12	11	11	13	10	10	7	1/12	18	14
FS												
Wpn: Mace, Javelin												
Moon Warrior	12	10	13	11	12	11	12	10	6	1/12	12	15
FS, DV 50												
Wpn: Obsidian Club Sword												
Jaguar Warrior	12	11	7	11	12	11	10	10	4	2/12	26	4
FS, Sacred												
Wpn: Obsidian Club Sword												
Commanders												
Scout	10	10	1	10	10	13	10	10	4	2/12	25	2
FS, MS, Stealthy												
Wpn: Spear, Sling												
Tribal King	13	11	12	12	14	11	10	10	6	2/12	90	15
FS, Sacred, Taskmaster +1, Ldr 80												
Wpn: Obsidian Club Sword, Javelin												
Mictlan Priest	10	10	0	10	10	10	13	10	3	2/12	65	1
FS, Sacred, Ldr 10												
Magic: B1H1 (+10%FWSN)												
Wpn: Dagger												
Nahualli	10	10	0	10	9	10	13	10	3	2/12	125	1
FS, Shapechanger, Ldr 10												
Magic: S1N2 (+10%SDNB)												
Wpn: Dagger												

Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Eagle Warrior	12	10	7	11	11	10	10	10	4	2/12	15	3
FS, Sacred Wpn: Spear, Dagger												
Sun Warrior	12	10	13	11	12	13	10	10	7	1/12	18	15
FS, Sacred Wpn: Hatchet, Javelin												
Commander (home only)												
Priest King	15	11	3	12	14	13	15	10	3	2/12	230	5
FS, Sacred, Taskmaster +1, Ldr 120 Magic: N2B2H2 Wpn: Obsidian Club Sword												
Rain Priest	10	10	0	10	10	9	15	10	4	2/12	175	1
FS, Sacred, Ldr 10 Magic: W2B2H2 Wpn: Dagger												
Moon Priest	10	10	0	10	10	9	16	10	4	2/12	175	1
FS, Sacred, Ldr 10 Magic: S2B2H2 Wpn: Dagger												
High Priest of the Sun	10	10	0	10	14	8	16	10	5	2/12	290	1
FS, Sacred, Ldr 40 Magic: F2B3H3 Wpn: Dagger												

ABYSIA, CHILDREN OF FLAME

Abysia is a hot wasteland, at the center of which lies a great volcano whose lava-lit caverns are inhabited by magma-born humanoids. Their flesh radiates heat and they are not harmed by flames. Abysians are stronger than humans and use very heavy armor and weaponry. Bows are not used, because they would burn to cinders in the glowing hands of the Abysians. The war machine of Abysia also includes Salamanders, lizardlike beings composed of the same hot lava-born flesh as the Abysians. The Anointed of Rhuax and the Anathemant Priests of the Flame Cult practice blood sacrifice to strengthen the power of the Awakening God. The Warlocks of the Smouldercone, a newly formed magical order, practice Blood magic and search for suitable blood slaves in conquered lands. Abysians prefer to live in extremely hot places. They do not farm or hunt for a living, so their income and supplies are not affected by the Growth or Death scale of a province. However, population will still die slowly in Abysia-controlled provinces with Death scales.

Home: The Smouldercone (5 Fire), Temple of the All-Consuming Flame (1 Fire)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Abysian Infantry WS, FR 25, Heat 3, DV 50 Wpn: Battleaxe	15	13	17	10	11	6	12	7	6	1/11	20	26
Abysian Infantry WS, FR 25, Heat 3, DV 50 Wpn: Flail	15	13	17	10	11	4	12	7	6	1/11	20	26
Abysian Infantry WS, FR 25, Heat 3, DV 50 Wpn: Axe	15	13	17	10	11	10	12	7	8	1/11	20	27
Abysian Infantry WS, FR 25, Heat 3, DV 50 Wpn: Morningstar	15	13	17	10	11	9	12	7	8	1/11	20	28
Salamander WS, FR 25, Heat 6, Undis, Fire pow 1 Wpn: Fire Flare, Bite	18	9	10	10	9	8	13	10	20	2/12	60	1(*5)
Commanders												
Slayer WS, FR 25, Stealthy, Heat 3, DV 50, Assassin Wpn: Poison Dagger, Poison Dagger	17	14	11	13	14	10	13	7	3	2/11	70	10
Warlord WS, FR 25, Heat 3, DV 50, Ldr 80 Wpn: Axe, Axe	19	15	18	12	13	5	12	7	6	2/12	80	38
Beast Trainer WS, FR 25, Animal awe 4, Heat 3, DV 50, Beastmaster +3, Ldr 10, MagLdr 10 Wpn: Iron Prod	19	15	18	10	13	5	13	7	6	2/13	45	41
Anathemant Salamander WS, Sacred, FR 25, Heat 3, DV 50, Ldr 40 Magic: F2H1 Wpn: Dagger	14	13	0	10	13	9	15	9	2	2/9	175	1
Anathemant Dragon WS, Sacred, FR 25, Heat 3, DV 50, Ldr 40 Magic: F3H2 Wpn: Mace	13	13	0	11	15	9	17	10	3	2/9	265	2

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Misbred	17	15	6	11	14	8	12	7	2	2/10	20	5
WS, Fly, FR 25, Stealthy, Heat 3, DV 100												
Wpn: Battleaxe												
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Burning One	23	16	18	12	15	2	13	10	6	1/11	55	41
WS, Sacred, FR 25, Heat 6, Berserker 3, DV 50, Fire pow 1												
Wpn: Morningstar, Morningstar												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Warlock Apprentice	15	13	0	10	10	9	13	8	2	2/10	55	1
WS, FR 25, Heat 3, DV 50, Ldr 10												
Magic: B1												
Wpn: Dagger												
Warlock	15	13	0	11	11	9	15	9	3	2/9	135	1
WS, FR 25, Heat 3, DV 50, Ldr 10												
Magic: S1B2 (+10%FESB)												
Wpn: Dagger												
Demonbred	20	15	14	14	15	11	15	9	3	2/10	80	14
WS, Fly, FR 25, Stealthy, Heat 3, DV 100, Assassin												
Wpn: Poison Dagger, Poison Dagger												
Anointed of Rhuax	25	15	1	12	15	11	18	11	2	2/12	425	1*
WS, Sacred, FR 25, Heat 9, DV 50, Fire pow 2, Ldr 120												
Magic: F4E1H3 (+10%FESB)												
Wpn: Flaming Fist												

CAELUM, EAGLE KINGS

Caelum is a magocracy of winged humanoids who inhabit the highest mountain peaks. They are the offspring of the Yazatas, semi-divine beings of an earlier age. Three tribes served the Yazatas in ancient times, the Kavi, the Airyas and the Mairyas. But some were led astray by the wicked Mainyus and Daevas. With the corruption of the purifying flame the Daevas as well as the Yazatas were banished from this world. With the disappearance of the Yazatas the three tribes were dispersed and fled their homelands. But when some Yazatas reemerged from hiding, the three tribes gathered and settled in the high mountain range where the last of the Eagle Kings resided. The former tribes are now known as the Tempest Clan of Spire Horn Mountain, the Raptor Clan of Raven's Vale and the Airyas of High Caelum. The Spire Horn Caelians are partially resistant to cold and lightning. The Raptorians are stronger and attuned to the Earth, but lack the elemental resistance characteristic of the other clans. The Airya once lived in the land of the White Forest where winter lasts for ten months. They still live in the coldest mountain peaks and are unaffected by low temperatures. Their priestesses try to purify the taint of the daevas and are keepers of the sacred flame of the White Forest. The Airya Seraphs craft magical ice that the many Caelians use instead of regular metal. The ice tempers with lower temperatures and the heavy ice armor is more durable in cold climates than in warmer ones. All weapons crafted from the ice are magical and capable of harming magical beings. The Caelians are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops, such as huge Mammoths.

Home: Palace of the Eagle King (5 Air, 1 Water)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Spire Horn Militia Fly, CR 5, SR 5 Wpn: Ice Spear	10	10	6	8	8	7	11	11	4	2/9	8	5
Spire Horn Warrior Fly, CR 5, SR 5 Wpn: Ice Lance	10	10	6	10	10	12	11	11	5	2/9	10	7
Spire Horn Archer Fly, CR 5, SR 5 Wpn: Ice Knife, Short Bow	9	9	6	10	10	9	11	12	4	2/9	10	6
Tempest Warrior Fly, CR 5, SR 8 Wpn: Ice Lance	9	9	11	11	11	12	11	11	6	1/9	15	12
Airya Light Infantry Fly, CR 15, Ice prot 1 Wpn: Ice Lance	9	9	8	10	10	11	12	11	5	2/9	10	11
Airya Infantry Fly, CR 15, Ice prot 1 Wpn: Ice Blade	9	9	11	10	10	12	12	11	5	2/9	10	16
Iceclad Fly, CR 15, Ice prot 2 Wpn: Ice Lance	9	9	13	11	12	12	12	11	7	1/9	15	24
Raptorian Militia Fly Wpn: Spear	11	10	6	9	9	8	10	10	4	2/9	8	4
Raptorian Warrior Fly Wpn: Short Sword	11	10	11	11	11	14	10	10	6	2/9	10	12
Mammoth Trample, CR 15	72	21	13	10	10	5	5	11	3	3/16	120	20

Wpn: Tusk

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Caelian Scout Fly, CR 5, SR 5, Stealthy, Ice prot 1 Wpn: Ice Blade	9	9	8	10	10	12	11	12	5	2/9	25	13
Sastar Fly, CR 5, SR 8, Ldr 80 Wpn: Ice Blade	11	10	11	12	14	14	11	11	6	2/9	75	14
Spire Horn Seraph Fly, CR 5, SR 5, Ldr 10 Magic: A1 Wpn: Quarterstaff	9	9	0	8	11	10	13	13	4	2/8	45	1
Airy Seraphine Fly, Sacred, CR 15, Stealthy, Ldr 40 Magic: F1H2 Wpn: Ice Knife	8	8	0	9	13	8	15	11	4	2/8	110	2
Airy Seraph Fly, CR 15, Ldr 10 Magic: A2W1 Wpn: Ice Knife	9	9	0	9	11	8	15	12	4	2/8	125	2
Harab Seraph Fly, Ldr 10 Magic: A1D1 (+100%AED) Wpn: Short Sword	9	9	2	8	12	8	14	12	5	2/8	115	3
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Blizzard Warrior Fly, CR 15, Ice prot 1 Wpn: Ice Knife, Frost Bow	<u>9</u>	<u>9</u>	<u>8</u>	<u>10</u>	<u>10</u>	<u>8</u>	<u>11</u>	<u>12</u>	<u>4</u>	<u>2/9</u>	<u>16</u>	<u>13</u>
Airy Temple Guard Sacred, CR 15, Ice prot 2 Wpn: Ice Blade	<u>10</u>	<u>10</u>	<u>13</u>	<u>12</u>	<u>13</u>	<u>15</u>	<u>13</u>	<u>11</u>	<u>6</u>	<u>1/12</u>	<u>20</u>	<u>26</u>
Kavi Archer Fly, Sacred, CR 5, SR 8 Wpn: Ice Knife, Short Bow	<u>9</u>	<u>9</u>	<u>8</u>	<u>10</u>	<u>10</u>	<u>8</u>	<u>11</u>	<u>13</u>	<u>5</u>	<u>2/9</u>	<u>20</u>	<u>9</u>
Mairya Warrior Fly, Sacred, Stealthy, Pillager 1 Wpn: Light Lance	<u>13</u>	<u>12</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>13</u>	<u>11</u>	<u>10</u>	<u>6</u>	<u>2/9</u>	<u>20</u>	<u>11</u>
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Eagle King Fly, Sacred, Magic, CR 5, SR 10, Awe 3, Ldr 80, MagLdr 10 Magic: A4W1E1H2 (+10%FAWE) Wpn: Ice Blade	19	13	15	12	15	12	17	12	5	2/9	395	25*
Mairya Ahu Fly, Sacred, Stealthy, Pillager 5, Ldr 40	15	13	11	13	14	16	12	10	6	2/9	65	12

Wpn: Short Sword

C'TIS, LIZARD KINGS

C'tis is a swampy river valley surrounded by sandy deserts. In the fertile valley a sacral kingdom of lizardlike humanoids has formed. The kingdom is ancient by human standards and its wisdom and magical knowledge are great. At the top of the society are the Lizard King and his Royal Heirs. The King is the highest priest of C'tis. Under the king are the High Priests with their sacred serpents and the enigmatic Sauromancers, great mages of death and rebirth. The lizards are herbivores, but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. Both lizard races are cold-blooded and become exhausted very quickly when fighting in cold provinces. They have partial resistance to poison. The inhabitants of C'tis prefer to live in warm provinces.

Home: The Temple City (4 Death, 2 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Militia SS, PR 5 Wpn: Spear	11	10	5	8	7	8	12	10	4	1/10	7	2
Light Infantry SS, PR 5 Wpn: Spear, Javelin	11	10	5	10	9	13	12	10	5	2/10	10	5
City Guard SS, PR 5, Castle def +1 Wpn: Spear	11	10	12	10	9	12	12	10	6	2/10	10	10
Heavy Infantry SS, PR 5 Wpn: Spear	11	10	16	10	9	12	12	10	7	1/10	10	15
Falchioneer SS, PR 5 Wpn: Falchion, Falchion	11	10	15	11	10	10	12	10	6	2/10	13	17
Slave Warrior SS, PR 5 Wpn: Trident, Bite	13	11	3	11	8	8	11	10	4	2/11	13	3
Elite Warrior SS, PR 5 Wpn: Trident, Bite	13	11	10	12	9	8	11	10	5	2/11	15	9
Runner SS, PR 5 Wpn: Spear, Bite	12	11	3	11	8	8	11	10	3	3/16	13	2
Sacred Serpent SS, Sacred, PR 5 Wpn: Venomous Fangs	22	12	7	14	14	7	14	10	3	2/6	30	1
Lizard Chariot Trample, PR 5 Wpn: Bite, Falchion	13	12	17	11	11	14	12	11	5	3/16	50	26
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Taskmaster SS, PR 5, Taskmaster +2, Ldr 40 Wpn: Whip	13	11	5	10	11	10	12	10	4	2/10	30	2
Commander of C'tis	13	11	16	11	11	13	12	10	7	2/10	40	15

SS, PR 5, Ldr 60

Wpn: Spear

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Lizard Lord	14	11	18	12	13	13	13	10	8	2/10	70	21

SS, PR 5, Ldr 80

Wpn: Falchion

High Priest of C'tis	11	10	6	9	11	9	16	10	4	2/9	80	1
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SS, Sacred, PR 5, Ldr 40

Wpn: Claw

Hierodule	10	9	4	9	9	9	14	10	4	2/9	30	1
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SS, Sacred, PR 5

Wpn: Claw

Shaman	13	11	4	11	13	8	14	10	4	2/10	90	2
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SS, Sacred, PR 5, Ldr 10

Magic: S1N1

Wpn: Mace, Bite

Reborn	11	10	5	9	8	9	16	10	4	2/9	105	1
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SS, PR 5, Ldr 10

Magic: D2

Wpn: Claw

Sauromancer	12	10	11	8	10	8	17	10	4	2/9	210	1*
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SS, PR 10, Ldr 10

Magic: D3N1 (+100%WSDN) (+10%WSDN)

Wpn: Claw

Unit (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
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Serpent Dancer	11	10	5	11	11	16	13	10	4	2/11	19	2
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SS, Sacred, PR 15

Wpn: Snake Staff

Commander (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
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Lizard King	17	12	5	13	14	14	18	10	4	2/11	230	5*
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SS, Sacred, PR 5, Ldr 120

Wpn: Falchion

Lizard Heir	15	12	17	12	13	15	16	10	4	3/16	155	26
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Sacred, Trample, PR 5, Ldr 80

Wpn: Bite, Falchion

PANGAEA, AGE OF REVELRY

Pangaea is a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and minotaurs serve the lords of the Sacred Groves deep in the forests. Expansion by the civilized nations has forced the beasts of Pangaea to arm themselves with man-made weapons. Minotaurs wield huge battleaxes and centaurs are trained to use spears and longbows. The magic of the Panii lures women into the forests where they turn wild and shed all their clothing. These women are called Maenads and are turned loose to fight humans with their bare hands and teeth.

Home: The Grove of Gaia (6 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Harpy FS, Fly, Recup, Stealthy Wpn: Claw, Claw	7	8	0	8	8	10	11	8	3	2/4	7	1
Satyr Sneak FS, Recup, Stealthy, Undis Wpn: Spear	12	11	6	10	9	11	13	10	4	3/14	9	3
Satyr FS, Recup, Stealthy, Undis Wpn: Spear, Javelin	12	11	6	10	9	11	13	10	4	3/14	9	4
Satyr Warrior FS, Recup Wpn: Spear	14	11	6	11	10	15	13	10	5	2/14	13	5
Reveler FS, Recup, Stealthy, Berserker 3 Wpn: Spear, Hoof	15	12	7	12	12	12	13	10	4	3/15	13	3
Minotaur FS, Recup, Trample, Berserker 4 Wpn: Battleaxe	25	16	9	8	13	7	11	8	4	2/15	40	7
Minotaur Warrior FS, Recup, Trample, Berserker 5 Wpn: Battleaxe	27	17	9	9	14	8	11	8	3	2/15	50	8
Centauride FS, Recup, Stealthy Wpn: Hoof, Dagger, Short Bow	18	12	3	10	11	15	13	13	3	3/32	25	3
Centaur FS, Recup, Stealthy Wpn: Hoof, Dagger, Long Bow	20	13	3	10	11	14	13	12	3	3/30	25	4
Centauride Warrior FS, Recup, Stealthy Wpn: Spear, Hoof, Javelin	18	12	9	11	12	18	13	12	4	3/32	30	11
Centaur Warrior FS, Recup, Stealthy, Berserker 3 Wpn: Light Lance, Hoof	22	14	9	10	12	17	13	12	4	3/30	35	11
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Black Harpy FS, Fly, Recup, Stealthy, Ldr 10 Wpn: Claw, Claw	8	8	0	9	10	9	11	8	3	2/4	25	1
Satyr Commander	16	11	6	12	12	16	13	10	5	2/14	40	5

FS, Recup, Stealthy, Ldr 40

Wpn: Spear

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Minotaur Lord	29	17	9	11	15	9	11	9	3	2/15	70	8

FS, Recup, Trample, Berserker 5, Ldr 60

Wpn: Battleaxe

Centauride Hierophantide	20	12	3	11	14	16	15	13	3	3/32	120	3
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FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40

Magic: H1 (+100%WN)

Wpn: Hoof, Dagger, Short Bow

Centaur Hierophant	23	14	3	11	13	14	15	13	3	3/30	120	4
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FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40

Magic: H1 (+100%EN)

Wpn: Hoof, Dagger, Long Bow

Dryad	11	10	0	10	10	12	16	10	3	3/15	155	1
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FS, Sacred, Recup, Stealthy, Awe 4, Seduction, Beastmaster +1, Ldr 40

Magic: W1N1H2

Wpn: Hoof

Dryad Mother	11	10	1	10	10	15	17	10	3	3/15	270	1
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FS, Sacred, Recup, Stealthy, Awe 5, Seduction, Beastmaster +2, Ldr 40

Magic: W1N2H2 (+100%WE) (+10%WEN)

Wpn: Quarterstaff, Hoof

Pan	27	16	5	9	16	12	17	9	3	2/15	325	1*
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FS, Recup, Stealthy, Animal awe 3, Beastmaster +3, Ldr 80

Magic: E1N4B1 (+100%EB) (+10%ENB)

Wpn: Quarterstaff

Unit (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
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White Centaur	23	14	9	11	12	18	14	13	4	3/30	55	12
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FS, Sacred, Recup, Stealthy, Berserker 3

Wpn: Light Lance, Hoof, Javelin

Units (all forests)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
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Harpy	7	8	0	8	8	10	11	8	3	2/4	7	1
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FS, Fly, Recup, Stealthy

Wpn: Claw, Claw

Satyr Sneak	12	11	6	10	9	11	13	10	4	3/14	9	3
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FS, Recup, Stealthy, Undis

Wpn: Spear

Satyr	12	11	6	10	9	11	13	10	4	3/14	9	4
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FS, Recup, Stealthy, Undis

Wpn: Spear, Javelin

Minotaur	25	16	9	8	13	7	11	8	4	2/15	40	7
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FS, Recup, Trample, Berserker 4

Wpn: Battleaxe

Centauride	18	12	3	10	11	15	13	13	3	3/32	25	3
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FS, Recup, Stealthy

Wpn: Hoof, Dagger, Short Bow

Centaur	20	13	3	10	11	14	13	12	3	3/30	25	4
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FS, Recup, Stealthy

Wpn: Hoof, Dagger, Long Bow

Commander (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Black Harpy	8	8	0	9	10	9	11	8	3	2/4	25	1
FS, Fly, Recup, Stealthy, Ldr 10 Wpn: Claw, Claw												
Minotaur Lord	29	17	9	11	15	9	11	9	3	2/15	70	8
FS, Recup, Trample, Berserker 5, Ldr 60 Wpn: Battleaxe												
Centauride Hierophantide	20	12	3	11	14	16	15	13	3	3/32	120	3
FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40 Magic: H1 (+100%WN) Wpn: Hoof, Dagger, Short Bow												
Centaur Hierophant	23	14	3	11	13	14	15	13	3	3/30	120	4
FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40 Magic: H1 (+100%EN) Wpn: Hoof, Dagger, Long Bow												

AGARTHA, PALE ONES

In dark caverns under the Roots of the Earth a strange kind of one-eyed humanoids has evolved. Untouched by the sun, they have become known to humans as the Pale Ones. The Pale Ones are gifted with perfect darkvision and gills and inhabit underwater rivers and lakes as well as cavernous halls. Pale Ones never stop growing and ancient ones can grow to huge proportions. The wisest of the Ancient Ones are known as the Oracles, priest-mages of great power. The Oracles are gathered in a great, cavernous hall where they divine the fate of the Pale Ones.

Home: Halls of the Oracles, Roots of the Earth (4 Earth, 1 Fire), The Chamber of the Seal (1 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Pale One Militia Amph, NNEat, DV 100, Siege +2 Wpn: Spear	18	12	2	7	8	7	12	7	3	2/10	7	2
Wet One Amph, NNEat, DV 100, Siege +2 Wpn: Spear	18	12	2	8	10	8	12	7	3	2/10	10	2
Pale One Amph, NNEat, DV 100, Siege +2 Wpn: Spear	18	12	2	8	10	10	12	7	3	2/10	10	4
Pale One Warrior Amph, NNEat, DV 100, Siege +2 Wpn: Spear	18	12	9	8	10	9	12	7	4	2/10	10	11
Pale One Warrior Amph, NNEat, DV 100, Siege +2 Wpn: Spear	18	12	13	8	10	9	12	7	5	2/10	10	19
Cavern Guard Amph, NNEat, DV 100, Siege +2, Castle def +1 Wpn: Glaive	21	13	13	9	12	9	12	7	5	1/10	13	22
Troglodyte Trample, DV 100 Wpn: Claws	37	23	7	12	14	9	8	5	2	2/16	50	1(*5)
Ancient Stone Hurler Sacred, Amph, NNEat, DV 100, Siege +10 Wpn: Fist, Boulder	42	20	3	8	11	7	13	9	4	2/14	50	1
Ancient Stone Hurler Sacred, Amph, NNEat, DV 100, Siege +10 Wpn: Fist, Boulder	42	20	9	8	11	6	13	9	5	2/14	50	11
Ancient One Sacred, Amph, NNEat, DV 100, Siege +5 Wpn: Spear	40	18	12	9	12	10	13	7	5	2/14	50	19
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Pale One Scout MS, Amph, NNEat, Stealthy, DV 100, Siege +2 Wpn: Spear	20	13	5	9	12	11	12	7	3	2/10	25	7
Pale One Commander Amph, NNEat, DV 100, Siege +2, Ldr 60 Wpn: Spear	22	13	13	10	12	10	12	7	5	2/10	40	19
Troglodyte Lord Trample, DV 100, Ldr 10 Wpn: Claws	43	24	9	13	15	10	8	5	2	2/16	65	1

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Ancient Lord	44	19	12	10	14	8	13	7	5	2/14	135	21
Sacred, Amph, NNEat, DV 100, Siege +5, Insp +1, Ldr 80 Wpn: Battleaxe												
Engraver	18	12	3	8	10	7	14	7	3	2/10	70	4
Sacred, Amph, NNEat, DV 100, Research +2, Siege +2 Magic: E1 Wpn: Hammer												
Earth Reader	18	12	4	8	10	11	15	7	3	2/10	185	1
Sacred, Amph, NNEat, DV 100, Siege +2, Fortune 5, Ldr 40 Magic: E2H1 (+100%FWD) Wpn: Quarterstaff												

Unit (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Seal Guard	44	19	14	10	13	10	14	7	6	1/14	55	37
Sacred, Amph, NNEat, DV 100, Siege +5 Wpn: Obsidian Glaive												
Great Olm	28	11	5	8	12	8	14	12	4	2/7	50	1
Sacred, Amph, NNEat, CR 5, PR 15 Wpn: Life Drain, Mind Blast												

Commanders (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Oracle of Subterranean Waters	40	18	6	8	13	9	18	7	5	2/14	365	1*
Sacred, Amph, NNEat, DV 100, Siege +5, Fortune 10, Ldr 40, MagLdr 10 Magic: W1E3H3 (+100%WE) (+10%WE) Wpn: Great Club												
Oracle of Subterranean Fires	40	18	7	8	13	9	18	7	5	2/14	365	1*
Sacred, Amph, NNEat, DV 100, Siege +5, Fortune 10, Ldr 40, MagLdr 10 Magic: F1E3H3 (+100%FE) (+10%FE) Wpn: Great Club												
Oracle of the Dead	40	18	6	8	13	9	18	7	5	2/14	365	1*
Sacred, Amph, NNEat, DV 100, Siege +5, Fortune 10, Ldr 40, MagLdr 10 Magic: E3D1H3 (+100%ED) (+10%ED) Wpn: Great Club												
Olm Sage	28	11	6	8	12	8	16	12	4	2/7	175	1
Sacred, Amph, NNEat, CR 5, PR 15, Fortune 5, Ldr 40, MagLdr40 Magic: W2E1 Wpn: Life Drain, Mind Blast												

Units (all caves)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Pale One Militia	18	12	2	7	8	7	12	7	3	2/10	7	2
Amph, NNEat, DV 100, Siege +2 Wpn: Spear												
Wet One	18	12	2	8	10	8	12	7	3	2/10	10	2
Amph, NNEat, DV 100, Siege +2 Wpn: Spear												
Pale One	18	12	2	8	10	10	12	7	3	2/10	10	4
Amph, NNEat, DV 100, Siege +2 Wpn: Spear												
Pale One Warrior	18	12	9	8	10	9	12	7	4	2/10	10	11
Amph, NNEat, DV 100, Siege +2 Wpn: Spear												

Pale One Warrior	18	12	13	8	10	9	12	7	5	2/10	10	19
Amph, NNEat, DV 100, Siege +2												
Wpn: Spear												
Cavern Guard	21	13	13	9	12	9	12	7	5	1/10	13	22
Amph, NNEat, DV 100, Siege +2, Castle def +1												
Wpn: Glaive												
Great Olm	28	14	5	8	12	8	13	12	4	2/7	50	1
Sacred, Amph, NNEat, CR 5, PR 15												
Wpn: Life Drain, Mind Blast												

Commanders (all caves)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Pale One Scout	20	13	5	9	12	11	12	7	3	2/10	25	7
MS, Amph, NNEat, Stealthy, DV 100, Siege +2												
Wpn: Spear												
Pale One Commander	22	13	13	10	12	10	12	7	5	2/10	40	19
Amph, NNEat, DV 100, Siege +2, Ldr 60												
Wpn: Spear												
Engraver	18	12	3	8	10	7	14	7	3	2/10	70	4
Sacred, Amph, NNEat, DV 100, Research +2, Siege +2												
Magic: E1												
Wpn: Hammer												
Olm Sage	28	14	6	8	12	8	15	12	4	2/7	175	1
Sacred, Amph, NNEat, CR 5, PR 15, Fortune 5, Ldr 40, MagLdr 40												
Magic: W2E1												
Wpn: Life Drain, Mind Blast												

Units (underwater forts only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ancient Wet One	42	18	10	10	11	9	13	7	5	2/13	45	9
Sacred, Amph, NNEat, Siege +5, DV 100												
Wpn: Spear												

TIR NA N'OG, LAND OF THE EVER YOUNG

Tir na n'Og is a blessed isle surrounded by whispering mists. It is the home of the Tuatha, a highly magical race descended from the Nemedians who once warred with the Fomorians. The Tuatha have made themselves lords and masters over the Fir Bolg, a lesser race descended from the same Nemedian ancestors. With the aid of the Fir Bolg, the Tuatha attacked the Fomorian giants and almost succeeded where the Nemedians failed, but eventually the Fomorians proved too powerful and the Tuatha were driven back to their Blessed Isle. The Tuatha and their Sidhe descendants have turned to crafts, poetry and magical arts, but some have chosen the path of war and have become warriors and generals of great renown. The Fir Bolg, inferior to the Tuatha, but still far superior to ordinary men, compose much of the population and serve as farmers and lowly warriors.

Home: Tir na n'Og (3 Air), Mag Mor (2 Nature, 1 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Fir Bolg Militia Wpn: Spear	13	11	4	10	9	14	13	10	5	2/13	10	5
Fir Bolg Slinger Wpn: Dagger, Sling	13	11	4	10	10	11	13	12	4	2/13	11	2
Fir Bolg Warrior Wpn: Spear, Javelin	13	11	7	12	11	15	13	12	5	2/13	13	10
Fir Bolg Warrior Wpn: Axe	13	11	7	12	11	14	13	12	5	2/13	13	9
Sidhe Warrior FS, Glamour, Stealthy, DV 50 Wpn: Spear, Javelin	13	12	10	12	12	15	14	12	5	2/13	25	12

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Fir Bolg Scout FS, MS, Stealthy Wpn: Broad Sword, Javelin	13	11	7	12	11	16	13	12	5	2/13	25	12
Fir Bolg Champion Ldr 60 Wpn: Broad Sword, Javelin	13	11	7	13	11	16	13	12	5	2/13	40	12
Fir Bolg Druid Ldr 10 Magic: A1 (+100%WEN) Wpn: Quarterstaff	13	11	4	11	11	16	14	11	3	2/13	70	2
Sidhe Champion FS, Glamour, Sacred, Stealthy, DV 50, Ldr 100 Magic: A1N1H1 Wpn: Golden Sword, Javelin	14	12	10	13	13	17	15	13	5	2/13	160	19
Sidhe Lord FS, Glamour, Sacred, Stealthy, DV 50, Ldr 80 Magic: A2N1H2 Wpn: Golden Spear, Hoof, Javelin	15	13	10	14	14	20	17	14	4	3/26	265	16
Bean Sidhe FS, Glamour, Sacred, Stealthy, DV 50, Ldr 10 Magic: A1W1N1 (+100%AWEN) Wpn: Dagger	13	12	0	12	10	14	15	12	3	2/13	200	1

Baobhan Sidhe	13	12	0	12	12	14	15	12	3	2/13	145	1
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FS, Glamour, Stealthy, DV 50, Assassin
 Magic: A2
 Wpn: Life Drain

Unit (home only)

Tuatha Warrior	14	13	10	13	14	17	14	12	5	2/13	35	22
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FS, Glamour, Sacred, Stealthy, DV 50
 Wpn: Golden Spear, Javelin

Commanders (home only)

Ri	15	13	10	14	14	22	18	14	4	3/36	370	22*
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FS, Glamour, Sacred, Stealthy, DV 50, Ldr 120
 Magic: A2N2H2 (+100%AWEN) (+10%AWEN)
 Wpn: Golden Lance, Hoof, Javelin

Tuatha Sorceress	13	12	1	13	13	17	18	13	3	2/12	385	1*
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FS, Glamour, Sacred, Stealthy, DV 50, Ldr 40
 Magic: A3N2H2 (+100%AWEN) (+10%AWEN)
 Wpn: Quarterstaff

FOMORIA, THE CURSED ONES

The bountiful land of Fomoria was claimed by giants who once guarded the dark and stormy ocean realm of the drowned dead. With death ever near, their loyalties had changed and their malice grown. With the ascendancy of a previous Pantokrator, they were punished for their sins and banished from their dark home. The full effects of the Curse became evident when the Fomorian giants settled in a fertile land. Their offspring were short and cursed with monstrous appearance. The few surviving Fomorian giants saw their once proud race degenerate and die. Then came the Invasions. Partholonians, Nemedians, Fir Bolg and Tuatha all claimed the land of Fomoria. Twice the Fomorian were all but defeated by foreign magic, but twice they conjured a plague that slew the invaders. The third wave of invaders, the Fir Bolg, accepted Fomorian rule and aided the giants in defeating the Tuatha. Now Fir Bolg compose much of the Fomorian population. Fomorians are skilled shipwrights, powerful storm crafters and have a legacy of mastery over the dead.

Home: Isle of Balor (1 Water, 2 Air), Rath Chimbalth (1 Air, 2 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Fir Bolg Slinger Wpn: Dagger, Sling	13	11	4	10	10	11	13	12	4	2/13	11	2
Fir Bolg Warrior Wpn: Axe	13	11	7	12	11	14	13	12	5	2/13	13	9
Fir Bolg Warrior Wpn: Spear, Javelin	13	11	7	12	11	15	13	12	5	2/13	13	10
Fomorian Militia Wpn: Fomorian Bronze Spear	30	18	5	8	10	7	12	7	3	2/15	15	3
Fomorian Javelinist Wpn: Fomorian Bronze Spear, Javelin	30	20	11	10	12	9	12	8	4	2/15	20	15
Fomorian Spearman Wpn: Fomorian Bronze Spear	30	20	11	10	12	12	12	8	5	2/15	20	17
Fomorian Warrior Wpn: Fomorian Bronze Spear	33	21	16	11	13	12	12	8	6	2/15	30	27
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Fir Bolg Scout FS, MS, Stealthy Wpn: Broad Sword, Javelin	13	11	7	12	11	16	13	12	5	2/13	25	12
Fir Bolg Champion Ldr 60 Wpn: Broad Sword, Javelin	13	11	7	13	11	16	13	12	5	2/13	40	12
Fir Bolg Druid Ldr 10 Magic: A1 (+100%WEN) Wpn: Quarterstaff	13	11	5	11	11	16	14	11	3	2/13	70	2
Fomorian Scout FS, MS, Stealthy Wpn: Fomorian Bronze Spear, Javelin	33	21	14	11	13	10	12	9	4	2/15	45	19
Fomorian Champion Ldr 60 Wpn: Fomorian Bronze Spear, Javelin	35	22	16	12	14	14	13	9	6	2/15	60	29
Unmarked Champion Sacred, Ldr 80 Wpn: Fomorian Bronze Spear, Javelin	38	22	16	13	15	15	14	10	6	2/15	130	29

Fomorian Druid	32	21	5	11	13	11	15	9	3	2/15	200	3
Sacred, Ldr 10												
Magic: A2H1 (+100%WDN)												
Wpn: Fomorian Bronze Spear												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Unmarked	35	21	16	12	14	14	13	9	6	2/15	55	27
Sacred												
Wpn: Fomorian Bronze Spear												
Fomorian Giant	64	24	14	11	14	12	15	8	5	3/18	75	37
Sacred, Amph, CR 5, DV 50												
Wpn: Fomorian Bronze Spear, Javelin												
Nemedian Warrior	14	12	10	14	14	16	14	12	5	2/13	30	22
Glamour, Stealthy, DV 50												
Wpn: Golden Spear, Javelin												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Fomorian King	70	25	15	12	15	13	18	9	5	3/18	480	37*
Sacred, Amph, CR 5, Sailing (999/6), DV 50, Ldr 120												
Magic: A3D2H2 (+100%AWD) (+10%AWD)												
Wpn: Fomorian Bronze Spear, Javelin												
Nemedian Champion	15	13	10	15	15	18	14	12	5	2/13	165	25
Glamour, Sacred, Stealthy, DV 50, Ldr 80												
Magic: A1D1H1												
Wpn: Golden Sword, Javelin												
Nemedian Sorceress	13	12	0	12	10	17	16	12	3	2/13	240	1
Glamour, Stealthy, DV 50, Ldr 10												
Magic: A2D2 (+100%AWDN) (+10%AWDN)												
Wpn: Quarterstaff												

VANHEIM, AGE OF VANIR

Vanheim is a land of misty moors and bitter forests inhabited by a tall and innately magical race known as the Vanir. The Vanir are mortal enemies of the giants of Jotunheim and since the beginning of time they have waged a great war upon each other. They are masters of illusions and are able to trick mortals with their glamour. In halls under the mountains of Vanheim live Dwarves, smiths capable of crafting fabulous items. Vanheim is a land of magic and even the horses are enchanted and exceptionally fast. Vanir are skilled shipwrights and navigators and can sail the oceans. Lesser beings are not held in high regard and their blood is sacrificed to sate the Awakening God.

Home: Vanhalla (3 Air), The Halls of Andvare (3 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Serf Warrior	10	10	6	9	8	12	10	10	4	2/12	8	6
Wpn: Spear												
Huskarl	13	11	9	12	11	16	14	12	5	2/13	25	10
Glamour, Stealthy												
Wpn: Spear, Javelin												
Huskarl	13	11	11	12	11	14	14	12	6	2/13	25	13
Glamour, Stealthy												
Wpn: Axe, Javelin												
Hirdman	13	11	13	12	12	17	14	12	7	2/13	30	17
Glamour, Stealthy												
Wpn: Broad Sword												
Mounted Hirdman	13	11	11	12	12	19	14	12	4	3/26	55	13
Glamour, Stealthy												
Wpn: Light Lance, Hoof, Javelin												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Van Scout	13	11	13	12	12	16	14	12	7	2/13	40	15
FS, MS, Glamour, Stealthy												
Wpn: Spear												
Vanherse	14	12	13	14	13	19	16	13	4	3/26	145	16
Glamour, Sacred, Stealthy, Sailing (999/3), Ldr 60												
Magic: A1H1												
Wpn: Light Lance, Hoof, Javelin												
Vanjarl	15	13	13	14	14	22	17	14	4	3/26	285	18
Glamour, Sacred, Stealthy, Sailing (999/3), Ldr 80												
Magic: A2B1H2												
Wpn: Broad Sword, Hoof, Javelin												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vanhere	15	13	13	13	15	12	14	12	6	2/13	30	16
Glamour, Sacred, Stealthy, Berserker 5												
Wpn: Broad Sword, Axe												
Fay Boar	18	12	4	10	18	9	14	5	2	3/14	100	1
FS, Trample, Supply +50												
Wpn: Gore												

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vanadrott	15	13	13	14	14	22	18	14	4	3/26	420	19*
Glamour, Sacred, Stealthy, Sailing (999/3), Ldr 120												
Magic: A3B1H2 (+100%AEDB) (+10%AEDB)												
Wpn: Spear, Hoof, Javelin												
Dwarven Smith	9	13	6	10	12	10	17	10	3	2/6	140	2*
MS, DV 50, Ldr 10												
Magic: E2 (+100%FAED) (+10%FAED)												
Wpn: Hammer												

HELHEIM, DUSK AND DEATH

Helheim is a land of shadows, windswept moors and silent mountains. Here lies Gnipahálan, the Stone Cave, where the dead pass through on their way to Hel. The Hanged Kings, ancient Vanir who have hanged themselves to learn the secrets of Death, rule the land from their thrones in Helhalla. Helheim is inhabited by Vanir, a race of tall and innately magical beings who are able to trick mortals with their glamour. The Vanir of Helheim have sequestered themselves from the Vanir of Vanheim and have not been part of the great war with the giants. For ages they have been guiding the dead on their way to Hel in service of a dead god. Now a new God is arising and the old ways are changing. The Valkyries, guides of the dead, have become messengers of death and sacred warriors of the new God. Valkyries, the female Vanir of Helheim, are able to fly, a gift from the dead god they once served. Lesser beings are not held in high regard and their blood is sacrificed to sate the Awakening God. Unlike their cousins in Vanheim, the Vanir of Helheim are not shipwrights and sailors.

Home: Helhalla (1 Air), Gnipahálan (4 Death, 1 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Serf Warrior	10	10	6	9	8	12	10	10	4	2/12	8	6
Wpn: Spear												
Huskarl	13	11	9	12	11	16	14	12	5	2/13	25	10
Glamour, Stealthy												
Wpn: Spear, Javelin												
Huskarl	13	11	11	12	11	14	14	12	6	2/13	25	13
Glamour, Stealthy												
Wpn: Axe, Javelin												
Hirdman	13	11	13	12	12	17	14	12	7	2/13	30	17
Glamour, Stealthy												
Wpn: Broad Sword												
Mounted Hirdman	13	11	11	12	12	19	14	12	4	3/26	55	13
Glamour, Stealthy												
Wpn: Light Lance, Hoof, Javelin												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Van Scout	13	11	13	12	12	16	14	12	7	2/13	40	15
FS, MS, Glamour, Stealthy												
Wpn: Spear												
Vanherse	14	12	11	14	13	20	16	13	4	3/26	130	13
Glamour, Sacred, Stealthy, Ldr 60												
Magic: A1H1												
Wpn: Light Lance, Hoof, Javelin												
Vanjarl	15	13	11	14	14	22	17	14	4	3/26	265	15
Glamour, Sacred, Stealthy, Ldr 80												
Magic: A2B1H2												
Wpn: Broad Sword, Hoof, Javelin												
Helkarl	15	13	11	14	14	20	17	14	4	3/26	165	12
Glamour, Sacred, Stealthy, Ldr 80												
Magic: D1H1												
Wpn: Light Lance, Hoof												

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Valkyrie	13	11	12	13	12	17	14	13	5	2/13	50	18
Fly, Glamour, Sacred, Stealthy Wpn: Spear												
Helhirding	14	12	11	13	13	19	14	13	4	3/26	70	12
Glamour, Sacred, Stealthy Wpn: Light Lance, Hoof												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Dis	14	11	12	14	14	22	17	14	4	3/26	205	18
Fly, Glamour, Sacred, Stealthy, Ldr 80 Magic: A1D1H1 Wpn: Light Lance, Hoof												
Hangadrott	15	13	13	14	14	22	18	14	4	3/26	420	18*
Glamour, Sacred, Stealthy, Ldr 120 Magic: A2D3H2 (+100%AEDB) (+10%AEDB) Wpn: Light Lance, Hoof												
Svartalf	9	13	7	10	13	10	16	10	3	2/6	195	2*
MS, DV 50, Ldr 10 Magic: E2D2 (+100%FAED) Wpn: Hammer												

NIEFELHEIM, SONS OF WINTER

Niefelheim, the Land of Eternal Frost, was once the home of the frost giants. The Rimtursar, ancient giants who possessed godlike powers, were the undisputed rulers of the world. The giants of Jotunheim are the descendants of the Rimtursar. From the cold glaciers in Niefelheim, frost giants have emerged anew. These Niefel Giants are not nearly as powerful as their ancestors, but they are stronger by far than the giants of later ages. Giants are immensely strong and resilient, but their size makes them easy targets. They are born in the cold and do not suffer from cold climates. Niefelheim is ruled by several Jarls who rarely join forces. Gygjas, old and wicked hags, serve the Niefel giants with sorcerous advice. The people of Niefelheim prefer to live in very cold provinces. The icy winds of Niefelheim cause the cold climate to expand beyond the Dominion of the Pretender God.

Home: Niefelheim (4 Water, 2 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Jotun Militia	30	18	13	8	10	9	12	10	5	2/15	20	17
CR 15												
Wpn: Jotun Axe												
Jotun Spearman	30	20	14	10	12	12	12	10	5	2/15	30	17
CR 15												
Wpn: Jotun Spear												
Jotun Javelinist	30	20	13	10	12	11	12	10	5	2/15	30	19
CR 15												
Wpn: Jotun Axe, Javelin												
Jotun Hurler	30	20	11	10	12	5	12	10	4	2/14	30	9
CR 15, Siege +5												
Wpn: Axe, Boulder												
Jotun Huskarl	30	20	15	10	13	11	12	10	5	2/15	35	23
CR 15												
Wpn: Jotun Axe												
Jotun Huskarl	30	20	15	10	13	12	12	10	5	2/15	35	21
CR 15												
Wpn: Jotun Spear												
Jotun Hirdman	33	21	16	11	13	14	12	10	6	2/15	40	33
CR 15												
Wpn: Jotun Longsword												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Jotun Scout	32	22	12	12	13	10	13	10	4	2/15	55	7
FS, MS, Sacred, CR 15, Stealthy												
Wpn: Jotun Spear, Javelin												
Jotun Herse	32	21	16	12	13	14	12	10	6	2/16	75	33
Sacred, CR 15, Ldr 60												
Wpn: Jotun Longsword												
Jotun Jarl	35	22	16	12	14	14	13	10	6	2/16	130	33
Sacred, CR 15, Ldr 80												
Wpn: Jotun Longsword												
Jotun Gode	32	21	13	11	13	14	14	10	5	2/16	110	19
FS, Sacred, CR 15, Ldr 40												
Wpn: Jotun Longsword												

Jotun Skratti	32	21	11	11	12	13	17	10	4	2/16	255	3*
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CR 15, Shapechanger, Ldr 10
 Magic: W2B2 (+100%WDNB)
 Wpn: Quarterstaff

Gygja	38	18	9	8	12	9	17	10	5	2/14	225	3
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FS, CR 15, Death curse, Ldr 40
 Magic: D1N1B1 (+100%SDNB) (+100%SDNB) (+10%SDNB)
 Wpn: Slap, Quarterstaff

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Niefel Giant	66	25	15	12	14	13	15	11	4	3/16	155	23

Sacred, FR -5, CR 25, Chill 10, Ice prot 2, Cold pow 1
 Wpn: Jotun Axe

Jotun Skinshifter	35	22	9	12	15	10	14	10	4	2/14	80	5(*5)
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FS, CR 15, Regen 10
 Wpn: Jotun Spear

Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Niefel Jarl	72	26	16	13	15	18	18	12	4	3/16	525	43*

Sacred, FR -5, CR 25, Chill 15, Ice prot 3, Cold pow 1, Ldr 120
 Magic: W3D2H2 (+100%AWD) (+10%AWD)
 Wpn: Jotun Longsword

KAILASA, RISE OF THE APE KINGS

On the sacred Mount Kailasa, beings from an earlier era still linger. They are blessed with mystical powers but are few in number. With the emergence of the New God they have mustered aid from a most unsuspected source. Deep in the forests below the Sacred Mountain, apes of uncanny brightness have evolved. The apes are uncivilized and have only recently mastered the mysteries of metalworking.

Home: Mount Kailasa (2 Earth), The Lotus Garden (2 Nature, 2 Astral)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata	5	5	0	10	7	14	7	8	2	2/14	5	1
FS, Undis												
Wpn: Club, Sticks and Stones												
Markata Archer	5	5	0	10	7	13	7	8	2	2/14	5	1
FS, Undis												
Wpn: Fist, Small Bow												
Atavi Archer	10	10	1	10	8	10	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Dagger, Short Bow												
Atavi Infantry	10	10	1	10	8	12	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Mace, Sticks and Stones												
Light Bandar Archer	18	15	3	11	12	9	8	9	3	2/10	18	7
FS												
Wpn: Mace, Long Bow												
Bandar Warrior	18	15	3	11	12	11	8	9	3	2/10	18	4
FS												
Wpn: Mace, Sticks and Stones												
Bandar Swordsman	18	15	10	11	13	10	8	9	4	2/10	21	17
FS												
Wpn: Falchion												
Guhyaka	23	15	1	11	13	11	13	11	2	2/14	30	2
Sacred, MagB Awe 1												
Wpn: Spear, Kick												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata Scout	5	5	0	10	7	14	7	8	2	2/14	20	1
FS, MS, Stealthy												
Wpn: Dagger, Sticks and Stones												
Atavi Chieftain	12	11	4	11	10	13	8	10	3	2/10	45	8
FS, Stealthy, Ldr 40												
Wpn: Falchion, Sticks and Stones												
Bandar Commander	23	17	13	13	14	11	8	9	4	2/10	75	20
FS, Ldr 80												
Wpn: Falchion												
Yogi	9	9	1	8	7	7	14	10	3	2/10	60	1
FS, Sacred, Ldr 10												
Magic: S1												
Wpn: Fist												
Guru	9	9	1	8	13	7	15	10	3	1/2	165	1
FS, Sacred, Ldr 10												
Magic: S2N1												
Wpn: Fist												

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Yavana	23	15	1	12	14	14	13	11	2	2/14	40	8
Sacred, MagB Awe 1 Wpn: Falchion, Kick												
Yavana Archer	20	14	1	11	13	11	13	12	2	2/14	35	5
Sacred, MagB Awe 1 Wpn: Dagger, Kick, Long Bow												

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Yaksha	28	17	4	13	15	11	17	11	2	2/14	350	7
Sacred, MagB Awe 1, Ldr 40, MagLdr 10 Magic: E3N1H1 (+100%WESN) (+10%WESN) Wpn: Falchion, Kick												
Yakshini	23	15	1	11	13	12	17	11	2	2/14	350	1
Sacred, MagB Awe 2, Ldr 40, MagLdr 10 Magic: W3N1H1 (+100%WESN) (+10%WESN) Wpn: Fist, Kick												

Units (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata	5	5	0	10	7	14	7	8	2	2/14	5	1
FS, Undis Wpn: Club, Sticks and Stones												
Markata Archer	5	5	0	10	7	13	7	8	2	2/14	5	1
FS, Undis Wpn: Fist, Small Bow												
Atavi Archer	10	10	1	10	8	10	8	10	3	2/10	9	3
FS, Stealthy Wpn: Dagger, Short Bow												
Atavi Infantry	10	10	1	10	8	12	8	10	3	2/10	9	3
FS, Stealthy Wpn: Mace, Sticks and Stones												

Commander (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Atavi Chieftain	12	11	4	11	10	13	8	10	3	2/10	45	8
FS, Stealthy, Ldr 40 Wpn: Falchion, Sticks and Stones												

LANKA, LAND OF DEMONS

On the dark and densely forested island of Lanka, Rakshasas, demon ogres from an earlier era, still linger. Gifted with tremendous strength, they once fought the Devatas of Kailasa, but since then the most powerful of the Rakshasas have left this world for the Nether Realms. The remaining Rakshasas have captured and enslaved the monkey people of Kailasa and made them serve as warriors, hunters or food. The Rakshasas had no use for the peaceful White Ones and Kala-Mukhas, Rakshasa halfbreeds, lead the monkey people of Lanka. Since the enslavement of the apes, the ancient conflict between the Devatas of Kailasa and the Rakshasas of Lanka has been renewed.

Home: Sri Pada (3 Death, 1 Air), Lanka (2 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata	5	5	0	10	7	14	7	8	2	2/14	5	1
FS, Undis												
Wpn: Club, Sticks and Stones												
Markata Archer	5	5	0	10	7	13	7	8	2	2/14	5	1
FS, Undis												
Wpn: Fist, Small Bow												
Atavi Archer	10	10	1	10	8	10	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Dagger, Short Bow												
Atavi Infantry	10	10	1	10	8	12	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Mace, Sticks and Stones												
Light Bandar Archer	18	15	3	11	12	9	8	9	3	2/10	18	7
FS												
Wpn: Mace, Long Bow												
Bandar Warrior	18	15	10	11	12	10	8	9	4	2/10	18	13
FS												
Wpn: Mace, Sticks and Stones												
Kala-Mukha Warrior	24	18	14	13	14	12	10	9	4	2/10	60	20
FS, Sacred, Supply -1, DV 50												
Wpn: Falchion												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata Scout	5	5	0	10	7	14	7	8	2	2/14	20	1
FS, MS, Stealthy												
Wpn: Dagger, Sticks and Stones												
Atavi Chieftain	12	11	4	11	10	13	8	10	3	2/10	45	8
FS, Stealthy, Ldr 40												
Wpn: Falchion, Sticks and Stones												
Bandar Commander	23	17	13	13	14	11	8	9	4	2/10	75	20
FS, Ldr 80												
Wpn: Falchion												
Bandaraja	21	16	15	12	15	9	8	9	5	2/10	115	22
FS, Ldr 120												
Wpn: Battleaxe												
Raktapata	21	16	6	12	12	9	12	9	3	2/10	80	4
FS, Sacred, Ldr 10												
Magic: B1H1												
Wpn: Fist												

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Yogini	16	14	6	11	13	11	12	9	3	2/10	155	5
FS, Ldr 10 Magic: D1N2B1 Wpn: Mace												
Kala-Mukha	25	18	7	12	14	10	14	9	3	2/10	175	5
FS, Sacred, Supply -1, DV 50, Ldr 10 Magic: B1H2 (+100%DNB) Wpn: Mace												
Units (home only)												
Asara	33	20	3	12	14	10	12	8	3	2/10	35	4
FS, Sacred, Demon, Supply -1, Chaos pow 1 Wpn: Spear, Javelin												
Anusara	28	18	4	12	13	12	12	9	3	3/20	35	4
FS, Sacred, Demon, NNEat, Chaos pow 1 Wpn: Mace												
Palankasha	30	19	12	13	14	12	12	9	4	2/16	55	17
FS, Sacred, Demon, Supply -2, Chaos pow 1 Wpn: Falchion												
Commanders (home only)												
Rakshasi	28	18	5	12	14	11	16	9	2	2/10	305	2*
FS, Sacred, Demon, NNEat, FR -5, Stealthy, Supply -8, Shapechanger, Chaos pow 1, Ldr 40, UndLdr 10 Magic: A1D1N1B1H1 (+100%ADNB) (+100%ADNB) (+10%ADNB) Wpn: Mace												
Raksharaja	36	22	15	14	15	12	16	9	4	3/16	390	22
FS, Sacred, Demon, NNEat, FR -5, Supply -7, Chaos pow 1, Ldr 80, UndLdr 10 Magic: A2D1B2H2 (+100%ADB) (+10%ADNB) Wpn: Falchion, Gore												
Units (all forests)												
Markata	5	5	0	10	7	14	7	8	2	2/14	5	1
FS, Undis Wpn: Club, Sticks and Stones												
Markata Archer	5	5	0	10	7	13	7	8	2	2/14	5	1
FS, Undis Wpn: Fist, Small Bow												
Atavi Archer	10	10	1	10	8	10	8	10	3	2/10	9	3
FS, Stealthy Wpn: Dagger, Short Bow												
Atavi Infantry	10	10	1	10	8	12	8	10	3	2/10	9	3
FS, Stealthy Wpn: Mace, Sticks and Stones												
Commander (all forests)												
Atavi Chieftain	12	11	4	11	10	13	8	10	3	2/10	45	8
FS, Stealthy, Ldr 40 Wpn: Falchion, Sticks and Stones												

YOMI, ONI KINGS

Yomi is a land of inhospitable mountains, steaming, sulphuric pools and sudden volcanic eruptions. At the center of this unforgiving land lies a great cone-shaped mountain at the top of which is an entrance to the Netherworld. From this gate the Oni have come, one by one or in small groups. Oni are demons of the wild, ugly, pot-bellied and mischievous. They are ruled by Oni Kings who occasionally emerge from the Netherworld to wreak havoc on the land of the living. Oni are almost immortal and must be killed in spirit as well as in body to stay dead.

Home: Mountain of the Oni Kings (3 Death, 1 Fire, 1 Earth, 1 Air)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bakemono-Sho FS, MS, Stealthy, DV 50, Undis Wpn: Club	9	9	5	10	8	9	9	10	4	2/10	8	2
Bakemono-Sho FS, MS, Stealthy, DV 50, Undis Wpn: Yari	9	9	5	10	8	9	9	10	4	2/10	8	3
Bakemono Archer FS, MS, Stealthy, DV 50, Undis Wpn: Dagger, Short Bow	9	9	5	10	8	9	9	10	4	2/10	8	4
Bandit Stealthy, Pillager 1 Wpn: Yari	9	10	12	10	10	9	10	10	5	2/12	9	11
Bandit Stealthy, Pillager 1 Wpn: Wakizashi, Short Bow	9	10	12	10	10	10	10	10	5	2/12	9	16
Ko-Oni MS, Demon, NNEat, Supply -1, Pillager 1, Undis, Chaos pow 1 Wpn: Club	9	10	3	11	9	12	13	10	1	2/7	12	1
Ao-Oni MS, Demon, NNEat, CR 5, Supply -2, Pillager 1, Undis, Chaos pow 1 Wpn: Great Club, Cold	14	13	4	11	14	10	14	8	1	2/10	20	1
Aka-Oni MS, Demon, NNEat, FR 5, Supply -2, Pillager 1, Undis, Chaos pow 1 Wpn: Great Club, Throw Flames	14	13	4	11	14	10	14	8	1	2/10	25	1
Oni MS, Demon, NNEat, Supply -3, Pillager 1, Undis, Chaos pow 1 Wpn: No-Dachi, Javelin	24	16	6	12	15	13	15	9	1	2/14	40	11
Kuro-Oni MS, Demon, NNEat, FR 5, PR 5, Supply -3, Pillager 2, Undis, Chaos pow 1 Wpn: No-Dachi, Throw Flames, Poison Spit	24	16	6	12	15	13	15	9	1	2/14	50	10
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bakemono Chief FS, MS, Stealthy, DV 50, Ldr 40 Wpn: Wakizashi	12	11	10	11	11	11	9	10	5	2/10	40	12
Bandit Leader Stealthy, Pillager 3, Ldr 40 Wpn: No-Dachi	9	10	12	10	10	11	10	10	5	2/12	45	16

Demon General	11	11	15	13	15	13	12	11	6	2/12	125	22
Ldr 120, UndLdr 40												
Magic: D1												
Wpn: Katana												
Sorcerer	9	9	1	9	8	10	16	11	5	1/9	115	1
MS, Ldr 10												
Magic: E1D1 (+100%FAED)												
Wpn: Quarterstaff												
Demon Priest	8	9	0	7	8	7	14	10	3	1/8	50	1
Sacred, Ldr 10, UndLdr 10												
Wpn: Dagger												
Oni General	30	17	21	13	18	11	16	9	5	2/14	180	38
MS, Sacred, Demon, NNEat, FR 5, PR 5, Supply -3, Pillager 3, Chaos pow 1, Ldr 10, UndLdr 40												
Magic: D2 (+100%FAE)												
Wpn: No-Dachi, Throw Flames, Javelin												
Hannya	18	12	5	11	13	12	17	12	4	2/8	195	1
MS, SS, Demon, FR 25, PR 15, Heat 3, Ldr 10												
Magic: F2D2N1												
Wpn: Fist												

Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Dai Oni	50	20	21	14	18	12	18	9	5	2/16	490	43*
MS, Sacred, Demon, NNEat, FR 5, PR 5, Supply -5, Fear 5, Pillager 5, Chaos pow 1, Ldr 10, UndLdr 120												
Magic: F2E2D3H1 (+100%FAED) (+10%FAED)												
Wpn: No-Dachi, Throw Flames, Javelin												

Units (all mountains)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bakemono-Sho	9	9	5	10	8	9	9	10	4	2/10	8	2
FS, MS, Stealthy, DV 50, Undis												
Wpn: Club												
Bakemono-Sho	9	9	5	10	8	9	9	10	4	2/10	8	3
FS, MS, Stealthy, DV 50, Undis												
Wpn: Yari												
Bakemono Archer	9	9	5	10	8	9	9	10	4	2/10	8	4
FS, MS, Stealthy, DV 50, Undis												
Wpn: Dagger, Short Bow												

Commander (all mountains)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bakemono Chief	12	11	10	11	11	11	9	10	5	2/10	40	12
FS, MS, Stealthy, DV 50, Ldr 40												
Wpn: Wakizashi												

HINNOM, SONS OF THE FALLEN

Hinnom is a dry wasteland inhabited by giants. At the dawn of time, on the sacred Mount Hermon, six Angels in full celestial splendor descended to aid and instruct the giants of the land. The Avvim were a people strong and beautiful of mind and body. They were adept students and their culture flourished under the tutelage of the Grigori, the angelic Watchers. But before long the Angels became enamored with the Avvim and taught them things that should not be taught. Tempted by the beauty of the Avvim, they took their daughters as wives and sinned before the Celestial Powers. Their offspring were the Nephilim, giants of godlike power, abominable to the world. The Angels were imprisoned in the Infernal Realms for their sins, but the Nephilim were partly of this world and could not be banished by the Celestial Powers. The Nephilim made themselves kings over the Avvim, and they fathered sons who became known as the Rephaim. The Nephilim and their sons had unnatural appetites and consumed food, livestock, beasts and finally their own offspring. With time, the Nephilim left Hinnom in search of a purpose and left their sons to rule the Avvim.

Home: Mount Hermon (2 Earth, 2 Fire, 1 Astral), Gomorrah (2 Blood)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Enkidu Slave Wpn: Fist	22	14	7	8	6	5	10	8	4	2/14	12	2
Horite MS, WS, FR 5, CR 5, DV 50 Wpn: Great Club	25	17	2	9	13	10	8	9	3	2/14	22	1
Horite Hunter MS, WS, FR 5, CR 5, DV 50 Wpn: Net, Stone Spear	26	17	7	10	13	8	8	9	4	2/14	25	4
Horite Champion MS, WS, FR 5, CR 5, DV 50 Wpn: Great Club	27	18	7	11	14	9	8	9	4	2/14	27	2
Avvite Light Infantry WS Wpn: Spear, Javelin	24	15	10	11	12	14	12	10	4	2/14	30	14
Avvite Spearman WS Wpn: Spear, Javelin	24	15	14	11	12	13	12	10	6	2/14	30	23
Avvite Swordsman WS Wpn: Broad Sword	24	15	14	11	12	14	12	10	6	2/14	30	25
Avvite Heavy Archer WS Wpn: Short Sword, Great Bow	24	15	17	9	10	7	12	10	7	1/14	30	35
Avvite Horn Blower WS, Siege +5 Wpn: Dagger	24	15	10	9	12	12	12	10	6	2/11	40	25
Avvite Charioteer WS, Trample Wpn: Spear, Javelin	24	15	16	10	12	14	12	9	5	3/15	75	31
Dawn Guard WS Wpn: Dawn Blade	25	15	14	12	13	16	12	10	6	2/14	45	32

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Horite Shaman MS, WS, FR 5, CR 5, DV 50, Ldr 10 Magic: E1D1N1 Wpn: Quarterstaff	25	18	8	9	12	11	10	9	4	2/14	90	2
Avvite Scout FS, MS, WS, Stealthy Wpn: Short Sword, Javelin	25	15	10	11	12	17	12	11	4	2/14	45	16
Avvite Commander WS, Ldr 80 Wpn: Broad Sword	27	16	14	12	13	15	12	11	6	2/14	90	26
Qedesim WS, Sacred Wpn: Fist	21	14	3	8	8	7	14	10	3	2/14	70	2
Qedesot WS, Sacred, Ldr 10 Wpn: Fist	19	13	3	8	10	7	14	10	3	2/14	80	2
Acha WS, Ldr 10 Magic: N2 Wpn: Quarterstaff	23	15	3	9	10	12	15	10	3	2/14	175	2
Ammi WS, Fortune 10, Ldr 10 Magic: (+100%FAES(+2)) Wpn: Fist	23	15	3	9	10	8	15	10	3	2/14	125	2
Kohen WS, Sacred, NNEat, FR 6, Supply -10, Ldr 80 Magic: B1H1 (+100%FES) Wpn: Censer, Gore	50	20	8	11	13	8	16	10	2	3/14	240	8
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Rephaite Warrior WS, Sacred, NNEat, FR 7, Supply -10 Wpn: Dawn Blade, Gore	55	22	15	13	14	15	15	10	5	3/16	115	53
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Melqart WS, Sacred, NNEat, FR 8, Blood Sacrifice Bonus +3, Supply -20, Fear 5, Blood search 3, Ldr 160 Magic: B3H1 (+100%FES(+2)) Wpn: Dawn Blade, Gore	69	24	19	15	15	18	18	12	5	3/18	485	101*
Ba'al WS, Sacred, NNEat, FR 8, Supply -15, Fear 5, Ldr 120 Magic: B2H1 (+100%FES(+3)) (+10%FESB) Wpn: Fist, Gore	66	22	11	14	15	11	18	12	2	3/16	455	3*

UR, THE FIRST CITY

Ur is a warm plain inhabited by Enkidus, large, hairy wild men with horns and unkempt hair. Once upon a time all Enkidus lived in the wild, frolicking with feral beasts, but when the Enkidus met with the Avvim, some Enkidus adopted their ways of life. Now there are three Enkidu tribes. The members of the first tribe live pastoral lives and are led by shamans of remarkable power. The second one is a ferocious, swamp-dwelling hunter-gatherer society led by Head Hunters and Bone Readers. The third tribe are the ones who adopted the Avvite way of life, agriculture and metalworking. It is they who founded Eridu, the First City. In the city a great temple was built and the kings of Eridu were inaugurated as priest-kings and rulers of the young nation. In the cities of Ur, where metalworking is common, medium and heavy infantry is raised. On the plains and in the swamps of the nation nomadic Enkidus gather and form quickly levied raiding parties. In the Swamps of Ur, near Eridu, live ancient dragon-kin known as SIRRUSHES. They are benevolent and powerful beings sacred to the Enkidus.

Home: The First City, The House of Water (2 Water, 1 Earth), The Swamps of Ur (3 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Enkidu Soldier	24	15	7	10	11	11	11	10	5	2/14	17	7
Wpn: Hatchet												
Enkidu Horn Blower	24	15	7	10	11	8	11	10	4	2/11	35	2
Wpn: Dagger												
Enkidu Spear Guard	24	15	9	10	11	11	11	10	5	2/14	17	13
Wpn: Spear												
Ur-Guard	26	16	9	11	12	12	11	10	5	2/14	22	13
Castle def +1												
Wpn: Hatchet												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Enkidu Scout	24	15	7	10	11	8	11	10	4	2/14	30	2
FS, MS, Stealthy												
Wpn: Stone Spear												
Enkidu Commander	24	15	9	11	12	13	12	10	5	2/14	45	13
Ldr 60												
Wpn: Hatchet												
Enkidu Elder	24	15	7	10	9	9	12	10	6	2/14	15	2
Ldr 80												
Wpn: Quarterstaff												
Gala	19	14	7	10	8	7	14	10	4	2/14	75	2
Sacred, Ldr 10												
Magic: N1H1												
Wpn: Fist												
Sal-Me	19	14	7	10	9	12	14	10	4	2/14	100	2
Sacred, Ldr 10												
Magic: W1N1H1												
Wpn: Quarterstaff												
Gudu	24	15	9	10	9	11	14	10	4	2/14	160	2
Sacred, Ldr 10												
Magic: H1 (+100%AE(+2))												
Wpn: Quarterstaff												
Ishib	24	15	7	10	9	11	14	10	4	2/14	200	2
Sacred, Ldr 10												
Magic: W2H2 (+100%AEEN)												
Wpn: Quarterstaff												

Units (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Enkidu Wpn: Club	24	15	7	10	11	8	11	10	4	2/14	17	2
Enkidu Archer Wpn: Dagger, Long Bow	24	15	7	9	10	7	11	10	4	2/14	17	7
Enkidu Warrior Wpn: Stone Spear	24	15	7	10	11	11	11	10	5	2/14	17	5
Enkidu Warrior Wpn: Club	24	15	7	10	11	11	11	10	5	2/14	17	5

Commanders (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Enkidu Scout FS, MS, Stealthy Wpn: Stone Spear	24	15	7	10	11	8	11	10	4	2/14	30	2
Enkidu Chief Beastmaster +1, Ldr 40 Wpn: Hatchet	24	15	7	10	11	8	11	10	4	2/14	45	4
Enkidu Shaman Beastmaster +2, Ldr 10 Magic: E2N3 (+100%WEN) (+10%WEDN) Wpn: Quarterstaff	24	15	9	10	12	11	17	10	4	2/14	275	2

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Enki's Chosen Sacred Wpn: Hatchet	27	16	11	12	13	12	12	10	6	2/14	35	17

Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Sirrush SS, Sacred, MagB PR 15, Fear 5 Wpn: Gore, Claw, Venomous Fangs	80	22	15	14	16	9	16	10	3	3/16	200	1*

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Entu Sacred, Insp +2, Ldr 10 Magic: E2N1H3 (+100%AWEN) Wpn: Quarterstaff	19	14	9	10	9	12	16	10	4	2/14	265	2*
Ensi Sacred, Insp +1, Ldr 80 Magic: W2N1H3 (+100%AWEN) Wpn: Quarterstaff	26	15	11	10	13	11	16	10	4	2/14	290	8*

Units (all swamps)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Enkidu Hunter SS, Stealthy, Berserker 1 Wpn: Stone Spear, Javelin	24	15	7	10	11	8	11	10	4	2/14	17	4
Enkidu Reaver SS, Stealthy, Berserker 3, Pillager 1 Wpn: Hatchet	27	17	7	11	13	8	11	10	4	2/14	27	4

Commanders (all swamps)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Enkidu Hunter Chief SS, Stealthy, Berserker 2, Ldr 40 Wpn: Stone Spear, Javelin	24	15	7	10	12	8	11	10	4	2/14	50	4
Enkidu Head Hunter SS, Stealthy, Berserker 4, Pillager 5, Ldr 40 Wpn: Hatchet	24	15	7	10	14	8	12	10	4	2/14	60	4
Enkidu Bone Reader SS, Stealthy, Fortune 5, Ldr 10 Magic: E1D1 (+100%WED) Wpn: Quarterstaff	24	15	9	10	12	11	15	10	4	2/14	120	2

BERYTOS, THE PHOENIX EMPIRE

The people of Berytos are the descendants of a civilization created by the Telchines, titanic storm demons defeated by a previous Pantokrator. The Telchines taught shipbuilding, sailing and metalcrafting to the human ancestors of Berytos. When the Telchines were defeated, the humans fled to the sea, led by the Storm Callers, disciples of the Telchines. With the knowledge of ironcrafting and the magical might of the Storm Callers, new colonies were founded on distant shores. Like a phoenix, the dying empire was reborn. But the Telchine gods were dead and the humans sought divine leadership. They found the Melqarts of Hinnom. One of the colonies was situated near Ashdod and the bloody cult of the Melqarts soon spread through the Phoenix Empire. In the capital colony of Berytos, a great temple to the Melqarts was built. But soon another power found its way into the cult. Refugee Colossi, great men of the Machakan royal family, arrived in Berytos and established themselves as rulers of the bloody cult. Their sorceresses claimed divinity and called themselves Brides-in-Waiting. Now Berytos is a seafaring people led by sorcerer queens from the great temple in Berytos.

Home: Temple of Storms and Flames (2 Blood, 2 Fire, 3 Air)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Berytian Militia	10	10	5	8	8	11	10	8	5	1/11	7	5
Wpn: Spear												
Berytian Archer	10	10	6	8	8	8	10	10	3	2/12	10	7
Wpn: Dagger, Short Bow												
Berytian Spearman	10	10	9	10	10	13	10	10	4	2/12	10	9
Wpn: Spear, Javelin												
Berytian Soldier	10	10	10	10	10	14	10	10	5	2/12	10	14
Wpn: Short Sword												
Berytian Heavy Spearman	10	10	14	10	11	11	10	10	6	1/12	12	19
Wpn: Long Spear												
Berytian Elite Soldier	12	10	14	11	13	15	10	10	6	1/12	14	19
Wpn: Short Sword												
Berytian Lancer	10	10	9	11	11	17	10	8	4	3/26	20	13
Wpn: Light Lance												
War Elephant	64	20	11	10	9	8	6	10	3	3/18	100	20
Trample												
Wpn: Trunk												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Berytian Scout	10	10	1	10	10	10	10	10	3	2/12	25	3
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Berytian Captain	11	10	13	11	12	15	10	10	6	2/12	100	17
Sailing (999/2), Ldr 80												
Wpn: Short Sword												
Berytian Priest	9	9	2	8	11	8	13	10	4	2/10	140	2
Sacred, Sailing (999/2), Ldr 10												
Magic: B1H1 (+100%FAEB)												
Wpn: Dagger												
Berytian Sage	10	10	3	8	9	7	13	11	4	2/12	80	4
Sailing (999/2), Research +2, Ldr 10												
Magic: E1 (+100%AW)												
Wpn: Hammer												

Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Colossi Warrior	22	15	14	12	14	16	12	11	5	3/14	35	25
Sacred												
Wpn: Short Sword												

Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bride-in-Waiting	18	13	3	10	12	10	17	12	2	3/14	415	8*
Sacred, Ldr 80												
Magic: F2A2E1B2H2 (+100%FAEB) (+10%FAEB)												
Wpn: Golden Spear												

Commanders (coastal forts only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Mage Pilot	10	10	2	8	9	8	13	11	4	2/12	80	2
Sailing (999/2), Ldr 40												
Magic: A1W1												
Wpn: Dagger												
Storm Caller	9	8	2	6	9	6	16	10	6	2/12	205	2*
Sailing (999/2), Ldr 40												
Magic: A2W2 (+100%FAWS)												
Wpn: Dagger												

XIBALBA, VIGIL OF THE SUN

Xibalba is a vast realm of dark caverns beneath the forests of Mictlan. According to legend, the sun and the moon passed through the labyrinthine caverns on their daily journey to the eastern horizon. On this journey they were guarded by the bat people, Zotz, that dwelled in the dark reaches of the Xibalban underworld. Being almost blind, they would not see and not covet the splendour sun. No one has seen the sun or the moon pass through Xibalba for ages, but the Zotz keep their vigil and their traditions alive. But lately the bat people has lost purpose and the priestly rulers of Xibalba looks to the surface world to once more bask in the splendour of the sun and the moon. The Zotz are led by priest kings from various cities, and only the priesthood represent centralized power. They still train the sacred Sun Guides once tasked with guarding the celestial entities through the dark world of Xibalba. The Zotz have mainly had contacts with surface dwellers of Mictlan and has adopted some of their technology and practices. The Zotz have an affinity for blood hunting and black magic. Despite being guides of the sun, their skills in solar magic is limited. The Zotz are numerous and live in great swarming cave colonies. Numbers rather than strength make them win their battles.

Home: Cavern of the Sun (3 Fire, 1 Earth), House of Knives (2 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Xibalban Warrior	7	7	0	11	9	11	11	5	3	2/10	7	1
FS, Fly, Stealthy, Blood search 1 Wpn: Light Lance												
Xibalban Warrior	7	7	0	11	9	12	11	5	3	2/10	7	2
FS, Fly, Stealthy, Blood search 1 Wpn: Obsidian Club Sword												
Xibalban Dart Thrower	7	7	0	11	9	11	11	5	3	2/10	7	2
FS, Fly, Stealthy, Blood search 1 Wpn: Mace, Obsidian Dart												
Xibalban Guard	8	7	8	12	11	12	11	5	5	2/10	9	4
FS, Fly, Stealthy, Blood search 1 Wpn: Obsidian Club Sword												
Large Scorpion	1	1	1	8	50	5	3	5	2	1/4	1	1
WS, Magic, Mind, NNEat, Stealthy, Undis Wpn: Tiny Sting												
Giant Scorpion	5	5	5	11	50	6	3	4	2	1/6	5	1
WS, Magic, Mind, NNEat, PR 15, Stealthy, Undis Wpn: Sting												
Xibalban Scorpion	16	14	12	11	15	7	8	3	2	1/8	15	1(*10)
WS, PR 15, DV 100, Undis Wpn: Claw, Scorpion Tail												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Batab	7	7	8	12	12	14	11	5	6	2/10	40	3
FS, Fly, Stealthy, Blood search 1, Ldr 40, MagLdr 10 Wpn: Bronze Hatchet												
Ajaw	7	7	0	11	12	12	12	5	3	2/10	105	2
FS, Fly, Sacred, Stealthy, Blood search 1, Ldr 80, MagLdr 10 Magic: H1 Wpn: Obsidian Club Sword												

Ajaw Kan Ek'	7	7	1	11	13	10	13	5	4	2/10	170	1
FS, Fly, Sacred, Stealthy, Blood search 1, Ldr 120, MagLdr 10												
Magic: H2												
Wpn: Bronze Hatchet												
Xibalban Scorpion Trainer	7	7	0	11	9	11	11	5	3	2/10	60	1
FS, Fly, Stealthy, Beastmaster +3, Blood search 1, Ldr 40, MagLdr 80												
Wpn: Whip												
Chilan	7	7	1	10	9	10	14	5	3	2/10	100	1
FS, Fly, Sacred, Stealthy, Fortune 5, Blood search 1, Ldr 10, MagLdr 10												
Magic: E1D1H1												
Wpn: Dagger												
Ah Nakom	7	7	0	10	9	10	14	5	3	2/10	70	1
FS, Fly, Sacred, Stealthy, Insp -1, Blood search 1, Ldr 10, MagLdr 10												
Magic: B1H1												
Wpn: Dagger												
Ah K'in	7	7	1	10	9	10	14	5	3	2/10	110	1
FS, Fly, Sacred, Stealthy, Blood search 1, Ldr 40, MagLdr 10												
Magic: F1H1 (+100%EDB)												
Wpn: Dagger												
Ah Itz	7	7	1	10	9	10	14	5	3	2/10	115	1
FS, Fly, Stealthy, Blood search 1, Ldr 10, MagLdr 10												
Magic: D1B1 (+100%AEDB)												
Wpn: Dagger												
Camazotz	7	7	1	10	9	13	16	5	3	2/10	160	1*
FS, Fly, Stealthy, Blood search 1, Ldr 10, MagLdr 10												
Magic: D2B1 (+100%AEDB)												
Wpn: Quarterstaff												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Sun Guide	9	8	13	13	13	11	12	5	6	1/10	16	15
FS, Fly, Sacred, FR 5, Blood search 1												
Wpn: Obsidian Shard Blade												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ah K'in Kan Ek'	7	7	13	10	9	6	15	5	8	1/10	275	8
FS, Fly, Sacred, FR 5, Stealthy, Blood search 1, Ldr 40, MagLdr 10												
Magic: F2E1D1H2 (+100%EDB)												
Wpn: Dagger												
Onaqui	31	14	6	12	14	11	18	5	2	3/15	565	1*
FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood search 2, Retinue 2 Beast Bats, Ldr 80, UndLdr 40, MagLdr 10												
Magic: D3N1B3H2 (+100%FDNB) (+10%FDNB)												
Wpn: Venomous Fangs, Claw, Claw												

Units (in all forests)		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Xibalban Warrior		7	7	0	11	9	11	11	5	3	2/10	7	1
	FS, Fly, Stealthy, Blood search 1												
	Wpn: Light Lance												
Xibalban Warrior		7	7	0	11	9	12	11	5	3	2/10	7	2
	FS, Fly, Stealthy, Blood search 1												
	Wpn: Obsidian Club Sword												

Commanders (in all forests)		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Batab		7	7	8	12	12	14	11	5	6	2/10	40	3
	FS, Fly, Stealthy, Blood search 1, Ldr 40, MagLdr 10												
	Wpn: Bronze Hatchet												

Units (in all caves)		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Xibalban Warrior		7	7	0	11	9	11	11	5	3	2/10	7	1
	FS, Fly, Stealthy, Blood search 1												
	Wpn: Light Lance												
Xibalban Warrior		7	7	0	11	9	12	11	5	3	2/10	7	2
	FS, Fly, Stealthy, Blood search 1												
	Wpn: Obsidian Club Sword												

Commanders (in all caves)		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Batab		7	7	8	12	12	14	11	5	6	2/10	40	3
	FS, Fly, Stealthy, Blood search 1, Ldr 40, MagLdr 10												
	Wpn: Bronze Hatchet												
Chilan		7	7	1	10	9	10	14	5	3	2/10	100	1
	FS, Fly, Sacred, Stealthy, Fortune 5, Blood search 1, Ldr 10, MagLdr 10												
	Magic: E1D1H1												
	Wpn: Dagger												

ATLANTIS, EMERGENCE OF THE DEEP ONES

For centuries the seas have been the domain of the Tritons, but recently a nation of beings resembling a cross between fish, frog and human has emerged in the deepest gorges of the oceans. The race is not entirely unknown, for there are a few of them who have made shallow coastal reefs their home, but the Triton Kings never imagined that they were numerous or powerful enough to form a nation. These Atlantians of the deeps never stop growing and will live for several hundred years unless killed. The Atlantian society is organized in a strict hierarchy of size and age. The oldest and most cunning Atlantians have made themselves kings and queens of The Basalt City in the deepest reaches of the ocean. The Atlantians of the deeps use weapons of enchanted basalt made by the Basalt Kings.

Home: The Basalt City (3 Earth, 1 Fire), The Dark Crystal (2 Water)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Reef Dweller	12	11	9	10	10	11	10	8	6	2/12	10	10
Amph, DV 50												
Wpn: Coral Spear												
Atlantian Spearman	12	11	9	10	10	8	10	8	4	2/10	10	5
Amph, DV 50												
Wpn: Spear												
Shambler	22	15	7	10	11	9	10	8	3	2/11	25	1
Amph, DV 50												
Wpn: Claw, Claw												
War Shambler	22	15	12	10	13	11	10	8	5	2/11	30	8
Amph, DV 50												
Wpn: Spear												
Coral Guard	24	15	16	11	14	12	10	8	8	1/11	35	26
Amph, DV 50												
Wpn: Coral Glaive												
Deep One	14	12	4	10	12	7	8	7	3	1/9	10	1
Amph, FR 5, CR 5, DV 100												
Wpn: Claw, Bite												
Deep One Spearman	14	12	4	10	12	6	8	7	3	2/9	10	7
Amph, FR 5, CR 5, DV 100												
Wpn: Basalt Spear, Bite												
Shambler of the Deep	26	16	9	10	13	7	7	8	3	2/12	25	1
Amph, FR 5, CR 5, DV 100												
Wpn: Claw, Claw, Bite												
Warrior of the Deep	27	17	9	10	13	9	7	8	4	2/12	30	11
Amph, FR 5, CR 5, DV 100												
Wpn: Basalt Spear, Bite												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	12	11	3	10	10	9	10	8	3	2/10	20	1
Amph, Stealthy, DV 50												
Wpn: Dagger												
Coral Priest	12	11	4	10	10	9	12	8	3	2/10	45	3
Sacred, Amph, DV 50, Ldr 10												
Wpn: Coral Knife												
Shambler Chief	22	15	7	10	11	9	10	8	3	2/11	55	2
Amph, DV 50, Ldr 60												
Wpn: Coral Club												

Coral Commander	25	15	16	12	15	13	10	8	8	1/11	85	26
Amph, DV 50, Ldr 80												
Wpn: Coral Glaive												
Mother of the Deep	22	14	9	9	13	8	13	8	3	2/11	100	5
Sacred, Amph, DV 50, Ldr 40												
Wpn: Mace												
Mage of the Deep	20	14	9	9	11	11	14	8	3	2/11	220	4
Amph, DV 50, Ldr 10												
Magic: W2 (+100%FWES) (+100%FWE)												
Wpn: Quarterstaff												

Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Living Pillar	31	18	21	11	15	5	8	8	10	1/12	45	56
Sacred, Amph, FR 5, CR 5, DV 100, Castle def +2												
Wpn: Basalt Spear, Bite												

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Basalt Queen	48	20	14	12	16	5	15	8	3	2/12	325	1*
Sacred, Amph, FR 5, CR 5, Fear 5, DV 100, Ldr 160												
Wpn: Basalt Club, Bite												
Basalt King	51	21	17	12	14	10	17	8	3	2/12	445	1*
Sacred, Amph, FR 5, CR 5, Fear 5, DV 100, Ldr 10												
Magic: F1W2E3 (+100%FWE) (+10%FWE)												
Wpn: Quarterstaff												

R'LYEH, TIME OF ABOLETHS

In the deepest of oceans lives the strange fishlike race called the Aboleths. These beings are highly intelligent and the older Aboleths called Mind Lords can enslave lesser beings with the force of will alone. Having this power means they have enslaved Mermen and Deep Ones to do the daily work and to fill up the ranks of their armies. In a deep gorge the enslaved workers have built a score of small but magnificent cities for their rulers. In this gorge live the greatest of the Aboleths.

Home: The Gorge of Ancient Cities (3 Astral, 2 Water, 1 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slave Trooper	15	12	1	11	7	10	12	10	3	1/20	9	1
Aqua												
Wpn: Stone Spear												
Slave Guardian	15	12	12	11	7	9	12	10	4	1/20	9	13
Aqua												
Wpn: Trident												
Slave Trooper	10	10	1	10	7	10	12	10	3	1/22	9	2
Amph												
Wpn: Net, Stone Spear												
Slave Guardian	10	10	12	10	7	9	12	10	4	1/22	9	12
Amph												
Wpn: Spear												
Slave Trooper	12	11	2	10	7	9	10	8	3	2/9	9	2
Amph, DV 100												
Wpn: Bone Trident												
Slave Guardian	12	11	10	10	7	8	10	8	4	2/9	9	11
Amph, DV 100												
Wpn: Trident												
Slave Guardian	12	11	12	10	7	8	10	8	4	2/9	9	12
Amph, DV 100												
Wpn: Bone Trident												
Lobo Guard	13	12	2	9	50	7	5	5	3	2/8	5	1
Magic, Mind, Amph, DV 100												
Wpn: Claw												
Shambler Thrall	24	16	7	9	50	7	5	4	3	2/10	20	1
Magic, Mind, Trample, Amph, DV 50												
Wpn: Claw												
Giboleth	21	11	8	11	11	8	16	10	4	2/7	40	1
Magic, Aqua, DV 100												
Wpn: Tentacle, Tentacle, Mind Blast												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	12	11	2	10	10	9	10	8	3	2/10	25	1
Amph, Stealthy, DV 50 Wpn: Coral Knife												
Slave Prince	27	16	17	12	12	10	12	8	5	2/11	80	20
Amph, DV 50, Taskmaster +1, Ldr 80 Wpn: Trident												
Slave Priest	10	10	1	8	7	11	15	9	3	1/20	45	1
Sacred, Amph, Ldr 10 Magic: H1 Wpn: Quarterstaff												
Slave Mage	10	10	1	8	7	11	15	9	3	1/20	175	1
Amph, Ldr 10 Magic: W2S1 (+100%WESN) Wpn: Quarterstaff												
Grandmother	104	16	8	5	30	5	20	5	1	0/2	300	1
Sacred, Magic, Aqua, NNEat, PR 15, BIR, PiR, Ldr 10, MagLdr 80 Magic: S1H3 Wpn: Life Drain, Mind Blast, Mind Blast												
Aboleth	54	12	6	10	12	10	18	10	4	2/6	200	1
Magic, Aqua, DV 100, Taskmaster +2, Ldr 10, MagLdr 120 Magic: W2S2 (+100%WESD) Wpn: Life Drain, Life Drain, Mind Blast												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Gibodai	20	11	6	11	11	8	16	10	4	2/7	60	1
Sacred, Magic, Aqua, DV 100 Wpn: Life Drain, Mind Blast												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Mind Lord	84	14	3	10	12	10	20	10	4	2/6	420	1*
Magic, Aqua, DV 100, Taskmaster +3, Ldr 40, MagLdr 120 Magic: W3S3 (+100%WESD) (+10%WESD) Wpn: Soul Leech, Enslave Mind												
Abodai	50	12	4	10	12	10	18	10	4	2/6	200	1
Sacred, Magic, Aqua, DV 100, Taskmaster +2, Ldr 10, MagLdr 120 Magic: W1S2D1H1 (+100%WESD) Wpn: Life Drain, Mind Blast, Theft of Life												

Unit (coastal forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Androleth	14	11	12	10	14	8	13	10	6	2/10	40	16
Amph												
Wpn: Bronze Spear, Tentacle, Mind Blast												

Commanders (coastal forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Androdai	13	10	2	9	15	9	15	9	3	2/10	175	1
Sacred, Amph, Ldr 10, MagLdr 10												
Magic: S1H1 (+100%WESD)												
Wpn: Life Drain												

Commanders (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Polypal Mother	30	11	6	5	30	5	20	5	1	0/2	100	1
Sacred, Magic, Aqua, NNEat, PR 15, BIR, PIR, Ldr 10, MagLdr 40												
Magic: H2												
Wpn: Life Drain, Mind Blast, Mind Blast												

PELAGIA, PEARL KINGS

Pelagia was the first kingdom to form in the deeps. It is a nation of tritons, humanoid beings with fin-like legs. The tritons of the Coral Clan and the Pearl Clan have formed a kingdom and allied themselves with mermen. Under the wise rule of the ancient Pearl Kings they dominate the oceans and harvest their riches. Pearls, corals, kelp, silk and purple dyes are traded at coastal markets in Berytos. But recently other races have been stirring in the depths and new powers are forming. Wild beings of the kelp forests have spread and strange beings have emerged from the deepest seas. The Pearl Kings muster their forces and tribal tritons of the Turtle and Shark Tribes have joined forces with the triton kingdom. Tritons are unable to leave the sea, but mermen can shed their tails and walk on dry land to trade or wage war. The extensive trade with Berytos has given Pelagia a much needed ally. In the few coastal cities Pelagia has built, Berytian infantry have helped in the defense. Both tritons and mermen have mages, but only the merman mages can leave the sea, although their magical power is reduced when they do.

Home: Palace of Pearls (4 Water, 2 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Merman Net Thrower Amph Wpn: Net, Coral Spear	10	10	1	10	10	10	12	10	3	2/22	10	3
Turtle Warrior Amph Wpn: Coral Spear, Javelin	10	10	10	10	11	11	12	10	5	1/22	11	9
Turtle Tribe Triton Aqua Wpn: Coral Spear	10	10	7	10	11	11	11	10	5	1/20	10	7
Shark Tribe Triton Aqua, Berserker 2 Wpn: Coral Knife, Coral Knife, Weak Bite	10	10	5	11	11	9	11	10	4	1/20	10	3
Pelagian Militia Aqua Wpn: Coral Knife	12	12	1	9	9	8	12	10	3	1/20	8	1
Pelagian Militia Aqua Wpn: Coral Spear	12	12	1	9	9	8	12	10	3	1/20	8	2
Pelagian Soldier Aqua Wpn: Coral Spear	15	12	1	11	11	13	12	10	4	2/20	10	3
Coral Clan Soldier Aqua Wpn: Coral Spear	16	12	12	12	12	12	12	10	8	1/20	13	15
Triton Rider Recup, Aqua Wpn: Coral Lance, Alicorn	15	12	8	11	13	15	12	10	4	2/30	45	7

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Merman Scout Amph, Stealthy Wpn: Net, Pearl Spear	12	11	1	10	10	10	12	10	3	1/22	25	4
Turtle Chief Amph, Ldr 60 Wpn: Coral Spear, Javelin	12	11	11	11	13	12	12	10	5	2/22	40	10
Pelagian Captain Aqua, Ldr 80 Wpn: Pearl Spear	17	13	12	12	12	13	12	10	8	2/20	70	16
Merman Priest Sacred, Amph, Ldr 10 Wpn: Magic Staff	10	10	1	8	8	12	14	9	3	1/20	45	1
Mermage Amph, Ldr 10 Magic: W2 (+100%AWEN) Wpn: Magic Staff	10	10	1	8	11	12	15	9	3	1/20	155	1
Pearl Clan Priest Sacred, Aqua, Ldr 40 Wpn: Coral Club	12	12	1	9	9	8	14	10	3	1/20	80	2
Pearl Mage Aqua, Ldr 10 Magic: W2S1N1 (+100%AWSN) Wpn: Quarterstaff	12	12	1	9	9	11	16	10	3	1/20	195	1
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Pearl Guard Sacred, Aqua Wpn: Pearl Spear	16	12	12	12	13	14	12	10	8	1/20	20	23
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Pearl King Sacred, Aqua, Ldr 120 Magic: W4S1N1H3 (+100%ASN) (+10%AWSN) Wpn: Trident	45	15	4	13	14	12	17	10	3	2/25	485	5*

OCEANIA, COMING OF THE CAPRICORNS

Everything on land has a correspondence under water. Just like kingdoms formed on dry land, so did kingdoms form in the Sea, and just like the wild rebelled against encroaching civilization, so did the first triton kingdom suffer the wrath of the underwater wild. Oceania is an underwater realm of wild half-men, animals and guardians of the kelp forests. But Oceania is also a realm of the shores, where the stormy seas meet stable land. It is a nation of borders and transition, change and adaptability. Most of its inhabitants have the ability to change their shapes and cross the boundaries of the sea. Sirens, Capricorns and Ichtysatyr all share the ability and affinity for change and adaptability. Sirens use it to change their shape and lure the unwary to a watery grave. Capricorns and Ichtysatyr use it to raid and spread turmoil and chaos in coastal provinces. With the coming of the Awakening God the Capricorns lead the half-men in conquest above as well as beneath the waves. The dominion of the God of Oceania increases turmoil in coastal provinces.

Home: The Grove of Aphros (4 Nature, 2 Water)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ichtysatyr	12	11	2	10	8	12	13	10	3	2/24	9	2
Recup, Amph, Stealthy, Undis Wpn: Spear												
Ichtysatyr	12	11	2	10	9	15	13	10	4	2/24	9	3
Recup, Amph, Stealthy, Undis Wpn: Spear												
Ichtysatyr Warrior	12	11	9	10	9	13	13	10	5	2/24	10	7
Recup, Amph Wpn: Spear												
Ichtytaur	30	17	9	9	12	8	13	9	4	2/22	40	5
Recup, Amph, Berserker 3 Wpn: Spear												
Ichtycentaur	20	13	12	10	12	17	13	12	4	1/26	30	8
Recup, Amph Wpn: Light Lance												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ichtysatyr Scout	12	11	4	10	9	15	13	10	4	2/24	20	5
Recup, Amph, Stealthy Wpn: Spear												
Ichtysatyr Commander	12	11	12	10	9	13	13	10	5	2/24	40	9
Recup, Amph, Stealthy, Ldr 40 Wpn: Spear												
Ichtycentaur Commander	20	13	13	10	12	17	13	12	4	3/26	90	9
Recup, Amph, Ldr 80 Wpn: Light Lance												
Aphroi Hierophant	23	14	4	11	13	17	15	13	3	3/26	135	1
Sacred, Recup, Amph, Stealthy, Insp +1, Ldr 40 Magic: H1 (+100%WN) Wpn: Quarterstaff												
Siren	10	10	1	10	10	9	16	10	3	3/22	140	1
Recup, Amph, Stealthy, Air -1, Awe 3 Magic: A1W2 Wpn: Fist												
Bishop Fish	17	9	3	7	9	5	16	7	4	1/10	135	1
Sacred, Aqua, DV 50, Ldr 40 Wpn: Fist												
Capricorn	37	16	5	11	16	11	17	9	3	1/15	355	5*
Recup, Amph, Stealthy, Earth -1, Animal awe 3, Beastmaster +2, Ldr 80												

Magic: W2E1N4 (+100%AWE) (+10%AWEN)

Wpn: Trident

Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Aphroi	24	14	11	11	14	16	14	12	8	2/26	65	15

Sacred, Recup, Amph

Wpn: Light Lance

Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Aphroi Lord	26	15	14	12	15	16	14	12	8	2/26	145	17

Sacred, Recup, Amph, Insp +1, Ldr 80

Wpn: Light Lance

THERODOS, TELKHINE SPECTRE

Therodos was once a kingdom of sages and craftsmen ruled by the Telkhines, sea daimones of almost godlike powers. When the Telkhines made themselves god-kings and threatened the divine order, their entire kingdom was drowned and cast under the waves. The people of the old kingdom suffered the full wrath of the divine judgement and unaware became ghosts inhabiting the ruins of a sunken kingdom. Of the Telkhine kingdom a few islands remain, inhabited by survivors of the cataclysm. On these islands the living serve the unaware dead out of fear and respect. On the islands of the shattered kingdom also lives the Daktyloi, dwarven smiths and servants of the Telkhines. With the death of the Telkhines the Daktyloi replaced them and became revered by the Therodian ghosts. Now Therodos is drowned kingdom of ghosts and human islanders ruled by Daktyloi master smiths.

Home: Telkhinis (3 earth, 1 air, 1 water, 1 death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
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None, but ghost units will spawn in all forts in Therodos dominion

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
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Melia	15	12	10	13	13	17	16	11	6	2/12	165	21
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Sacred, Recup, Magic, PAmph, Supply +10, Awe 3, Insp +1, Ldr 80, UndLdr 80, MagLdr 40, Unrest -2

Magic: N1H1 (+100%AWE)

Wpn: Bronze Sword

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
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Kourete	15	12	13	13	13	17	13	12	6	2/14	28	23
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Sacred, Magic, PAmph

Wpn: Bronze Sword

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
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Melia	15	12	11	13	13	17	16	11	6	2/12	165	21
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Sacred, Recup, Magic, PAmph, Supply +10, Awe 3, Insp +1, Ldr 80, UndLdr 80, MagLdr 40

Magic: N1H1 (+100%AWE)

Wpn: Bronze Sword

Hekateride	15	11	0	11	12	11	18	10	2	2/12	385	1*
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Sacred, Recup, Magic, Amph, Supply +20, Awe 6, Insp +2, Ldr 40, UndLdr 80, MagLdr 40

Magic: W2N3H2 (+100%AWEN) (+10%AWEN)

Wpn: Fist

Daktyl	9	13	6	10	12	10	17	10	2	2/6	240	2*
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Sacred, Magic, Amph, Smith +1, Ldr 10, UndLdr 10, MagLdr 10

Magic: A1W1E2 (+100%FAWED) (+10%FAWED)

Wpn: Enchanted Hammer

Unit (coastal forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Therodian Archer	10	10	6	8	8	8	10	10	3	2/12	10	7
Wpn: Dagger, Short Bow												
Therodian Peltast	10	10	5	10	10	13	10	10	4	2/12	10	5
Wpn: Spear, Javelin												
Therodian Hoplite	10	10	18	10	10	8	10	10	8	1/12	10	31
Wpn: Long Spear												
Korybant	12	11	14	11	12	15	11	10	6	2/13	20	22
Sacred												
Wpn: Short Sword												

Commanders (coastal forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Therodian Scout	10	10	1	10	9	10	10	10	3	2/12	25	3
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Therodian Commander	12	11	18	11	12	9	10	10	8	1/12	40	31
Ldr 60												
Wpn: Long Spear												
Melia	15	12	10	13	13	17	16	11	6	2/12	165	21
Sacred, Recup, Magic, PAmp, Supply +10, Awe 3, Insp +1, Ldr 80, UndLdr 80, MagLdr 40												
Magic: N1H1 (+100%AWE)												
Wpn: Bronze Sword												
Kabeiros	12	11	9	10	13	8	14	10	4	2/12	125	7
Sacred, Forge Bonus 1, Resources +5, Ldr 10												
Magic: E1 (+100%FAWE)												
Wpn: Maul												

NATIONS OF THE MIDDLE ERA

ARCOSCEPHALE, THE OLD KINGDOM

Arcoscephale is an old kingdom. Although its glory days are long past, the ancient Astrologers who aided past kings in building Arcoscephale into a mighty empire have recently emerged from their centuries-old seclusion, to restore the Old Kingdom to world domination once more. Priestesses with great knowledge of healing are trained in ancient temples built during the peak of the Old Kingdom. The priestesses are able to scry upon enemy troops and provinces that are located within the God's Dominion. The war machine of ancient Arcoscephale has not changed over the past centuries. Cumbersome plate hauberks and long spears are still used and the cavalry is primitive. Elephants and chariots, unpredictable but devastating, are still popular.

Home: Tower of a Thousand Stars (4 Astral, 1 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slinger	10	10	5	8	7	8	10	10	4	1/12	7	2
Wpn: Dagger, Sling												
Peltast	10	10	5	10	10	13	10	10	4	2/12	10	6
Wpn: Spear, Javelin												
Cardaces	10	10	9	10	10	13	10	10	4	2/12	10	8
Wpn: Spear												
Hoplite	11	11	18	11	11	8	10	10	8	1/12	13	30
Wpn: Long Spear												
Hypaspist	11	11	15	11	13	13	10	10	6	2/13	16	24
Wpn: Spear												
Chariot	10	10	13	9	10	16	10	9	5	3/18	45	18
Trample												
Wpn: Spear, Short Sword												
War Elephant	64	20	11	10	9	8	6	10	3	3/18	100	20
Trample												
Wpn: Trunk												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Mounted Commander	11	10	9	10	11	14	10	10	5	3/25	55	8
Ldr 60												
Wpn: Broad Sword, Hoof												
Hoplite Commander	13	12	18	12	13	10	10	10	7	2/12	75	30
Ldr 80												
Wpn: Long Spear												
Hypaspist Commander	13	12	15	12	14	14	10	10	6	2/13	70	24
Ldr 80												
Wpn: Spear												
Strategos	13	12	18	12	15	13	10	10	9	2/13	110	30
Ldr 120												
Wpn: Short Sword												

Priestess	9	8	0	8	10	8	15	11	3	2/8	155	1
Sacred, Ldr 10												
Magic: N1H2												
Wpn: Dagger												

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Mystic	10	10	0	8	10	8	15	10	3	2/10	120	1
Research +1, Ldr 10												
Magic: S1 (+100%FWES) (+50%F) (+50%W) (+50%E)												
Wpn: Dagger												

Unit (home only)

Heart Companion	12	11	18	11	13	10	11	10	8	1/13	20	30
Sacred												
Wpn: Long Spear												

Commander (home only)

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Astrologer	10	9	0	8	9	6	15	10	5	2/10	195	1*
Fortune 5, Ldr 10												
Magic: S3 (+100%FWES) (+10%FWES)												
Wpn: Dagger												

ERMOR, ASHEN EMPIRE

Ermor was once a great empire that had conquered most of the known world. The realm crumbled as the great mages of the Empire studied dark magic under the Sauromancers of C'tis. Unaware of the dangers of dark sorcery, priests performed unholy rites in the capital city of Eldregate. But there were voices who demanded the foul practices to stop. Theurgs and Thaumaturgs foresaw the cataclysm and advised generals, governors and consuls to revolt. When the Apostate Emperor marched on Ermor itself, the Augurs and Bishops of the Empire were forced to act in concert. In one cataclysmic event, Death was let loose and the empire was shattered. The Cataclysm attracted attention from an earlier God, a dark and hungry God. The vast power of this Awakening God erased the boundaries between the land of the living and the land of the dead. Ermor is now a cursed land of ashes and darkness where nothing grows. The bones of long-dead inhabitants reassemble to form legions of undead under the leadership of the cursed priests of the old Ermorian faith. Undead legions march forth to reconquer a world once theirs. The Ermorian Dominion reanimates the dead without the aid of unholy priests. It also destroys the land, turning crops and forests into ashes and people and livestock to bones.

Home: The Unholy Sepulchre (*8/15/22 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Lictor	20	16	16	12	18	10	14	10	0	3/12	N/A	N/A
Sacred, Und, NNEat, CR 25, PR 25, Chill 3												
Wpn: Battleaxe												
Summoned by: Revive Lictor (x1), Lictorian Guard (x5), Lictorian Legion (x25)												
Longdead Legionnaire	5	11	10	11	50	13	10	10	0	3/11	N/A	N/A
Inanimate, Und, Mindless, PAmph, NNEat, CR 15, PR 25, PiR												
Wpn: Spear, Javelin												
Summoned by: Ermorian Legion (x50)												
Wailing Lady	20	12	0	10	18	15	15	12	0	3/12	N/A	N/A
Ethereal, Sacred, Und, PAmph, NNEat, CR 25, PR 25, Fear 10, Chill 3												
Wpn: Wail												
Summoned by: Revive Wailing Lady (x1), Lamentation (x5), Great Lamentation (x14)												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Censor	23	17	16	13	18	11	15	10	0	3/12	N/A	N/A
Sacred, Und, NNEat, CR 25, PR 25, Chill 3, Ldr 10, UndLdr 120												
Wpn: Battleaxe												
Summoned by: Revive Censor (x1)												
Acolyte of Eldregate	20	16	5	12	18	12	15	10	0	3/8	N/A	N/A
Sacred, Und, NNEat, CR 25, PR 25, Chill 3, Ldr 10, UndLdr 80												
Wpn: Poisoned Claw												
Summoned by: Revive Acolyte (x1)												
Bishop of Eldregate	23	17	5	13	18	13	16	10	0	3/8	N/A	N/A
Sacred, Und, NNEat, CR 25, PR 25, Chill 3, Ldr 10, UndLdr 120												
Wpn: Poisoned Claw												
Summoned by: Revive Bishop (x1)												
Arch Bishop of Eldregate	25	18	5	13	18	13	17	10	0	3/8	N/A	N/A
Sacred, Und, NNEat, CR 25, PR 25, Chill 3, Ldr 10, UndLdr 160												
Wpn: Rod of Death												
Summoned by: Revive Arch Bishop (x1)												

Spectator	25	13	0	10	18	16	16	12	0	3/12	N/A	N/A
Ethereal, Und, PAmph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 10, UndLdr 10												
Magic: D2												
Wpn: Life Drain												
Summoned by: Revive Spectator (x1)												
Dusk Elder	30	14	1	10	16	17	17	12	0	3/12	N/A	N/A
Ethereal, Und, PAmph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 10, UndLdr 40												
Magic: F1S1D3?1												
Wpn: Life Drain												
Summoned by: Revive Dusk Elder (x1)												

SCELERIA, THE REFORMED EMPIRE

Sceleria is a splinter empire of the great Empire of Ermor. As dark arts were practiced in the heart of the Empire, a new order of Thaumaturgs emerged. Guided by the stars and knowledge of the Underworld, they foresaw the Cataclysm that would destroy the empire and led the emperor's twin brother in rebellion. The great empire was torn apart in a civil war that ended with the siege of Ermor. In desperation the Augurs and Bishops let Death loose, and everything went still. The great city of Eldregate and everything within leagues became an ashen waste. Ermor was no more, and the provinces of the old empire formed into new kingdoms and lesser empires. The twin brother of the last Ermorian emperor claimed the imperial crown. With the aid of the Thaumaturgs he reformed the empire and built a new capital named to always be a reminder of the wickedness that brought the great empire down. Now Sceleria is an empire permeated with the Death Cult of the Thaumaturgs. While the young kingdom of Marignon uses fire and faith to hold Death at bay, Sceleria trusts in the Laws of Death itself to persevere. The Thaumaturgs of Sceleria regard themselves as defenders of the living world and the last hope for mankind. With litanies and masses for the dead, they prevent the spread of the shadow by reanimating the dead under strict control. Now the dead serve the living and fight their wars

The war machine of Sceleria is based on the old legionnaire army of Ermor with the added might of the walking dead.

Home: Temple of the Dead (3 Death), Temple of the Spheres (1 Astral), Campus Sceleris (1 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slinger	10	10	5	8	7	8	10	10	4	1/12	7	2
Wpn: Dagger, Sling												
Velite	10	10	7	10	10	15	10	10	5	2/12	10	10
Wpn: Spear, Javelin												
Alae Legionnaire	10	10	13	10	10	14	10	10	7	2/12	10	20
Wpn: Spear, Javelin												
Hastatus	10	10	13	10	11	16	10	10	7	2/12	11	21
Wpn: Short Sword, Javelin												
Principe	11	10	13	11	12	17	10	11	7	2/12	14	21
Wpn: Short Sword, Javelin												
Triarius	11	10	18	12	13	12	10	11	10	1/12	16	29
Wpn: Long Spear												
Praetorian Guard	13	12	18	13	14	15	10	10	10	1/12	20	30
Wpn: Broad Sword												
Standard	10	10	13	10	10	16	10	10	7	2/12	20	21
Wpn: Short Sword, Javelin												
Retiarius	12	12	12	11	14	11	10	10	4	2/10	8	1
Wpn: Trident, Net												
Gladiator	12	12	12	11	14	9	10	10	4	2/10	8	1
Wpn: Flail												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Assassin	10	11	5	13	13	15	11	13	3	2/12	60	4
Stealthy, Assassin												
Wpn: Short Sword, Poison Dagger												
Centurion	12	10	15	11	12	12	10	10	5	2/12	70	21
Ldr 80												
Wpn: Short Sword												

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Legatus Legionis	13	11	15	12	14	13	10	10	5	2/12	110	21
Ldr 120 Wpn: Short Sword												
Scelerian Cultist	10	9	0	8	10	8	14	10	4	2/10	45	1
Sacred, Ldr 10, UndLdr 10 Wpn: Dagger												
Thaumaturg	9	10	0	11	13	10	15	10	3	2/10	110	1
Sacred, Ldr 10 Magic: S1D1H2 Wpn: Dagger												
Unit (home only)												
Lictor	12	11	14	12	14	9	11	10	7	1/12	26	21
Sacred, Patrol +2 Wpn: Lictor Axe												
Shadow Vestal	9	9	0	12	12	16	15	10	2	3/13	35	6
Ethereal, Sacred, Und, NNEat, Stealthy Wpn: Shadow Spear												
Commander (home only)												
Censor	14	12	14	13	15	10	12	10	7	2/12	90	21
Sacred, Patrol +10, Ldr 40, UndLdr 80 Wpn: Lictor Axe												
Grand Thaumaturg	8	10	0	12	14	14	17	12	4	1/10	300	1*
Sacred, Ldr 10 Magic: S2D2H3 (+100%AWSD) (+10%AWSD) Wpn: Quarterstaff												

PYTHIUM, EMERALD EMPIRE

The Emerald Empire of Pythium is a splinter empire of the great Empire of Ermor. As dark arts were practiced in the heart of the Empire, the stars warned the Theurgs of Pythia to flee the impending doom. They led Pythia away from the falling Empire and formed an imperial theocracy under their wise rule. But this was not enough to save them. As Ermor crumbled, the provinces of Pythium rebelled and broke away from their old masters. The Emperor of Pythium could not reclaim the rebelling lands and the power of the Emerald Empire diminished over the centuries.

The war machine of Pythium is based on the old legionnaire army of Ermor with some minor modifications. During Ermorian times, part of the Pythian lands were under the sway of the Sauromatian tribes. The Androphags used hydras of the Pythian Marshes in warfare. For a long time hydras were only used in the Pythian arenas, but now the old practice has been adopted along with the usage of serpent mounts.

Home: Cathedral of the Spheres (5 Astral, 2 Air, 1 Water), Swamps of Pythia

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slinger	10	10	5	8	7	8	10	10	4	1/12	7	2
Wpn: Dagger, Sling												
Velite	10	10	7	10	10	15	10	10	5	2/12	10	10
Wpn: Spear, Javelin												
Alae Legionnaire	10	10	13	10	10	14	10	10	7	2/12	10	20
Wpn: Spear, Javelin												
Hastatus	10	10	13	10	11	16	10	10	7	2/12	11	21
Wpn: Short Sword, Javelin												
Principe	11	10	13	11	12	17	10	11	7	2/12	14	21
Wpn: Short Sword, Javelin												
Triarius	11	10	18	12	13	12	10	11	10	1/12	16	29
Wpn: Long Spear												
Emerald Guard	13	12	18	13	14	15	10	10	9	1/12	25	30
Wpn: Broad Sword												
Standard	10	10	13	10	10	16	10	10	7	2/12	20	21
Wpn: Short Sword, Javelin												
Serpent Cataphract	12	12	18	12	12	15	10	8	3	2/16	60	56
Wpn: Light Lance, Poisonous Bite												
Retiarius	12	12	12	11	14	11	10	10	4	2/10	8	1
Wpn: Trident, Net												
Gladiator	12	12	12	11	14	9	10	10	4	2/10	8	1
Wpn: Flail												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Assassin	10	11	5	13	13	15	11	13	3	2/12	60	4
Stealthy, Assassin												
Wpn: Short Sword, Poison Dagger												
Centurion	12	10	15	11	12	12	10	10	5	2/12	70	21
Ldr 80												
Wpn: Short Sword												
Legatus Legionis	13	11	15	12	14	13	10	10	5	2/12	110	21
Ldr 120												
Wpn: Short Sword												

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Emerald Lord	15	13	18	15	16	17	12	10	9	2/12	90	30
Ldr 80												
Wpn: Broad Sword												
Serpent Lord	15	13	18	14	15	16	11	8	3	2/16	90	56
Ldr 60												
Wpn: Light Lance, Poisonous Bite												
Theurg Communicant	10	10	0	8	12	8	13	8	4	2/10	35	1
Sacred, Ldr 10												
Wpn: Dagger												
Battle Deacon	11	10	15	11	12	10	12	10	5	2/12	65	19
Sacred, Ldr 40												
Wpn: Mace												
Theurg Acolyte	10	10	0	8	12	8	13	8	3	2/10	70	1
Sacred, Ldr 10												
Magic: S1H1												
Wpn: Dagger												
Theurg	9	10	1	11	13	9	15	10	4	2/10	215	2
Sacred, Fortune 2, Ldr 10												
Magic: A1W1S2H2												
Wpn: Mace												
Units (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Battle Vestal	9	9	0	12	12	16	11	10	4	2/13	15	4
Sacred												
Wpn: Spear												
Hydra Hatchling	25	12	4	12	11	9	12	5	3	1/7	35	1
SS, FR -10, PR 25, BIR, PiR, Regen 10, Poison cloud 4, Undis												
Wpn: Lesser Heads, Great Head												
Hydra	80	16	8	14	15	12	14	5	3	1/7	250	1(*1)
SS, FR -10, PR 25, BIR, PiR, Regen 10, Fear 5, Poison cloud 8, Undis												
Wpn: Lesser Head, Lesser Head, Lesser Head, Lesser Head, Great Head												
Commanders (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Hydra Tamer	11	11	8	11	16	12	10	10	3	2/11	25	10
SS, PR 15, Beastmaster +2, Ldr 10												
Wpn: Trident, Net												
Arch Theurg	8	10	1	12	14	12	17	12	6	1/10	390	1*
Sacred, Fortune 5, Ldr 10												
Magic: A2W1S3H3 (+100%FAWS) (+10%FAWS)												
Wpn: Quarterstaff												

MAN, TOWER OF AVALON

The realm of Man is a feudal kingdom. Their kingdom was established by conquering a race of tall and magically powerful beings known as the Tuatha. When the Tuatha were destroyed, their greatest treasure was found: The magical Forest of Avalon. Hidden deep within was great magic. The Witches of Man entered the forest, learned the old lore, and helped Man to grow in power and influence. The infantry of Man is limited and lacks heavy troops. Their regular armies most often consist of powerful knights and skilled longbowmen. The Witches train their own special troops, the Wardens and Knights of Avalon. These troops are very skilled and are also gather and record knowledge in the monasteries scattered throughout the land. Descendants of the Logrian people displaced by the Witches and their servants dwell in outside the fortified castles of the nobility.

Home: Forest of Avalon (3 Nature), Tower of Avalon (2 Air)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Forester FS, Stealthy, Patrol +1 Wpn: Axe, Dagger, Short Bow	10	10	8	10	10	8	10	12	4	2/12	12	7
Spearman Wpn: Spear	10	10	9	10	10	13	10	10	4	2/12	10	9
Longspear Wpn: Long Spear	10	10	11	10	10	11	10	10	5	1/12	10	13
Logrian Warrior Wpn: Axe	12	11	13	11	11	10	10	10	6	2/12	12	14
Longbowman Wpn: Short Sword, Long Bow	10	11	5	10	10	12	10	12	3	2/12	12	7
Tower Guard Castle def +1 Wpn: Broad Sword	11	10	13	11	11	14	10	10	5	1/12	13	18
Logrian Cavalry Wpn: Light Lance	12	11	12	11	11	14	10	10	4	3/24	30	18
Knight of Man Wpn: Broad Sword, Lance, Hoof	12	12	18	12	13	16	10	10	5	2/20	45	51
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Royal Forester FS, Stealthy, Patrol +5, Ldr 10 Wpn: Axe, Axe, Short Bow	12	10	8	11	11	8	10	13	4	2/12	40	8
Castellan Ldr 80 Wpn: Broad Sword	12	10	16	11	12	13	10	10	6	2/12	70	22
Monk Sacred, Stealthy, Ldr 10 Wpn: Fist	9	9	0	8	9	7	13	10	4	2/10	25	1
Bard FS, Stealthy, Spy, Ldr 10 Magic: N1 Wpn: Broad Sword	10	10	4	10	10	11	12	11	3	2/12	75	5
Daughter of Avalon FS, Sacred, Ldr 10 Magic: N1 (+100%AN) Wpn: Dagger	9	9	0	8	10	8	13	11	3	2/9	85	1

Mother of Avalon	9	9	0	8	11	8	15	11	3	2/9	195	1
FS, Sacred, Stealthy, Ldr 40												
Magic: N1H1 (+100%AN) (+100%AN) (+20%WE)												
Wpn: Dagger												
Units (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slinger	10	10	5	8	7	8	10	10	4	1/12	7	2
Wpn: Dagger, Sling												
Logrian Warrior	12	11	13	11	11	10	10	10	6	2/12	12	14
Wpn: Axe												
Logrian Cavalry	12	11	12	11	11	14	10	10	4	3/24	30	18
Wpn: Light Lance												
Commanders (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Monk	9	9	0	8	9	7	13	10	4	2/10	25	1
Sacred, Stealthy, Ldr 10												
Wpn: Fist												
Logrian Wise Man	12	11	11	9	11	11	13	10	4	2/12	90	7
Ldr 10												
Magic: E1 (+100%FAEN)												
Wpn: Quarterstaff												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Warden of Avalon	14	13	18	12	14	10	12	10	6	1/12	26	28
FS, Sacred, Stealthy												
Wpn: Great Sword												
Knight of Avalon	14	12	18	12	14	17	13	10	5	3/30	65	56
FS, Recup												
Wpn: Broad Sword, Lance, Alicorn, Hoof												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Lord Warden	20	14	18	13	16	11	13	10	5	2/12	160	29
FS, Sacred, Stealthy, Ldr 80												
Wpn: Broad Sword, Broad Sword												
Knight Commander of Avalon	15	12	18	13	15	17	14	10	5	3/30	125	56
FS, Recup, Ldr 80												
Wpn: Broad Sword, Lance, Alicorn, Hoof												
Daughter of Avalon	9	9	0	8	10	8	13	11	3	2/9	85	1
FS, Sacred, Ldr 10												
Magic: N1 (+100%AN)												
Wpn: Dagger												
Crone of Avalon	9	9	0	8	12	8	16	11	3	1/9	335	1*
FS, Sacred, Ldr 10												
Magic: A2N3H1 (+100%AWEN) (+10%AWEN)												
Wpn: Dagger												

ERIU, LAST OF THE TUATHA

When men came to the land of the Tuatha and the Fir Bolg, there was a drawn out battle which ended with the defeat and total withdrawal of the Tuatha. The Land of the Ever Young was forever lost to this world and Avalon was taken by the Witches of Man. The Sidhe, descendants of the Tuatha, retreated into strange twilight realms with entrances hidden in ancient mounds. The land of the Fir Bolg was split by the invading forces: Man and their of Milesian ancestry, but a few Fir Bolg still survive in remote villages. With the coming of the New God, the Daoine Sidhe have re-emerged from their magical mounds to lead the Milesians. Eriu is now a nation of humans and Fir Bolg led by the awakening Sidhe.

Home: Mound of Ancient Kings (3 Air, 2 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Milesian Slinger Wpn: Dagger, Sling	10	10	5	8	7	8	11	10	4	1/12	7	2
Milesian Spearman Wpn: Spear	10	10	9	10	10	13	11	10	4	2/12	10	9
Milesian Longspear Wpn: Long Spear	10	10	11	10	10	11	11	10	5	1/12	10	13
Milesian Swordsman Wpn: Broad Sword	10	10	13	10	10	13	11	10	5	2/12	10	18
Fir Bolg Slinger Wpn: Dagger, Sling	13	11	4	10	10	11	13	12	4	2/13	11	2
Fir Bolg Wpn: Axe	13	11	7	12	11	14	13	12	5	2/13	13	9
Fir Bolg Wpn: Spear, Javelin	13	11	7	12	11	15	13	12	5	2/13	13	10
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Milesian Scout FS, MS, Stealthy Wpn: Dagger, Short Bow	10	10	5	10	10	10	11	10	3	2/12	25	4
Milesian Champion Ldr 60 Wpn: Broad Sword	12	10	16	11	12	13	11	10	6	2/12	40	22
Fir Bolg Champion Ldr 60 Wpn: Broad Sword, Javelin	13	11	7	13	11	16	13	12	5	2/13	40	12
Milesian Monk Sacred, Ldr 10 Wpn: Fist	9	9	0	8	9	7	13	10	4	2/10	35	1
Bard FS, Stealthy, Spy, Ldr 10 Magic: N1 Wpn: Broad Sword	10	10	4	10	10	11	12	11	3	2/12	75	5
Sidhe Champion FS, Glamour, Sacred, Stealthy, DV 50, Ldr 60 Magic: A1N1H1 Wpn: Golden Sword, Javelin	14	12	10	13	13	17	15	13	5	2/13	135	19
Sidhe Lord FS, Glamour, Sacred, Stealthy, DV 50, Ldr 80 Magic: A2N1H2 Wpn: Golden Lance, Hoof, Javelin	15	13	10	14	14	21	17	14	4	3/26	265	16

Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Daoine Sidhe	13	12	10	12	12	15	14	12	5	2/13	35	12
FS, Glamour, Sacred, Stealthy, DV 50												
Wpn: Spear, Javelin												

Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Tuatha	15	13	10	14	14	22	18	14	4	3/36	440	22*
FS, Glamour, Sacred, Stealthy, DV 50, Ldr 120												
Magic: A3N2H2 (+100%AWEN) (+10%AWEN)												
Wpn: Golden Lance, Hoof, Javelin												

Bean Sidhe	13	12	1	12	10	14	15	12	3	2/13	200	1
FS, Glamour, Sacred, Stealthy, DV 50, Ldr 10												
Magic: A1W1N1 (+100%AWEN)												
Wpn: Dagger												

ULM, THE FORGES OF ULM

Ulm is a young kingdom, risen from the Ulmic tribes conquered by the fallen Empire of Earmor. From the ashes of Earmor emerged a new kingdom true to its ancient legacy, the Enigma of Steel. Where Marignon relied on religion to build a kingdom, Ulm relied on steel. The mines of Ulm are famous for their riches and the smiths of Ulm work the iron into the blacksteel armor used by the knights and infantry of Ulm. The people of Ulm are heavily built by human standards. Their infantry use full chain or plate armor made of blacksteel. The feared Black Knights of Ulm are the most heavily armored troops known to man. The leaders of Ulm have never approved of magic and only the Master Smiths are allowed to use it. The smiths are used to working in conditions that are magically unfavorable and are therefore not adversely affected by provinces that have a strong Drain dominion. The smiths craft armor and weaponry for lords and kings, but the strength of steel is preferred over magic. Even religion is of secondary importance in Ulm, though an Iron Cult that worships steel in a more devout fashion has emerged in recent times.

Home: The Keep of Ulm, The Forges of Ulm (5 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
War Dog	8	7	15	11	11	8	5	5	6	3/20	7	7
Undis												
Wpn: Bite												
Crossbowman	12	11	14	10	10	11	9	10	4	1/12	10	24
Wpn: Short Sword, Arbalest												
Infantry of Ulm	12	11	18	10	10	7	9	10	5	1/12	10	24
Wpn: Battleaxe												
Black Plate Infantry	12	11	21	10	11	6	9	10	6	1/12	10	34
Wpn: Battleaxe												
Infantry of Ulm	12	11	18	10	10	5	9	10	5	1/12	10	24
Wpn: Flail												
Black Plate Infantry	12	11	21	10	11	4	9	10	6	1/12	10	34
Wpn: Flail												
Infantry of Ulm	12	11	18	10	10	6	9	10	5	1/12	10	22
Wpn: Maul												
Black Plate Infantry	12	11	21	10	11	5	9	10	6	1/12	10	32
Wpn: Maul												
Infantry of Ulm	12	11	18	10	10	11	9	10	7	1/12	10	26
Wpn: Hammer												
Black Plate Infantry	12	11	21	10	11	10	9	10	8	1/12	10	36
Wpn: Hammer												
Infantry of Ulm	12	11	18	10	10	10	9	10	7	1/12	10	26
Wpn: Morningstar												
Black Plate Infantry	12	11	21	10	11	9	9	10	8	1/12	10	36
Wpn: Morningstar												
Pikeneer	12	11	18	10	11	6	9	10	5	1/12	10	23
Wpn: Pike												
Black Plate Pikeneer	12	11	21	10	12	5	9	10	6	1/12	10	33
Wpn: Pike												
Black Knight	15	13	21	12	14	13	9	10	4	2/18	50	63
Wpn: Morningstar, Lance, Hoof												
Sapper	12	11	14	10	10	7	9	10	4	1/12	20	33
Siege +5												
Wpn: Pick Axe, Crossbow												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Spy Stealthy, Spy Wpn: Broad Sword	10	10	5	10	10	11	10	10	3	2/12	60	5
Commander of Ulm Ldr 80 Wpn: Hammer	14	11	18	11	12	12	9	10	7	2/12	70	26
Commander of Ulm Ldr 80 Wpn: Hammer	14	11	21	11	12	11	9	10	8	2/12	70	36
Commander of Ulm Ldr 80 Wpn: Morningstar	14	11	18	11	12	11	9	10	7	2/12	70	26
Commander of Ulm Ldr 80 Wpn: Morningstar	14	11	21	11	12	10	9	10	8	2/12	70	36
Black Lord Ldr 80 Wpn: Morningstar, Lance, Hoof	17	14	21	13	16	13	9	10	4	2/18	110	63
Siege Engineer Siege +40, Ldr 10 Wpn: Stick	12	9	0	8	10	8	9	8	4	2/12	60	50
Master Smith Forge Bonus 2, Resources +10, Mundane researcher, Ldr 40 Magic: F1E2 (+20%FAES) Wpn: Maul	12	11	10	10	13	8	14	10	4	2/12	135	7
Black Acolyte Sacred, Ldr 10 Wpn: Dagger	12	11	0	8	10	8	12	10	4	2/10	45	1
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Guardian Castle def +2 Wpn: Black Halberd	14	12	21	12	14	5	9	10	6	1/12	20	40
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Black Priest Sacred, Inquisitor, Ldr 40 Magic: E1H2 (+10%FAES) Wpn: Maul	12	11	1	8	11	7	13	10	4	2/8	100	2
Priest Smith Sacred, Forge Bonus 1, Resources +10, Mundane researcher, Ldr 10 Magic: F1E2H1 Wpn: Maul	12	11	10	10	9	8	14	10	4	2/12	175	7
Lord Guardian Halt heretic 3, Castle def +2, Ldr 80 Wpn: Black Halberd	16	13	21	13	16	6	10	10	6	2/12	80	40

MARIGNON, FIERY JUSTICE

Marignon is a feudal theocracy. The Inquisition controls all aspects of the country, including warfare. The feudal lords pay tithes and tax the peasants, but all political decisions are made solely by the Church. Marignon rose out of the ashes of Earmor and has succeeded in holding the shadow of the fallen empire at bay through religious zeal and austerity. The widespread fanaticism in Marignon has done wonders for its survival thus far. The heavy infantry of Marignon is armed with large weapons such as great swords and halberds. All units carry the bright red-and-orange livery of Marignon. The Inquisitors of Marignon are trained in the House of Fiery Justice together with Witch Hunters. The Witch Hunters are mage-priests who use Astral magic.

Home: The House of Fiery Justice (4 Fire, 1 Astral)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Crossbowman Wpn: Mace, Crossbow	10	10	7	10	11	10	10	10	3	2/12	10	8
Swordsman Wpn: Great Sword	10	10	14	10	11	11	10	10	5	2/12	10	23
Halberdier Castle def +1 Wpn: Halberd	10	10	14	10	11	10	10	10	5	2/12	10	22
Pikeneer Wpn: Pike	10	10	14	10	11	8	10	10	5	2/12	10	20
Man at Arms Wpn: Broad Sword	11	10	16	11	12	13	10	10	6	1/12	14	22
Flagellant Sacred Wpn: Flail	9	11	0	8	14	6	10	8	3	2/12	10	4
Royal Guard Wpn: Broad Sword, Lance, Hoof	12	11	21	12	14	16	10	10	5	2/22	45	59
Knight of the Chalice Sacred Wpn: Broad Sword, Lance, Hoof	14	12	18	13	14	15	12	10	5	2/20	55	56
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout FS, MS, Stealthy Wpn: Dagger, Short Bow	10	10	5	10	10	10	10	10	3	2/12	25	4
Assassin Stealthy, Assassin Wpn: Short Sword, Poison Dagger	10	11	5	13	13	15	11	13	3	2/12	60	4
Troubadour Stealthy, Spy, Seduction, Ldr 10 Wpn: Broad Sword	10	10	4	10	10	11	12	11	3	2/12	80	5
Paladin Sacred, Ldr 80 Wpn: Broad Sword, Lance, Hoof	15	13	18	13	16	16	12	10	5	2/20	155	61
Friar Sacred, Stealthy, Ldr 40 Wpn: Dagger	9	9	0	9	11	9	13	10	3	2/10	45	1
Inquisitor Sacred, Inquisitor, Ldr 80 Magic: F1H2 Wpn: Dagger	9	9	0	9	13	8	15	10	4	2/10	135	1

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Initiate	10	9	0	10	12	10	13	10	4	2/10	45	1
Ldr 10												
Magic: F1												
Wpn: Dagger												
Witch Hunter	10	10	0	11	14	10	16	10	4	2/10	185	2
Sacred, Patrol +10, Ldr 40												
Magic: F2S1H1												
Wpn: Mace												
Unit (outside forts)												
	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Flagellant	9	11	0	8	14	5	10	8	3	2/12	10	4
Sacred												
Wpn: Flail												
Commander (outside forts)												
	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Friar	9	9	0	9	11	9	13	10	3	2/10	45	1
Sacred, Stealthy, Ldr 40												
Wpn: Dagger												
Commander (home only)												
	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
High Inquisitor	10	10	0	8	16	6	16	11	6	2/10	190	1*
Sacred, Inquisitor, Ldr 120												
Magic: F1H3												
Wpn: Dagger												
Grand Master	10	10	0	12	11	9	18	10	7	1/10	370	2*
Sacred, Ldr 80												
Magic: F3S2H2 (+100%FAES) (+10%FAES)												
Wpn: Mace												

MICTLAN, REIGN OF THE LAWGIVER

Mictlan is an ancient tribal empire that has been isolated for centuries. The foul practices of the priest-kings of Mictlan have caused most neighbors to leave or face slavery or death by sacrifice. Since the dawn of the kingdom, blood has been spilled in the temples of the capital. Now a new era has dawned and the isolation is broken with the coming of the Lawgiver. The Blood Cult has been abolished and the priests now follow the Lawgiver. Isolation has made Mictlan a backward nation and its warriors use archaic weaponry and armor. The armies are mainly composed of slaves from newly conquered lands. The mage-priests of Mictlan celebrate the two Faces and the two Dominions of the Lawgiver, namely the Sun and the Moon, the Rain and the Forest.

**Home: Temple of the Moon (1 Astral), Temple of the Sun (1 Fire),
High Temple of the Sky and the Rain (1 Water, 1 Air), High Temple of the land (1 Nature)**

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Warrior	10	10	0	10	10	13	10	10	4	2/12	9	2
FS												
Wpn: Spear, Sling												
Warrior	10	10	9	10	10	12	10	10	5	2/12	9	8
FS												
Wpn: Spear, Sling												
Warrior	10	10	9	10	10	12	10	10	5	2/12	9	10
FS												
Wpn: Spear, Javelin												
Warrior	10	10	12	10	10	12	10	10	6	1/12	9	13
FS												
Wpn: Mace, Javelin												
Feathered Warrior	10	10	12	11	11	13	10	10	6	1/12	18	13
FS												
Wpn: Mace, Javelin												
Moon Warrior	12	10	13	11	12	11	12	10	5	1/12	12	14
FS, DV 50												
Wpn: Obsidian Club Sword												
Eagle Warrior	12	10	7	11	11	10	10	10	4	2/12	15	3
FS, Sacred												
Wpn: Spear, Dagger												
Commanders												
Scout	10	10	1	10	10	13	10	10	4	2/12	25	2
FS, MS, Stealthy												
Wpn: Spear, Sling												
Tribal King	13	11	12	12	14	11	10	10	6	2/12	90	15
FS, Sacred, Taskmaster +1, Ldr 80												
Wpn: Obsidian Club Sword, Javelin												
Mictlan Priest	10	10	0	10	10	10	13	10	3	2/12	65	1
FS, Sacred, Ldr 10												
Magic: H1 (+100%FWSN)												
Wpn: Dagger												
Nahualli	10	10	0	10	9	10	13	10	3	2/12	125	1
FS, Shapechanger, Ldr 10												
Magic: S1N2 (+10%SDNB)												
Wpn: Dagger												

Sky Priest	10	10	0	10	10	10	15	10	3	2/12	70	1
FS, Sacred, Patrol +10, Ldr 10												
Magic: A1H1 (+10%FWSN)												
Wpn: Dagger												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Sun Warrior	12	10	13	11	12	13	10	10	7	1/12	18	15
FS, Sacred												
Wpn: Hatchet, Javelin												
Jaguar Warrior	12	11	7	11	12	11	10	10	4	2/12	26	4
FS, Sacred												
Wpn: Obsidian Club Sword												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Moon Priest	10	10	0	10	10	10	16	10	3	2/12	125	1
FS, Sacred, Ldr 10												
Magic: S2H2												
Wpn: Dagger												
Sun Priest	10	10	0	10	12	10	15	10	3	2/12	135	1
FS, Sacred, Ldr 40												
Magic: F2H2												
Wpn: Dagger												
Rain Priest	10	10	0	10	10	10	15	10	3	2/12	125	1
FS, Sacred, Ldr 10												
Magic: W2H2												
Wpn: Dagger												
High Priest of the Sky	10	10	0	10	14	10	16	10	3	2/12	225	1
FS, Fly, Sacred, Patrol +20, Ldr 40												
Magic: A2H3 (+100%FWSN) (+10%FAWSN)												
Wpn: Dagger												
Priest King	15	11	3	12	14	13	16	10	3	2/12	210	5
FS, Sacred, Taskmaster +1, Ldr 120												
Magic: N2H3 (+10%FAWSN)												
Wpn: Obsidian Club Sword												
Couatl	20	11	5	14	14	9	17	12	3	2/10	300	1*
FS, SS, Fly, Sacred, MagB PR 15, Insp +1, Ldr 80, MagLdr 40												
Magic: S3N1H2 (+100%AN) (+100%AN) (+10%ASN)												
Wpn: Venomous Fangs												

T'IENT CH'I, IMPERIAL BUREAUCRACY

The Celestial Empire of T'ien Ch'i is ancient. Since the founding of the Empire, peace has reigned and a Bureaucracy of great efficiency has evolved. Ministers and officials chosen by skill rather than birth govern the Empire. The Emperor and his family are considered divine, but are not involved in the administration. The cavalry of T'ien Ch'i is well known and the infantry is varied and versatile. The eunuchs who run the Bureaucracy are able to conscript troops for the defense of provinces as part of the taxes due to the Emperor. A magic tradition called The Way is practiced by hermits and scholars in the kingdom. Prominent Masters of the Way come to the Heavenly Gate in the capital to be ordained as Celestial Masters. These mage-priests can summon heavenly beings from the Celestial Sphere to serve the Empire.

Home: The Heavenly Gate (2 Astral, 1 Air), The Celestial City (1 Earth, 1 Air)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Archer	10	10	10	8	10	9	10	10	4	2/12	10	12
Wpn: Short Sword, Composite Bow												
Footman	10	10	10	10	10	8	10	10	4	2/12	10	9
Wpn: Pike												
Footman	10	10	10	10	10	10	10	10	4	2/12	10	11
Wpn: Glaive												
Footman	10	10	10	10	10	14	10	10	6	2/12	10	11
Wpn: Spear												
Ministry Footman	10	10	11	10	11	15	10	10	6	2/12	12	14
Wpn: Spear												
Ministry Guardsman	10	10	11	11	11	10	10	10	4	2/12	12	14
Wpn: Glaive												
Imperial Archer	10	10	15	10	12	10	10	11	6	1/12	13	21
Wpn: Short Sword, Composite Bow												
Imperial Crossbowman	10	10	15	10	12	10	10	11	6	1/12	13	21
Wpn: Short Sword, Crossbow												
Imperial Footman	10	10	15	11	12	14	10	10	8	1/12	13	20
Wpn: Spear												
Imperial City Guard	10	10	15	11	13	10	10	10	6	1/12	14	20
Patrol +2												
Wpn: Glaive												
Imperial Guard	10	10	15	11	13	15	10	10	8	1/12	15	23
Wpn: Falchion												
Horseman	10	10	10	10	10	12	10	8	4	3/24	20	11
Wpn: Light Lance, Composite Bow												
Heavy Horseman	10	10	15	10	11	13	10	8	5	3/23	35	21
Wpn: Light Lance, Hoof, Composite Bow												
Imperial Horseman	10	10	15	11	12	15	10	8	5	2/22	40	29
Wpn: Falchion, Lance, Hoof												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
General	10	10	15	12	13	16	10	8	5	3/22	85	41
Ldr 80												
Wpn: Falchion, Lance, Hoof, Composite Bow												

Eunuch	10	10	3	8	10	8	10	10	3	2/8	35	5
Patrol +15, Tax collector, Defence organizer, Ldr 40												
Wpn: Yak Tail Fly Whisk												
Imperial Consort	9	8	0	8	10	7	10	11	3	2/8	70	1
Stealthy, Spy												
Wpn: Fist												
Ceremonial Master	9	9	2	8	10	8	13	10	3	2/8	45	3
Sacred, Fortune 5, Ldr 10												
Wpn: Yak Tail Fly Whisk												
Minister of Rituals	10	9	3	8	10	8	14	10	3	2/8	70	5
Sacred, Fortune 5, Bringer of fortune 2, Ldr 10												
Wpn: Yak Tail Fly Whisk												
Master of the Way	9	9	0	8	10	8	15	10	3	2/8	135	1
Sacred, NNEat, Ldr 10												
Magic: W1H1 (+100%AWSN)												
Wpn: Dagger												
Apothecary	9	9	0	8	8	8	13	10	3	2/8	65	2
PR 5, Disease healer 1, Ldr 10												
Magic: N1												
Wpn: Pestle, Poison Darts												
Alchemist of the Five Elements	9	9	2	8	8	7	14	10	4	1/8	85	2
PR 8, Disease healer 1, Alchemist 25, Ldr 10												
Magic: N1 (+100%FAWE) (+10%FAWEN)												
Wpn: Pestle												
Minister of Magic	9	9	4	8	8	10	14	10	3	2/8	65	4
Research +4, Ldr 10												
Magic: (+100%AWES) (+10%AWES)												
Wpn: Bamboo Rod												
Imperial Geomancer	9	9	4	8	8	9	14	10	4	2/8	65	4
Fortune 5, Ldr 10												
Magic: E1S1												
Wpn: Bamboo Rod												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Red Guard	12	10	15	13	15	17	12	10	4	2/20	55	38
Sacred												
Wpn: Falchion, Lance, Hoof												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Prince General	13	11	15	14	16	18	13	10	4	3/22	240	38
Sacred, Ldr 120												
Wpn: Falchion, Lance, Hoof												
Imperial Alchemist	9	9	5	8	8	8	15	10	3	2/8	220	4*
PR 8, Disease healer 2, Alchemist 50, Ldr 10												
Magic: F1A1W1E1N2 (+100%FAWE) (+10%FAWEN)												
Wpn: Pestle												
Celestial Master	10	10	4	8	10	8	16	11	3	1/8	275	5*
Sacred, Ldr 10												
Magic: A1W2E1S1H2 (+100%AWSN) (+10%AWSN)												
Wpn: Yak Tail Fly Whisk												

MACHAKA, REIGN OF SORCERORS

Machaka is an old sacral kingdom where the well-being of the land is thought to be dependent on the will of the king. The king is the highest priest of the kingdom, but should he fail in his duties, he is sacrificed and replaced by one of his numerous sons or brothers. The priests of the kingdom are the true rulers of the land. Religious ceremonies, judicial tasks and the gathering of intelligence are all performed by the Eyes, Ears, and Voices of the Lord. Only warfare is handed over to secular commanders. Machaka uses light infantry, archers and heavy hoplites second only to those of Arcoscephale. In the forests of Machaka, giant spiders are caught and used as mounts. One other area is left untouched by the priests: Magic. Simple witch doctors living outside villages grudgingly serve the priests. In the depths of the God Forest lies a lonely mountain filled with caves. Here resides the true power of Machaka - the Black Sorcerers, Sorceresses and their Spider Warriors. Machakans prefer hot lands.

Home: God Forest (2 Nature, 1 Fire), God Mountain (2 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Pygmy	4	4	0	7	6	7	10	10	2	2/7	5	1
FS												
Wpn: Dagger, Small Bow												
Machaka Militia	10	10	0	8	8	8	10	10	2	2/13	7	2
FS												
Wpn: Spear												
Machaka Archer	10	10	0	8	8	8	10	10	2	3/13	10	3
FS												
Wpn: Dagger, Short Bow												
Machaka Warrior	10	10	0	10	10	13	10	10	3	3/13	10	3
FS												
Wpn: Spear, Javelin												
Machaka Warrior	10	10	0	10	10	12	10	10	3	3/13	10	4
FS												
Wpn: Machaka Spear												
Machaka Hoplite	11	10	17	11	11	12	10	10	7	1/13	14	27
FS												
Wpn: Machaka Spear												
Spider Rider	10	10	0	10	10	12	10	10	3	2/13	40	4
FS												
Wpn: Spider Fangs, Spear, Web Spit, Short Bow												
Spider Knight	12	10	17	11	11	13	10	10	4	2/12	55	26
FS												
Wpn: Spider Fangs, Spear, Web Spit												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Machaka Scout	10	10	0	10	10	10	10	10	2	3/13	25	3
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Machaka Chief	10	10	0	11	11	14	10	10	3	3/13	40	2
FS, Ldr 60												
Wpn: Spear												
Machaka Commander	12	11	17	12	12	13	10	10	7	2/13	70	27
FS, Ldr 80												
Wpn: Machaka Spear												

Spider Lord	13	11	17	12	12	14	10	10	4	2/12	115	26
FS, Ldr 80 Wpn: Spider Fangs, Spear, Web Spit												
Ear of the Lord	11	10	0	11	12	13	13	10	2	2/13	90	3
FS, Sacred, Stealthy, Spy Wpn: Short Sword												
Eye of the Lord	12	11	0	12	12	10	13	10	2	2/13	65	4
FS, Sacred, Patrol +15, Tax collector, Ldr 40 Wpn: Flail												
Voice of the Lord	10	10	0	10	12	9	13	10	3	2/13	115	2
FS, Sacred, Ldr 80 Wpn: Mace												
Witch Doctor	10	10	0	10	12	13	13	10	2	2/13	80	1
FS, Ldr 10 Magic: F1D1N1 Wpn: Quarterstaff												
Sorcerer	10	10	0	10	12	13	14	10	2	2/13	195	1
FS, Ldr 10 Magic: F1D1N2 (+100%FEDN) Wpn: Quarterstaff												

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Spider Warrior	12	11	19	12	13	7	10	10	6	1/13	25	36
FS, Stealthy Wpn: Falchion, Dagger												
Black Hunter	13	11	21	12	14	13	11	10	4	2/20	110	36
FS, Sacred Wpn: Spider Fangs, Spear, Lance												

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Black Sorcerer	10	10	2	10	12	10	16	10	4	2/13	210	6*
FS, Ldr 10 Magic: F2E2D1 (+100%FEDN) (+10%FEDN) Wpn: Bane Blade												
Sorceress	9	9	1	10	12	13	14	10	3	2/13	85	1
FS, Ldr 10 Magic: F1E1D1 (+10%FEDN) Wpn: Quarterstaff												
Bane Spider	14	11	19	13	14	10	10	10	6	2/13	110	38
FS, Stealthy, Assassin, Ldr 10 Wpn: Bane Blade, Bane Dagger												
Hunter Lord	14	11	21	13	15	13	12	10	4	2/20	145	36
FS, Sacred, Ldr 40 Wpn: Spider Fangs, Spear, Lance												

AGARTHA, GOLEM CULT

In dark caverns under the Roots of the Earth a strange kind of one-eyed humanoids has evolved. Untouched by the sun, they have become known to humans as the Pale Ones. When humans first met these pale giants, it was in war. With the destruction of the false god of the Pale Ones, an ancient seal was broken and vast powers of destruction were released. The Pale Ones were almost wiped out of existence and humans could move down into the caverns of Agarthan. Here they found fabulous riches and ancient secrets. The humans slowly replaced the Pale Ones and now most of Agarthan's inhabitants are pale-skinned humans with large eyes. Everything left by the Ancient Ones has become subject to worship by the humans. Ancient statues are enchanted and given life by Golem Crafters, priest-mages of the Agarthan Golem Cult. A few surviving Oracles lead the Cult and keep the memories of past ages alive.

Home: Halls of the Oracles (5 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Agarthan Light Infantry DV 50 Wpn: Short Sword	10	10	10	10	10	14	10	8	5	2/12	10	10
Agarthan Infantry DV 50 Wpn: Short Sword	10	10	15	10	10	14	10	8	7	1/12	10	22
Agarthan Heavy Infantry DV 50 Wpn: Short Sword	10	10	18	10	10	13	10	8	8	1/12	10	27
Wet One Amph, NNEat, DV 100, Siege +2 Wpn: Spear	18	12	2	8	10	8	12	7	3	2/10	10	2
Pale One Soldier Amph, NNEat, DV 100, Siege +2 Wpn: Spear	18	12	12	8	10	9	12	7	4	1/10	10	16
Defender of the Halls PAmph, NNEat, DV 100, Siege +2, Castle def +1 Wpn: Short Sword	20	13	14	9	12	14	12	7	7	1/10	14	26
Troglodyte Slave Trample, DV 100 Wpn: Claws	37	23	7	12	12	9	8	5	2	2/16	50	1(*5)
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Agarthan Scout FS, MS, Stealthy, DV 50 Wpn: Dagger, Short Bow	10	10	5	10	10	10	10	8	3	2/12	25	4
Cave Captain DV 50, Ldr 80 Wpn: Short Sword	12	11	15	11	12	15	10	8	7	2/12	70	22
Troglodyte Trainer DV 50, Beastmaster +2, Taskmaster +2, Ldr 20 Wpn: Whip, Short Sword	12	11	13	11	12	12	10	8	4	2/12	45	15
Pale One Captain Amph, NNEat, DV 100, Siege +5, Insp +1, Ldr 60 Wpn: Spear	22	13	14	10	12	10	12	7	5	2/10	50	20
Attendant of the Oracles Sacred, DV 50, Ldr 10, MagLdr 10 Wpn: Dagger	10	9	0	9	9	9	12	8	3	2/10	45	1

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Earth Reader	10	9	1	9	12	12	14	8	3	1/10	80	1
Sacred, DV 50, Fortune 3, Ldr 40, MagLdr 10												
Magic: E1H1												
Wpn: Quarterstaff												

Golem Crafter	10	9	2	9	12	7	14	8	4	1/10	210	2
Sacred, DV 50, Ldr 40, MagLdr 10												
Magic: F1W1E2H1												
Wpn: Maul												

Units (home only)

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Ancient Stone Hurler	42	20	10	8	11	6	13	9	5	2/14	50	13
Sacred, Amph, NNEat, DV 100, Siege +10												
Wpn: Fist, Boulder												

Ancient One	40	18	13	9	12	10	13	7	5	2/14	50	21
Sacred, Amph, NNEat, DV 100, Siege +5												
Wpn: Spear												

Shard Guard	28	14	16	10	13	11	14	9	5	2/7	45	31
Sacred, Amph, NNEat, CR 5, PR 15, DV 100, Siege +2												
Wpn: Shard Glaive												

Commanders (home only)

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Ancient Lord	44	19	13	10	14	8	13	7	5	2/14	135	23
Sacred, Amph, NNEat, DV 100, Siege +5, Insp +1, Ldr 80												
Wpn: Battleaxe												

Oracle of the Ancients	40	18	6	8	13	11	18	7	5	1/14	375	1*
Sacred, Amph, NNEat, DV 100, Siege +5, Fortune 10, Ldr 80, MagLdr 10												
Magic: E3D1H3 (+100%FWED) (+10%FWED)												
Wpn: Quarterstaff												

Units (all caves)

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Wet One	18	12	2	8	10	8	12	7	3	2/10	10	2
Amph, NNEat, DV 100, Siege +2												
Wpn: Spear												

Pale One Soldier	18	12	12	8	10	9	12	7	4	1/10	10	16
Amph, NNEat, DV 100, Siege +2												
Wpn: Spear												

Commander (all caves)

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Pale One Captain	22	13	14	10	12	10	12	7	5	2/10	50	20
Amph, NNEat, DV 100, Siege +5, Insp +1, Ldr 60												
Wpn: Spear												

ABYSIA, BLOOD AND FIRE

Abysia is a hot wasteland, at the center of which lies a great volcano whose lava-lit caverns are inhabited by magma-born humanoids. Their flesh radiates heat and they are not harmed by flames. Abysians are stronger than humans and prefer heavy armor and weaponry. Bows are not used, because they would burn to cinders in the glowing hands of the Abysians. The war machine of Abysia also includes Salamanders, lizardlike beings composed of the same hot lava-born flesh as the Abysians. Abysian Warlocks are very powerful Blood mages and skilled crossbreeders. The Anathemant Priests of the Flame Cult practice blood sacrifice to strengthen the power of the Awakening God. Abysians prefer to live in extremely hot places. They do not farm or hunt for a living, so their income and supplies are not affected by the Growth or Death scale of a province. However, population will still die slowly in Abysia-controlled provinces with Death scales.

Home: The Smouldercone (4 Fire), Temple of the All-Consuming Flame (1 Fire)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Humanbred	12	11	9	10	10	14	11	8	5	2/11	14	10
WS, FR 15												
Wpn: Spear												
Humanbred	12	11	9	10	10	13	11	8	5	2/11	13	10
WS, FR 15												
Wpn: Axe												
Abysian Infantry	15	13	17	10	11	6	12	7	6	1/11	20	26
WS, FR 25, Heat 3, DV 50												
Wpn: Battleaxe												
Abysian Infantry	15	13	17	10	11	4	12	7	6	1/11	20	26
WS, FR 25, Heat 3, DV 50												
Wpn: Flail												
Abysian Infantry	15	13	17	10	11	10	12	7	8	1/11	20	27
WS, FR 25, Heat 3, DV 50												
Wpn: Axe												
Abysian Infantry	15	13	17	10	11	9	12	7	8	1/11	20	28
WS, FR 25, Heat 3, DV 50												
Wpn: Morningstar												
Salamander	18	9	10	10	9	8	13	10	20	2/12	60	1(*5)
WS, FR 25, Heat 6, Undis, Fire pow 1												
Wpn: Fire Flare, Bite												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slayer	17	14	11	13	14	10	13	7	3	2/11	70	10
WS, FR 25, Stealthy, Heat 3, DV 50, Assassin												
Wpn: Poison Dagger, Poison Dagger												
Warlord	19	15	18	12	13	5	12	7	6	2/12	80	38
WS, FR 25, Heat 3, DV 50, Ldr 80												
Wpn: Axe, Axe												
Beast Trainer	19	15	18	10	13	5	13	7	6	2/13	45	41
WS, FR 25, Animal awe 4, Heat 3, DV 50, Beastmaster +3, Ldr 10, MagLdr 10												
Wpn: Iron Prod												
Anathemant Salamander	14	13	0	10	13	8	15	9	3	2/9	185	1
WS, Sacred, FR 25, Heat 3, DV 50, Ldr 40, UndLdr 10												
Magic: F2H2												
Wpn: Dagger												

Anathemant Dragon	13	13	0	11	13	7	17	10	5	2/9	260	2*
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WS, Sacred, FR 25, Heat 3, DV 50, Ldr 40, UndLdr 10
 Magic: F3H3 (+10%FESB)
 Wpn: Mace

Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
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Lava Warrior	17	14	18	11	14	2	12	10	6	1/11	30	41
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WS, Sacred, FR 25, Heat 3, Berserker 3, DV 50, Fire pow 1
 Wpn: Morningstar, Morningstar

Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
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Warlock Apprentice	15	13	0	10	10	9	14	8	2	2/10	135	1
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WS, FR 25, Heat 3, DV 50, Ldr 10
 Magic: S1B2
 Wpn: Dagger

Warlock	15	13	0	11	11	6	15	9	6	2/9	285	1
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WS, FR 25, Heat 3, DV 50, Ldr 10, UndLdr 10
 Magic: S2B3 (+100%FESB) (+10%FESB)
 Wpn: Dagger

Demonbred	17	14	6	11	14	9	17	7	2	2/8	265	1*
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WS, Fly, Sacred, FR 25, Heat 3, DV 50, Blood search 1, Ldr 80, UndLdr 40
 Magic: F2B2H2
 Wpn: Claw, Claw

CAELUM, REIGN OF THE SERAPHIM

Caelum is a magocracy of winged humanoids who inhabit the highest mountain peaks. They are the offspring of the Yazatas, semi-divine beings of an earlier age. Three tribes served the Yazatas in ancient times, the Kavi, the Airyas and the Mairyas. But some were led astray by the wicked Mainyus and Daevas. With the corruption of the purifying flame the Daevas as well as the Yazatas were banished from this world. With the disappearance of the Yazatas the three tribes were dispersed and fled their homelands. But when some Yazatas reemerged from hiding, the three tribes gathered and settled in the high mountain range where the last of the Eagle Kings resided. The former tribes are now known as the Tempest Clan of Spire Horn Mountain, the Raptor Clan of Raven's Vale and the Airyas of High Caelum. The Spire Horn Caelians are partially resistant to cold and lightning. The Raptorians are stronger and attuned to the Earth, but lack the elemental resistance characteristic of the other clans. The Airya once lived in the land of the White Forest where winter lasts for ten months. They still live in the coldest mountain peaks and are unaffected by low temperatures. Their priestesses try to purify the taint of the daevas and are keepers of the sacred flame of the White Forest. The Airya Seraphs craft magical ice that the many Caelians use instead of regular metal. The ice tempers with lower temperatures and the heavy ice armor is more durable in cold climates than in warmer ones. All weapons crafted from the ice are magical and capable of harming magical beings. The Caelians are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops, such as huge Mammoths.

Home: The Citadel of Frozen Crystal (3 Air, 2 Water), Ravens Vale)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Spire Horn Militia Fly, CR 5, SR 5 Wpn: Ice Spear	10	10	6	8	8	7	11	11	4	2/9	8	5
Spire Horn Warrior Fly, CR 5, SR 5 Wpn: Ice Lance	10	10	6	10	10	12	11	11	5	2/9	10	7
Spire Horn Archer Fly, CR 5, SR 5 Wpn: Ice Knife, Short Bow	9	9	6	10	10	9	11	12	4	2/9	10	6
Storm Guard Fly, CR 8, SR 8, Ice prot 2 Wpn: Ice Lance	10	10	14	11	11	14	11	11	6	1/9	15	31
Airya Light Infantry Fly, CR 15, Ice prot 1 Wpn: Ice Lance	9	9	8	10	10	11	12	11	5	2/9	10	11
Airya Infantry Fly, CR 15, Ice prot 1 Wpn: Ice Blade	9	9	11	10	10	12	12	11	5	2/9	10	16
Iceclad Fly, CR 15, Ice prot 2 Wpn: Ice Lance	9	9	17	11	12	13	12	11	7	1/9	15	40
Mammoth Trample, CR 15 Wpn: Tusk	72	21	13	10	10	5	5	11	3	3/16	120	20

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Caelian Scout Fly, CR 5, SR 5, Stealthy, Ice prot 1 Wpn: Ice Blade	9	9	8	10	10	12	11	12	5	2/9	25	13
Storm General Fly, CR 8, SR 8, Ice prot 2, Ldr 80 Wpn: Ice Blade	11	10	15	12	14	16	11	11	6	2/9	70	36
Airy Noble Fly, CR 15, Ice prot 2, Ldr 60 Wpn: Ice Sword	11	10	17	12	13	16	12	13	7	1/9	50	38
Spire Horn Seraph Fly, CR 5, SR 5, Ldr 10 Magic: A1 Wpn: Quarterstaff	9	9	0	8	11	10	13	13	4	2/8	45	1
Ice Crafter Fly, CR 15, Forge Bonus 1, Ldr 10 Magic: W1 Wpn: Hammer	9	9	0	8	12	6	14	12	4	2/8	45	3
Caelian Seraph Fly, CR 15, Ldr 10 Magic: A2W1 Wpn: Ice Knife	9	9	0	9	11	8	15	12	4	2/8	125	2
Seraphine Fly, Sacred, CR 15, Stealthy, Ldr 40 Magic: H1 (+20%F) Wpn: Ice Knife	8	8	0	9	13	8	14	11	4	2/8	70	2
High Seraph Fly, CR 15, Ldr 40 Magic: A3W2 (+100%AWSD) (+10%AWSD) Wpn: Ice Mace	9	9	0	9	12	6	16	12	6	2/8	255	3*
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Blizzard Warrior Sacred, CR 15, Ice prot 1 Wpn: Ice Knife, Frost Bow	9	9	8	10	10	8	11	12	3	2/12	20	13
Temple Guard Sacred, CR 15, Ice prot 2 Wpn: Ice Blade	10	10	17	12	13	16	13	11	6	1/12	20	42
Wingless Wpn: Ice Lance	9	9	8	10	14	12	11	11	4	2/12	10	11

C'TIS, MIASMA

C'tis is a swampy river valley surrounded by sandy deserts. In the fertile valley a sacral kingdom of lizardlike humanoids has formed. The kingdom is ancient by human standards and its wisdom and magical knowledge are great. At the top of the society is the Lizard King. The King is the highest priest of C'tis. Under the king are the High Priests with their sacred serpents. The lizards are herbivores, but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. Both lizard races are cold-blooded and become exhausted very quickly when fighting in cold provinces. They have partial resistance to poison. The inhabitants of C'tis prefer to live in warm provinces. With the coming of the New God, the swamps of C'tis have begun to spread. Dense rains and oppressive heat turn the land into unhealthy marshlands, thick with the stench of rotting vegetation. Marshmasters have taken the place of the Sauromancers of old and the Swamp Guard has replaced the chariots as elite troops. In this land, the lizards prosper. Within provinces influenced by this Dominion, income is increased by 1 percent per level of Dominion, and the income of enemy provinces is reduced by 5 percent per level of Dominion. Unless cold-blooded or possessed of swamp survival skills, soldiers inside the Dominion will suffer from disease.

Home: The Temple Marsh (2 Death, 2 Nature, 1 Water), Empoisoner's Guild

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Militia	11	10	5	8	7	8	12	10	4	1/10	7	2
SS, PR 5												
Wpn: Spear												
Light Infantry	11	10	5	10	9	13	12	10	5	2/10	10	5
SS, PR 5												
Wpn: Spear, Javelin												
City Guard	11	10	12	10	9	12	12	10	6	2/10	10	10
SS, PR 5, Castle def +1												
Wpn: Spear												
Heavy Infantry	11	10	16	10	9	12	12	10	7	1/10	10	15
SS, PR 5												
Wpn: Spear												
Falchioneer	11	10	15	11	10	10	12	10	6	2/10	13	17
SS, PR 5												
Wpn: Falchion, Falchion												
Slave Warrior	13	11	3	11	8	8	11	10	4	2/11	13	3
SS, PR 5												
Wpn: Trident, Bite												
Elite Warrior	13	11	10	12	9	8	11	10	5	2/11	15	9
SS, PR 5												
Wpn: Trident, Bite												
Runner	12	11	3	11	8	8	11	10	3	3/16	13	2
SS, PR 5												
Wpn: Spear, Bite												
Sacred Serpent	22	12	7	14	14	7	14	10	3	2/6	30	1
SS, Sacred, PR 5												
Wpn: Venomous Fangs												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Taskmaster SS, PR 5, Taskmaster +2, Ldr 40 Wpn: Whip	13	11	5	10	11	10	12	10	4	2/10	30	2
Commander of C'tis SS, PR 5, Ldr 60 Wpn: Spear	13	11	16	11	11	13	12	10	7	2/10	40	15
Lizard Lord SS, PR 5, Ldr 80 Wpn: Falchion	14	11	18	12	13	13	13	10	8	2/10	70	21
High Priest of C'tis SS, Sacred, PR 5, Ldr 40 Wpn: Claw	11	10	6	9	11	9	16	10	4	2/9	80	1
Hierodule SS, Sacred, PR 5 Wpn: Claw	10	9	4	9	9	9	14	10	4	2/9	30	1
Shaman SS, Sacred, PR 5, Ldr 10 Magic: S1N1 Wpn: Mace, Bite	13	11	4	11	13	8	14	10	4	2/10	90	2
Lizard King SS, Sacred, PR 5, Ldr 120 Wpn: Falchion	17	12	5	13	14	14	18	10	4	2/11	230	5*
Marshmaster SS, PR 8, Ldr 10 Magic: W1D2N2 (+100%WSDN) (+10%WSDN) Wpn: Claw	11	10	5	9	10	9	16	10	4	2/9	235	1
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Swamp Guard SS, Sacred, PR 8 Wpn: Falchion	13	11	18	11	11	12	13	10	8	1/10	19	21
Sobek Warrior SS, PR 8 Wpn: Falchion, Bite	25	14	20	12	13	10	13	8	8	1/12	30	31(*5)
Sobek Sacred Guard SS, Sacred, PR 8 Wpn: Halberd, Bite	37	16	21	13	14	8	14	8	7	1/12	55	37(*1)
Poison Slinger SS, PR 8 Wpn: Dagger, Poison Sling	11	10	5	8	8	8	12	10	4	2/11	25	6
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Empoisoner SS, PR 15, Stealthy, Assassin, Ldr 10 Magic: D1N1 Wpn: Poison Dagger, Poison Sling	11	10	6	11	11	11	17	12	4	2/9	90	6
Sobek General SS, Sacred, PR 8, Taskmaster +1, Ldr 80 Wpn: Falchion, Bite	29	15	20	13	14	8	15	8	7	1/12	140	28

PANGAEA, AGE OF BRONZE

Pangaea is a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and minotaurs serve the lords of the Sacred Groves deep in the forests. In ancient times, the woods covered much of the world, but that has changed. Man is no longer beast and animals are no longer wild. The world of the wild is disappearing. Centaurs have developed civilized societies and donned armor. The Panii, guardians of the Groves, have decided that it is time to act to preserve their dwindling habitat.

Home: The Grove of Gaia (5 Nature), Hidden Grove

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Harpy FS, Fly, Recup, Stealthy Wpn: Claw, Claw	7	8	0	8	8	10	11	8	3	2/4	7	1
Satyr Sneak FS, Recup, Stealthy, Undis Wpn: Spear	12	11	6	10	9	11	13	10	4	3/14	9	3
Satyr FS, Recup, Stealthy, Undis Wpn: Spear, Javelin	12	11	6	10	9	11	13	10	4	3/14	9	4
Satyr FS, Recup, Stealthy, Undis Wpn: Spear	12	11	6	10	9	13	13	10	4	3/14	9	4
Satyr Hoplite FS, Recup Wpn: Spear	14	11	16	11	10	14	13	10	7	2/14	14	23
Reveler FS, Recup, Stealthy, Berserker 3 Wpn: Spear, Hoof	15	12	7	12	12	12	13	10	4	3/15	13	3
Minotaur FS, Recup, Trample, Berserker 4 Wpn: Battleaxe	25	16	9	8	13	7	11	8	4	2/15	40	7
War Minotaur FS, Recup, Trample, Berserker 4 Wpn: Battleaxe	25	16	13	9	14	7	11	8	6	2/15	50	26
Centauride FS, Recup, Stealthy Wpn: Hoof, Dagger, Short Bow	18	12	3	10	11	15	13	13	3	3/32	25	3
Centaur FS, Recup, Stealthy Wpn: Hoof, Dagger, Long Bow	20	13	3	10	11	14	13	12	3	3/30	25	4
Centauride Warrior FS, Recup, Stealthy Wpn: Spear, Hoof, Javelin	18	12	9	11	12	18	13	12	4	3/32	30	11
Centaur Warrior FS, Recup, Stealthy, Berserker 2 Wpn: Light Lance, Hoof	22	14	9	10	12	17	13	12	4	3/30	35	11
Centaur Cataphract FS, Recup Wpn: Light Lance, Hoof	22	13	19	11	11	14	13	12	8	2/24	35	32

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Black Harpy FS, Fly, Recup, Stealthy, Ldr 10 Wpn: Claw, Claw	8	8	0	9	10	9	11	8	3	2/4	25	1
Satyr Commander FS, Recup, Stealthy, Ldr 40 Wpn: Spear	16	11	16	12	12	15	13	10	7	2/14	40	23
Centaur Commander FS, Recup, Ldr 80 Wpn: Light Lance, Hoof	22	13	19	11	12	15	13	12	8	2/24	75	32
Minotaur Lord FS, Recup, Trample, Berserker 4, Ldr 60 Wpn: Battleaxe	27	17	18	10	15	7	11	9	8	2/15	70	35
Centauride Hierophantide FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40 Magic: H1 (+100%WN) Wpn: Hoof, Dagger, Short Bow	20	12	3	11	14	16	15	13	3	3/32	120	3
Centaur Hierophant FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40 Magic: H1 (+100%EN) Wpn: Hoof, Dagger, Long Bow	23	14	3	11	13	14	15	13	3	3/30	120	4
Dryad FS, Sacred, Recup, Stealthy, Awe 3, Seduction, Ldr 40 Magic: N1H2 (+100%WEN) Wpn: Hoof	11	10	0	10	10	12	16	10	3	3/15	185	1
Pan FS, Recup, Stealthy, Animal awe 3, Beastmaster +2, Ldr 80 Magic: E2N3 (+100%EN) (+10%ENB) Wpn: Quarterstaff	27	16	7	9	16	12	17	9	2	2/15	305	1*
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
White Centaur FS, Sacred, Recup, Stealthy, Berserker 3 Wpn: Light Lance, Hoof, Javelin	23	14	9	11	12	18	14	13	4	3/30	55	12
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Pandemoniac FS, Recup, Stealthy, Beastmaster +1, Ldr 80 Magic: N3B2 (+10%ENB) Wpn: Quarterstaff Unit in all forests:	27	16	4	9	16	12	17	9	3	2/15	255	1*
Harpy FS, Fly, Recup, Stealthy Wpn: Claw, Claw	7	8	0	8	8	10	11	8	3	2/4	7	1
Satyr Sneak FS, Recup, Stealthy, Undis Wpn: Spear	12	11	6	10	9	11	13	10	4	3/14	9	3
Satyr FS, Recup, Stealthy, Undis Wpn: Spear, Javelin	12	11	6	10	9	11	13	10	4	3/14	9	4
Satyr FS, Recup, Stealthy, Undis Wpn: Spear	12	11	6	10	9	13	13	10	4	3/14	9	4

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Minotaur	25	16	9	8	13	7	11	8	4	2/15	40	7
FS, Recup, Trample, Berserker 4 Wpn: Battleaxe												
Centauride	18	12	3	10	11	15	13	13	3	3/32	25	3
FS, Recup, Stealthy Wpn: Hoof, Dagger, Short Bow												
Centaur	20	13	3	10	11	14	13	12	3	3/30	25	4
FS, Recup, Stealthy Wpn: Hoof, Dagger, Long Bow												
Commander (all forests)												
Black Harpy	8	8	0	9	10	9	11	8	3	2/4	25	1
FS, Fly, Recup, Stealthy, Ldr 10 Wpn: Claw, Claw												
Satyr Commander	16	11	16	12	12	15	13	10	7	2/14	40	23
FS, Recup, Stealthy, Ldr 40 Wpn: Spear												
Centauride Hierophantide	20	12	3	11	14	16	15	13	3	3/32	120	3
FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40 Magic: H1 (+100%WN) Wpn: Hoof, Dagger, Short Bow												
Centaur Hierophant	23	14	3	11	13	14	15	13	3	3/30	120	4
FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40 Magic: H1 (+100%EN) Wpn: Hoof, Dagger, Long Bow												

ASPHODEL, CARRION WOODS

Asphodel was once part of Pangaea, a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and minotaurs serve the lords of the Sacred Groves deep in the forests. In ancient times, the woods covered much of the world, but that has changed. Man is no longer beast and animals are no longer wild. The world of the wild is disappearing. In response to the destruction of the wild forests a dark and hungry God has arisen. The Panii of the sacred groves could not prevent the destruction of the wilderness and a few of them have revolted and struck back with dark fury upon the civilized world. The Panic Apostates and their followers have been touched by the Dark God and their hides are colored as black as the mood of the vengeful forest. But victory comes at a price. Halfmen as well as civilized men succumb to the Curse of the Carrion Woods. Asphodel is slowly turning into a cursed forest realm haunted by living carrion.

Home: The Carrion Grove (*4/6/9 Nature, 1 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Harpy FS, Fly, Recup, Stealthy Wpn: Claw, Claw	7	8	0	8	8	10	11	8	3	2/4	7	1
Satyr Sneak FS, Recup, Stealthy, Undis Wpn: Spear	12	11	6	10	9	11	13	10	4	3/14	9	3
Satyr FS, Recup, Stealthy, Undis Wpn: Spear, Javelin	12	11	6	10	9	11	13	10	4	3/14	9	4
Satyr Warrior FS, Recup Wpn: Spear	14	11	6	11	10	15	13	10	5	2/14	13	5
Minotaur FS, Recup, Trample, Berserker 4 Wpn: Battleaxe	25	16	9	8	13	7	11	8	4	2/15	40	7
Minotaur Warrior FS, Recup, Trample, Berserker 5 Wpn: Battleaxe	27	17	9	9	14	8	11	8	3	2/15	50	8
Centauride FS, Recup, Stealthy Wpn: Hoof, Dagger, Short Bow	18	12	3	10	11	15	13	13	3	3/32	25	3
Centaur FS, Recup, Stealthy Wpn: Hoof, Dagger, Long Bow	20	13	3	10	11	14	13	12	3	3/30	25	4
Centauride Warrior FS, Recup, Stealthy Wpn: Spear, Hoof, Javelin	18	12	9	11	12	18	13	12	4	3/32	30	11
Centaur Warrior FS, Recup, Stealthy, Berserker 3 Wpn: Light Lance, Hoof	22	14	9	10	12	17	13	12	4	3/30	35	11

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Black Harpy FS, Fly, Recup, Stealthy, Ldr 10 Wpn: Claw, Claw	8	8	0	9	10	9	11	8	3	2/4	25	1
Minotaur Lord FS, Recup, Trample, Berserker 5, Ldr 60 Wpn: Battleaxe	29	17	9	11	15	9	11	9	3	2/15	70	8
Centaur Hierophant FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40, UndLdr 10 Magic: H1 (+100%DN) (+10%E) Wpn: Hoof, Dagger, Long Bow	23	14	3	11	13	14	15	13	3	3/30	120	4
Centauride Hierophantide FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40, UndLdr 10 Magic: H1 (+100%DN) (+10%W) Wpn: Hoof, Dagger, Short Bow	20	12	3	11	14	16	15	13	3	3/32	120	3
Black Dryad FS, Sacred, Recup, Stealthy, Ldr 40, UndLdr 40 Magic: D1N1H2 Wpn: Hoof	11	10	0	10	10	12	16	10	3	3/15	145	1
Dryad Hag FS, Sacred, Recup, Stealthy, Ldr 10, UndLdr 40 Magic: D1N2H2 (+100%WED) (+10%WED) Wpn: Quarterstaff, Hoof	11	10	0	10	10	15	17	10	3	3/15	260	1
Panic Apostate FS, Recup, Stealthy, Animal awe 1, Beastmaster +1, Ldr 80, UndLdr 40 Magic: D2N3 (+100%WEDN) (+10%WEDN) Wpn: Quarterstaff	27	16	4	9	16	12	17	9	3	2/15	300	1*
Units (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Harpy FS, Fly, Recup, Stealthy Wpn: Claw, Claw	7	8	0	8	8	10	11	8	3	2/4	7	1
Satyr Sneak FS, Recup, Stealthy, Undis Wpn: Spear	12	11	6	10	9	11	13	10	4	3/14	9	3
Satyr FS, Recup, Stealthy, Undis Wpn: Spear, Javelin	12	11	6	10	9	11	13	10	4	3/14	9	4
Minotaur FS, Recup, Trample, Berserker 4 Wpn: Battleaxe	25	16	9	8	13	7	11	8	4	2/15	40	7
Centauride FS, Recup, Stealthy Wpn: Hoof, Dagger, Short Bow	18	12	3	10	11	15	13	13	3	3/32	25	3
Centaur FS, Recup, Stealthy Wpn: Hoof, Dagger, Long Bow	20	13	3	10	11	14	13	12	3	3/30	25	4

Commanders (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Black Harpy	8	8	0	9	10	9	11	8	3	2/4	25	1
FS, Fly, Recup, Stealthy, Ldr 10 Wpn: Claw, Claw												
Minotaur Lord	29	17	9	11	15	9	11	9	3	2/15	70	8
FS, Recup, Trample, Berserker 5, Ldr 60 Wpn: Battleaxe												
Centaur Hierophant	23	14	3	11	13	14	15	13	3	3/30	120	4
FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40, UndLdr 10 Magic: H1 (+100%DN) (+10%E) Wpn: Hoof, Dagger, Long Bow												
Centauride Hierophantide	20	12	3	11	14	16	15	13	3	3/32	120	3
FS, Sacred, Recup, Stealthy, Insp +1, Ldr 40, UndLdr 10 Magic: H1 (+100%DN) (+10%W) Wpn: Hoof, Dagger, Short Bow												

VANHEIM, ARRIVAL OF MAN

Vanheim is a land of misty moors and bitter forests. Humans compose most of the population, but the rulers of the land belong to a tall and innately magical race known as the Vanir. The Vanir once fought the giants of Jotunheim, but with the coming of man, they have turned their attention elsewhere. Now only a precious few of the Vanir remain and humans are no longer slaves

Humans compose the basic infantry units of Vanheim. The Vanir have blessed some loyal humans with superior fighting skills and the ability to enter a state of wild rage or wolver shape. The Vanir are masters of illusion who fight while mounted on exceptionally fast horses. Female Vanir are called Valkyries and have the ability to fly. This ability was a gift from a dead god who used them as messengers of death. During those days, blood was sacrificed. The old ways have not been used in ages, but still the oldest of the Vanir remember how to sate nature with blood. The Vanir are very skilled sailors and can sail the oceans.

Home: The Halls of Andvare (3 Earth, 2 Air)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Huskarl	10	10	11	10	10	11	10	10	5	2/12	10	12
Wpn: Axe, Javelin												
Huskarl	10	10	11	10	10	12	10	10	5	2/12	10	12
Wpn: Spear, Javelin												
Hirdman	10	10	16	11	11	12	10	10	6	1/12	12	20
Wpn: Spear												
Hirdman	10	10	16	11	11	13	10	10	6	1/12	12	22
Wpn: Broad Sword												
Skinshifter	13	12	5	10	12	11	10	10	3	2/13	25	7
FS, Regen 10												
Wpn: Great Sword												
Einhere	12	12	16	11	13	9	10	10	5	1/13	20	21
Berserker 5												
Wpn: Broad Sword, Axe												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Herse	12	11	15	11	11	13	11	10	6	2/12	40	22
Ldr 60												
Wpn: Broad Sword, Javelin												
Vanherse	14	12	13	14	13	19	16	13	4	3/26	145	16
Glamour, Sacred, Stealthy, Sailing (999/3), Ldr 60												
Magic: A1H1												
Wpn: Light Lance, Hoof, Javelin												
Vanjarl	15	13	13	14	14	22	17	14	4	3/26	285	18
Glamour, Sacred, Stealthy, Sailing (999/3), Ldr 80												
Magic: A2B1H2												
Wpn: Broad Sword, Hoof, Javelin												

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Van Glamour, Sacred, Stealthy Wpn: Light Lance, Hoof, Javelin	13	11	13	12	12	19	14	12	4	3/26	70	16
Valkyrie Fly, Glamour, Sacred, Stealthy Wpn: Spear	12	11	13	13	12	16	14	13	5	2/13	50	15
Fay Boar FS, Trample, Supply +50 Wpn: Gore	18	12	4	10	18	9	14	5	2	3/14	100	1

Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vanadrott Glamour, Sacred, Stealthy, Sailing (999/3), Ldr 120 Magic: A3B1H2 (+100%AEDB) (+10%AEDB) Wpn: Spear, Hoof, Javelin	15	13	13	14	14	22	18	14	4	3/26	420	19*
Dwarven Smith MS, DV 50, Ldr 10 Magic: E2 (+100%FAED) (+10%FAED) Wpn: Hammer	9	13	6	10	12	10	17	10	3	2/6	140	2*

JOTUNHEIM, IRON WOODS

Jotunheim is a land of bitter winters and cool summers. It is the home of giants and goblins. The giants of Jotun are immensely strong and resilient. They are born in the cold and do not suffer from cold climates. Jotunheim is ruled by several Jarls who rarely join forces. In the heart of Jotunheim lies an ancient Forest of Iron and Ice. Here live the Gygjas, old wicked hags with great sorcerous skills. They are served by the Vaettir, who are small, wicked goblins of the Jotun woodlands. They rarely venture outside the woodlands, but do join the armies of Jotunheim when the Gygjas bid them to. The people of Jotunheim prefer to live in very cold provinces.

Home: Iron Woods (2 Death, 1 Astral, 2 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vaetti	8	9	8	10	9	12	12	10	5	2/10	7	4
FS, Stealthy Wpn: Spear												
Wolf Rider	8	9	8	10	9	14	12	10	4	3/22	20	4
FS, Stealthy, Pillager 1 Wpn: Spear, Bite												
Moose Riders	38	16	4	9	9	9	5	8	3	3/24	30	5
FS, Stealthy Wpn: Moose Kick, Antlers, Short Bow, Short Bow												
Jotun Militia	30	18	13	8	10	9	12	10	5	2/15	20	17
CR 15 Wpn: Jotun Axe												
Jotun Javelinist	30	20	13	10	12	11	12	10	5	2/15	30	19
CR 15 Wpn: Jotun Axe, Javelin												
Jotun Hurler	30	20	13	10	12	5	12	10	4	2/14	30	11
CR 15, Siege +5 Wpn: Axe, Boulder												
Jotun Spearman	30	20	18	10	12	11	12	10	6	2/15	30	37
CR 15 Wpn: Jotun Spear												
Jotun Axeman	30	20	18	10	12	10	12	10	6	2/15	30	39
CR 15 Wpn: Jotun Axe												
Jotun Huskarl	30	20	15	10	13	12	12	10	5	2/15	35	21
CR 15 Wpn: Jotun Spear												
Jotun Huskarl	30	20	15	10	13	11	12	10	5	2/15	35	23
CR 15 Wpn: Jotun Axe												
Jotun Hirdman	33	21	18	11	13	13	12	10	6	2/15	40	41
CR 15 Wpn: Jotun Longsword												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Chief	10	9	9	10	10	16	12	10	4	3/22	55	5
FS, Stealthy, Pillager 2, Ldr 40 Wpn: Short Sword, Bite												

Jotun Scout	32	22	12	12	13	10	13	10	4	2/15	55	7
FS, MS, Sacred, CR 15, Stealthy Wpn: Jotun Spear, Javelin												
Jotun Herse	32	21	18	12	13	13	12	10	6	2/16	75	41
Sacred, CR 15, Ldr 60 Wpn: Jotun Longsword												
Jotun Jarl	35	22	18	12	14	13	13	10	6	2/16	130	41
Sacred, CR 15, Ldr 80 Wpn: Jotun Longsword												
Jotun Gode	32	21	13	11	13	14	14	10	5	2/16	110	19
FS, Sacred, CR 15, Ldr 40 Wpn: Jotun Longsword												
Vaetti Hag	7	8	7	8	9	6	14	10	5	2/10	40	2
FS, Stealthy, Ldr 10 Magic: (+100%SDNB) Wpn: Slap												
Jotun Skratti	32	21	11	11	12	13	17	10	4	2/16	255	3*
CR 15, Shapechanger, Ldr 10 Magic: W2B2 (+100%WDNB) Wpn: Quarterstaff												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Garmhirding	32	22	12	12	13	10	13	10	4	2/15	55	9
FS, Sacred, CR 15, Berserker 2 Wpn: Jotun Battleaxe												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Gygja	38	18	9	8	12	10	17	10	4	2/14	225	3
FS, CR 15, Death curse, Ldr 40 Magic: D1N1B1 (+100%SDNB) (+100%SDNB) (+10%SDNB) Wpn: Slap, Quarterstaff												
Units (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vaetti	8	9	8	10	9	12	12	10	5	2/10	7	4
FS, Stealthy Wpn: Spear												
Wolf Rider	8	9	8	10	9	14	12	10	4	3/22	20	4
FS, Stealthy, Pillager 1 Wpn: Spear, Bite												
Moose Riders	38	16	4	9	9	9	5	8	3	3/24	30	5
FS, Stealthy Wpn: Moose Kick, Antlers, Short Bow, Short Bow												
Commanders (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Chief	10	9	9	10	10	16	12	10	4	3/22	55	5
FS, Stealthy, Pillager 2, Ldr 40 Wpn: Short Sword, Bite												
Vaetti Hag	7	8	7	8	9	7	14	10	4	2/10	40	2
FS, Stealthy, Ldr 10 Magic: (+100%SDNB) Wpn: Slap												

VANARUS, LAND OF THE CHUDES

Rus is a land of harsh winters and short summers. When the Vanir arrived the land was inhabited by humans and Chudes, an exalted race of great strength and beauty. The Chudes and the humans had intermingled and neither race dominated the other. The Vanir came as explorers and traders, but conflict over a sacred site led to war. The Vanir were victorious and founded the city of Novgård at the ancient site. The Chudes and the humans of Rus joined causes and tried to drive the Vanir out, but the humans were weak and easily tricked by the illusions and magic of the Vanir. Soon the Chudes found themselves at war with Vanir as well as their former human allies. Then arrived the Black Knights of Ulm. The former conflict between Vanir and Chudes ended as the three peoples of Rus rallied under Novgård to defend their land. When the Ulmic threat was averted, a kingdom had formed under the rulership of the Vanir.

Humans comprise most of the Vanarusian population. A large portion are Chudes and a precious few are Vanir. Most of the Vanarusian armies are human infantry. The elites of the kingdom are mighty Chudes and Vanir. The peoples of Vanarus prefer a cold climate.

Home: Novgård (2 Air, 1 Fire), Pine of Skulls (1 Nature, 1 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vanarusian Archer	10	10	6	8	8	8	10	10	3	2/12	10	5
CR 3												
Wpn: Dagger, Short Bow												
Vanarusian Huskarl	10	10	11	10	10	12	10	10	5	2/12	10	12
CR 3												
Wpn: Spear, Javelin												
Vanarusian Huskarl	10	10	11	10	10	11	10	10	5	2/12	10	12
CR 3												
Wpn: Axe, Javelin												
Vanarusian Hirdman	10	10	13	11	11	13	10	10	5	2/12	12	17
CR 3												
Wpn: Spear, Javelin												
Vanarusian Hirdman	10	10	13	11	11	12	10	10	5	2/12	12	17
CR 3												
Wpn: Axe, Javelin												
Vanarusian Hirdman	10	10	13	11	11	14	10	10	5	2/12	12	19
CR 3												
Wpn: Broad Sword, Javelin												
Chud Hirdman	17	13	17	12	13	10	12	10	5	2/14	25	21
CR 5, Berserker 2												
Wpn: Broad Sword, Axe												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout FS, MS, CR 3, Stealthy Wpn: Dagger, Short Bow	10	10	6	10	10	10	10	10	3	2/12	25	5
Vanarusian Herse CR 3, Ldr 60 Wpn: Broad Sword, Javelin	12	11	15	11	11	13	11	10	6	2/12	40	22
Vanarusian Jarl Sacred, CR 3, Ldr 80 Wpn: Broad Sword	12	11	10	11	11	11	11	10	4	2/12	90	13
Vanarusian Gode Sacred, CR 3, Ldr 10 Wpn: Axe	12	11	4	11	11	10	11	10	3	2/12	45	3
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vanarusian Sage CR 3, Research +4, Ldr 10 Magic: A1 (+100%FAEN) (+100%ADB) Wpn: Dagger	10	10	2	8	9	8	15	10	4	1/12	165	2
Chud Jarl Sacred, CR 5, Ldr 80 Wpn: Broad Sword	19	14	12	12	14	12	14	10	4	2/14	130	13
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Oath-Bound Glamour, Sacred, CR 3, Stealthy Wpn: Broad Sword	14	12	16	13	13	16	14	12	7	1/13	35	22
Chud Skinshifter FS, MS, Recup, CR 5, Berserker 1 Wpn: Battleaxe	18	14	7	11	13	10	13	10	3	2/14	40	5(*5)
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vanabog Glamour, Sacred, Stealthy, Ldr 120 Magic: A2D1B1H2 (+100%FADB) (+10%FADB) Wpn: Spear, Hoof, Javelin	15	13	15	14	14	20	18	14	4	3/26	340	20*
Commanders (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vyedma FS, CR 3, Stealthy, Ldr 10 Magic: W1E1N1 (+100%FAWN) Wpn: Quarterstaff	10	10	3	8	11	11	15	11	4	2/12	135	2
Vyedun FS, CR 3, Stealthy, Ldr 10 Magic: F1A1E1N1 (+100%FAWN) Wpn: Quarterstaff	11	10	3	9	12	12	15	10	4	2/12	155	2

BANDAR LOG, LAND OF THE APES

In the dense forests of the Bandar realm, apes of uncanny brightness have emerged. Under the influence of semi-divine beings, the apes have evolved intelligence and culture. When the former rulers of Bandar Log returned to their Celestial Realms, the apes were left without leadership. A warlike, hierarchical society was formed with the large Bandar apes at the top. But the influence of the former masters was not forgotten and the blessed white apes who were gifted with higher intelligence and magical powers were able to keep their influence and power. Bandar Log is a divided society. Small Markatas are at the bottom of the society. Vanara apes of human size are the most common. Large Bandar apes rule most of the society and form the military. Sacred white apes are trained as sages, priests and holy warriors.

Home: The Lotus Gardens (2 Nature, 3 Astral)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata	5	5	0	10	7	14	7	8	2	2/14	5	1
FS, Undis												
Wpn: Club, Sticks and Stones												
Markata Archer	5	5	0	10	7	13	7	8	2	2/14	5	1
FS, Undis												
Wpn: Fist, Small Bow												
Atavi Archer	10	10	1	10	8	10	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Dagger, Short Bow												
Atavi Infantry	10	10	1	10	8	12	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Mace, Sticks and Stones												
Vanara Archer	10	10	14	10	9	9	8	10	5	2/10	10	14
FS												
Wpn: Dagger, Short Bow												
Vanara Chakram Thrower	10	10	14	10	9	9	8	10	5	2/10	10	15
FS												
Wpn: Mace, Chakram												
Vanara Infantry	10	10	14	10	9	11	8	10	5	2/10	10	14
FS												
Wpn: Mace												
Vanara Swordsman	11	10	14	11	10	12	8	10	5	2/10	13	17
FS												
Wpn: Falchion												
Light Bandar Archer	18	15	3	11	12	9	8	9	3	2/10	18	7
FS												
Wpn: Mace, Long Bow												
Bandar Archer	18	15	15	11	12	8	8	9	5	2/10	18	23
FS												
Wpn: Mace, Long Bow												
Light Bandar Warrior	18	15	10	11	12	10	8	9	4	2/10	18	13
FS												
Wpn: Mace, Sticks and Stones												
Bandar Warrior	18	15	15	11	12	8	8	9	5	2/10	18	20
FS												
Wpn: Iron Cudgel												
Bandar Warrior	18	15	15	11	12	10	8	9	5	2/10	18	20
FS												
Wpn: Mace												

	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Royal Swordsman	20	16	15	12	13	11	8	9	5	2/10	26	25
FS												
Wpn: Falchion												
White One	11	10	14	12	12	13	11	10	5	2/10	26	17
FS, Sacred												
Wpn: Falchion												
War Elephant	64	20	11	10	9	8	6	10	3	3/18	100	20
FS, Trample												
Wpn: Trunk												

Commanders	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Markata Scout	5	5	0	10	7	14	7	8	2	2/14	20	1
FS, MS, Stealthy												
Wpn: Dagger, Sticks and Stones												
Atavi Chieftain	12	11	4	11	10	13	8	10	3	2/10	45	8
FS, Stealthy, Ldr 40												
Wpn: Falchion, Sticks and Stones												
Vanara Captain	13	12	14	11	12	12	8	10	5	2/10	40	17
FS, Ldr 60												
Wpn: Falchion												
Bandar Commander	23	17	15	13	14	11	8	9	5	2/10	75	25
FS, Ldr 80												
Wpn: Falchion												
Bandar Noble	21	16	15	12	15	9	8	9	5	2/10	115	22
FS, Ldr 120												
Wpn: Battleaxe												
Brahmin	9	9	1	9	7	9	14	10	3	2/10	45	2
FS, Sacred, Ldr 10												
Wpn: Mace												
Yogi	9	9	1	8	7	7	14	10	3	2/10	60	1
FS, Sacred, Ldr 10												
Magic: S1												
Wpn: Fist												
Guru	9	9	1	8	13	7	15	10	3	1/2	165	1
FS, Sacred, Ldr 10												
Magic: S2N1												
Wpn: Fist												

Units (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Tiger Rider	10	10	14	13	14	16	11	13	4	2/15	70	17
FS, Sacred												
Wpn: Falchion, Claw, Bite												

Commander (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Rishi	9	9	1	8	15	7	17	10	3	1/10	320	1*
FS, Float, Sacred, Ldr 10												
Magic: S3N2 (+100%WESN) (+10%WESN)												
Wpn: Fist												

Units (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata	5	5	0	10	7	14	7	8	2	2/14	5	1
FS, Undis												
Wpn: Club, Sticks and Stones												
Markata Archer	5	5	0	10	7	13	7	8	2	2/14	5	1
FS, Undis												
Wpn: Fist, Small Bow												
Atavi Archer	10	10	1	10	8	10	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Dagger, Short Bow												
Atavi Infantry	10	10	1	10	8	12	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Mace, Sticks and Stones												
Commander (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Atavi Chieftain	12	11	4	11	10	13	8	10	3	2/10	45	8
FS, Stealthy, Ldr 40												
Wpn: Falchion, Sticks and Stones												

SHINUYAMA, LAND OF THE BAKEMONO

When the entrance to the Netherworld closed, the Oni became fewer and fewer. Their Bakemono slaves and human servants rebelled, and when the last of the Dai Oni died, the realm was taken over by Bakemono Kings. Human smiths were forced to reveal the secrets of metalcraft and the Bakemono have become ready to conquer the lowlands from the humans. The Bakemono still live in a tribal society ruled by the strongest and most powerful of their kin. The Bakemono are a diverse kind. Huge lumbering O-Bakemono, proud Dai-Bakemono, strange shapeshifters and ghostly apparitions all heed the call of the Bakemono Kings and the Awakening God.

Home: Mount Shinuyama (2 Death, 1 Fire, 1 Earth, 1 Water)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bandit	9	10	12	10	10	9	10	10	5	2/12	9	11
Stealthy, Pillager 1												
Wpn: Yari												
Bandit	9	10	12	10	10	10	10	10	5	2/12	9	16
Stealthy, Pillager 1												
Wpn: Wakizashi, Short Bow												
Bakemono-Sho	9	9	5	10	8	9	9	10	4	2/10	8	2
FS, MS, Stealthy, DV 50, Undis												
Wpn: Club												
Bakemono-Sho	9	9	5	10	8	9	9	10	4	2/10	8	3
FS, MS, Stealthy, DV 50, Undis												
Wpn: Yari												
Bakemono Archer	9	9	5	10	8	9	9	10	4	2/10	8	4
FS, MS, Stealthy, DV 50, Undis												
Wpn: Dagger, Short Bow												
Bakemono-Sho	9	9	10	10	8	9	9	10	5	2/10	8	9
FS, MS, DV 50												
Wpn: Yari												
Bakemono Archer	9	9	10	10	8	9	9	10	5	2/10	8	10
FS, MS, DV 50												
Wpn: Dagger, Short Bow												
Bakemono Warrior	11	10	10	11	9	11	9	10	5	2/10	10	12
FS, MS, DV 50												
Wpn: Wakizashi												
Kappa	15	13	15	10	12	9	8	8	3	2/10	25	1
Recup, Amph												
Wpn: Claw, Koppo												
O-bakemono	28	19	11	10	14	9	8	8	3	2/14	25	2
MS, DV 50, Undis												
Wpn: Great Club												
Dai Bakemono	21	16	17	11	13	12	12	10	5	2/14	30	31
MS, DV 50												
Wpn: No-Dachi												
Dai Bakemono	20	15	17	11	12	11	11	11	5	2/14	30	35
MS, DV 50												
Wpn: No-Dachi, Long Bow												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bakemono Scout	9	9	10	10	8	9	9	10	5	2/10	20	10
FS, MS, Stealthy, DV 50												
Wpn: Dagger, Short Bow												

Bakemono Chief	12	11	10	11	11	11	9	10	5	2/10	40	12
FS, MS, Stealthy, DV 50, Ldr 40 Wpn: Wakizashi												
Bandit Leader	9	10	12	10	10	11	10	10	5	2/12	45	16
Stealthy, Pillager 3, Ldr 40 Wpn: No-Dachi												
Bakemono General	25	17	17	13	15	13	11	11	5	2/14	90	31
MS, DV 50, Ldr 80 Wpn: No-Dachi												
Kappa Chief	23	13	17	12	12	11	10	8	3	2/10	55	1
Recup, Amph, Ldr 40 Wpn: Claw, Koppo												
Mujina	10	9	0	11	12	12	13	11	2	2/12	100	5
FS, Stealthy, Fear 5, DV 100, Assassin Wpn: Wakizashi												
Shuten-doji	18	14	8	12	13	12	15	12	2	2/12	100	1
DV 50, Ldr 80 Wpn: Claw, Life Drain												
Uba	9	9	0	8	12	8	15	10	3	2/8	135	1
FS, Shapechanger, Ldr 10 Magic: W1D1N1 (+100%WEDN) Wpn: Poison Dagger												
Bakemono Shaman	9	9	5	9	9	11	12	10	4	2/10	80	2
FS, MS, Sacred, Stealthy, DV 50, Ldr 40 Magic: H1 (+100%FWED) Wpn: Quarterstaff												
Bakemono Sorcerer	26	17	13	10	14	7	16	10	7	2/14	395	2*
MS, Sacred, DV 50, Ldr 40 Magic: F2W1E2D2H1 (+100%FWED) (+10%FWED) Wpn: Quarterstaff												
Units (all mountains)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bakemono-Sho	9	9	5	10	8	9	9	10	4	2/10	8	2
FS, MS, Stealthy, DV 50, Undis Wpn: Club												
Bakemono-Sho	9	9	5	10	8	9	9	10	4	2/10	8	3
FS, MS, Stealthy, DV 50, Undis Wpn: Yari												
Bakemono Archer	9	9	5	10	8	9	9	10	4	2/10	8	4
FS, MS, Stealthy, DV 50, Undis Wpn: Dagger, Short Bow												
Commanders (all mountains)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bakemono Scout	9	9	10	10	8	9	9	10	5	2/10	20	10
FS, MS, Stealthy, DV 50 Wpn: Dagger, Short Bow												
Bakemono Chief	12	11	10	11	11	11	9	10	5	2/10	40	12
FS, MS, Stealthy, DV 50, Ldr 40 Wpn: Wakizashi												
Bakemono Shaman	9	9	5	9	9	11	12	10	4	2/10	80	2
FS, MS, Sacred, Stealthy, DV 50, Ldr 40 Magic: H1 (+100%FWED) Wpn: Quarterstaff												

ASHDOD, REIGN OF THE ANAKIM

Ashdod is a dry wasteland inhabited by the Rephaim, giants descended from the Nephilim of primordial times. The Rephaim have degenerated and lost the prodigal powers of their predecessors, but they are still mighty in comparison to other beings. While not as mighty as they once were, there are still a few Rephaim with pure blood. In the Twin Cities of Ashdod and Ashkelon live the Anakim, mightiest of the Rephaim, and the Anakite priest-kings. With the disappearance of the Nephilim and the pureblooded Rephaim, the Nephilim Cult has been replaced by ancestor worship. Malikum, Rephaite kings of old, are worshipped at sacred banquets for the dead. The Kohanim of earlier times have been replaced by the Zamzummim, priest-mages and shepherds of the dead, who fulfill their purpose in life by being devoured at the funerary banquets.

Home: The Twin Cities (1 Death), Mount Seir (2 Earth, 1 Fire, 1 Astral)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Human Slinger Wpn: Dagger, Sling	10	10	4	8	7	8	10	10	3	2/12	7	2
Human Slave Wpn: Spear	10	10	4	8	7	8	10	10	3	2/12	7	3
Edomite WS Wpn: Spear, Javelin	21	14	12	9	9	11	11	10	5	2/14	30	17
Amorite WS, FR 5, Supply -2 Wpn: Poison Tipped Spear	35	18	12	11	11	14	13	10	5	2/16	45	27
Gileadite WS, FR 5, Supply -2 Wpn: Spear	35	18	14	11	13	13	13	10	6	2/16	45	29
Gileadite Archer WS, FR 5, Supply -2 Wpn: Short Sword, Gileadite Bow	35	18	17	9	12	7	13	10	7	1/16	45	49
Bashanite WS, FR 5, Supply -2 Wpn: Broad Sword	40	20	14	11	14	14	13	10	6	2/16	55	33
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Edomite Scout FS, MS, WS, Stealthy Wpn: Short Sword, Javelin	21	14	12	10	10	14	11	10	5	2/14	45	19
Rephaite Commander WS, FR 5, Supply -3, Ldr 80 Wpn: Broad Sword	45	20	14	12	14	15	14	10	6	2/16	105	35
Kohen WS, Sacred, FR 5, Supply -1, Ldr 10, UndLdr 10 Wpn: Quarterstaff	35	18	4	9	13	12	15	10	3	2/14	90	3
Rephaite Sage WS, FR 5, Supply -1, Research +4, Ldr 10 Magic: (+100%FES(+2)) Wpn: Fist	35	18	4	9	12	8	16	10	3	2/14	160	3
Emite WS, FR 5, Supply -1, Fortune 5, Ldr 10 Magic: D1 (+100%FESD) Wpn: Quarterstaff	35	18	4	9	13	12	15	10	3	2/14	130	3

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Sheshai Anakite	50	21	15	12	14	15	15	10	5	3/16	115	48
WS, Sacred, FR 9, Supply -5, Berserker 2 Wpn: Anakite Sword, Gore												
Ahiman Anakite	53	22	19	13	15	16	15	10	5	3/16	115	91
WS, Sacred, FR 6, Supply -5 Wpn: Anakite Sword, Gore												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Zamzummite	35	18	6	9	13	12	17	10	3	2/14	320	3*
WS, Sacred, FR 5, Supply -1, Ldr 10, UndLdr 10 Magic: E1D2H1 (+100%ED) (+100%FESD) Wpn: Quarterstaff												
Adon	57	23	20	14	15	17	18	11	5	3/16	290	86*
WS, Sacred, FR 6, Supply -8, Ldr 120 Magic: H2 (+100%FES(+2)) Wpn: Anakite Sword, Gore												
Talmai Elder	45	20	5	11	13	8	18	10	3	2/14	360	3*
WS, Sacred, FR 6, Forge Bonus 1, Supply -6, Research +8, Ldr 80 Magic: (+100%FES(+3)) (+10%FESD) Wpn: Fist, Gore												

NAZCA, KINGDOM OF THE SUN

Nazca is a mountain necrocracy of winged humanoids. It was once a far off Caelian colony, but with the fall of the Raptors and the disappearance of the Eagle Kings contact with Caelum was broken and the descendants of the Eagle Kings became Nazcan Sun Kings, Incas. With the demise of the last Eagle Kings steps were taken to preserve the wisdom of the kings of old. The necromantic practices of the Raptor clan were not banned in Nazca and the divine kings were mummified and preserved, should their advice be needed in the future. Priests of the dead began to mummify other influential members of society as well. Since old kings and queens were supposed to be wiser than the living, a council of mummies was formed to aid and guide the Incas. The priests would listen to the mummies and divine their will. Now Nazca has turned into a necrocracy, a kingdom ruled by mummies of the silent council. The Sun Kings rule in their name, but it is the mummies of ancient kings and their interpreters who have the true power in the kingdom. The mummies of nobles and priests are transported to and fro to decide in judicial matters as well as attending feasts and ceremonies. The royal mummies are too valuable to disturb unless the matters at hand are of utmost importance. The ice crafting of Caelum has been lost and Nazca use light armors of cloth and bronze. The Nazcan can field vast armies of unskilled soldiers. Commoners indebted to the mummies, allied soldiers from conquered human mountain kingdoms, and walking dead reanimated by the mummies of dead priests form most of the armies of the kingdom.

Home: Palace of the Sun Kings (1 fire, 1 air, 1 astral), Tomb of the Sun Kings (1 earth, 1 death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Human Warrior MS, CR 5, Undis Wpn: Spear	10	10	6	10	10	10	10	10	3	2/12	7	3
Human Warrior MS, CR 5, Undis Wpn: Spear	10	10	6	10	10	13	10	10	4	2/12	8	3
Human Warrior MS, CR 5, Undis Wpn: Mace, Sling	10	10	6	10	10	13	10	10	4	2/12	8	3
Human Warrior MS, CR 5, Undis Wpn: Mace, Javelin	10	10	8	10	10	13	10	10	5	1/12	8	7
Hatun Runa MS, Fly, CR 5 Wpn: Mace	11	10	6	8	7	11	10	10	5	2/9	5	3
Aucac Runa Archer MS, Fly, CR 5 Wpn: Mace, Short Bow	11	10	8	10	10	9	10	11	5	2/9	10	9
Aucac Runa Spearman MS, Fly, CR 5 Wpn: Light Lance	11	10	8	11	11	13	10	10	6	2/9	10	7
Aucac Runa Maceman MS, Fly, CR 5 Wpn: Mace	11	10	8	11	11	13	10	10	6	2/9	10	7
Aucac Runa Axeman MS, Fly, CR 5 Wpn: Bronze Hatchet	11	10	8	11	11	13	10	10	6	2/9	10	7

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Runancha MS, Fly, CR 5, Stealthy Wpn: Spear	11	10	8	11	10	10	10	10	5	2/9	25	7
Kuraka MS, CR 5, Ldr 60 Wpn: Mace, Javelin	13	11	8	12	12	14	10	10	5	2/12	30	8
Apu MS, Fly, CR 5, Ldr 60 Wpn: Mace	11	12	8	12	11	14	10	10	6	2/9	40	7
Apusqispay MS, Fly, CR 5, Ldr 80 Wpn: Mace	11	10	9	11	11	13	10	10	6	2/9	70	8
Aclla Fly, Sacred, CR 5, Ldr 10 Magic: F1A1H1 Wpn: Fist	8	8	0	9	13	7	14	11	4	2/8	100	1
Hurin Priest Fly, Sacred, CR 5, Ldr 10 Magic: E1D2H2 (+100%AES) Wpn: Quarterstaff	9	9	2	8	12	9	14	12	5	2/8	235	1
Mallqui Sacred, Inanim, Und, NNEat, CR 15, PR 25, PiR, Insp +1, Ldr 10, UndLdr 80 Wpn: Fist	12	8	5	6	30	10	14	8	0	2/6	140	1
Mallqui Priestess Sacred, Inanim, Und, NNEat, CR 15, PR 25, PiR, Fortune 5, Insp +1, Ldr 10, UndLdr 120 Magic: F1A1H1 Wpn: Fist	12	8	5	6	30	10	15	8	0	2/6	175	1
Mallqui Priest Sacred, Inanim, Und, NNEat, CR 15, PR 25, PiR, Fortune 5, Insp +1, Ldr 10, UndLdr 120 Magic: E1D2H2 (+100%AES) Wpn: Fist	12	8	6	6	30	10	16	8	0	2/6	350	1
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Sun Guard MS, Fly, Sacred, CR 5 Wpn: Sun Mace	13	11	12	13	13	14	11	10	7	1/9	23	14
Condor Warrior MS, Fly, Sacred, CR 5 Wpn: Light Lance	13	11	9	12	12	14	11	10	6	2/9	20	8

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Inca	16	12	9	12	14	13	16	12	4	2/9	290	6*
Fly, Sacred, CR 5, SR 10, Awe 1, Ldr 80, MagLdr 10												
Magic: F2A2H3 (+10%FAS)												
Wpn: Sun Spear												
Coya	12	9	2	11	13	10	16	11	3	2/9	295	1*
Fly, Sacred, CR 5, Ldr 40, UndLdr 10												
Magic: E2S2D2H2 (+30%FAESD)												
Wpn: Fist												
Royal Mallqui	18	8	7	6	30	10	18	8	0	2/6	850	1
Sacred, Inanim, Und, NNEat, CR 15, PR 25, PiR, Fortune 10, Insp +2, Ldr 10, UndLdr 120												
Magic: F2A2E2S2D2H3 (+10%FAESD)												
Wpn: Fist												
Units (all mountains)												
Human Warrior	10	10	6	10	10	10	10	10	3	2/12	7	3
MS, CR 5, Undis												
Wpn: Spear												
Human Warrior	10	10	6	10	10	13	10	10	4	2/12	8	3
MS, CR 5, Undis												
Wpn: Spear												
Human Warrior	10	10	6	10	10	13	10	10	4	2/12	8	3
MS, CR 5, Undis												
Wpn: Mace, Sling												
Human Warrior	10	10	8	10	10	13	10	10	5	1/12	8	7
MS, CR 5, Undis												
Wpn: Mace, Javelin												
Commanders (all mountains)												
Kuraka	13	11	8	12	12	14	10	10	5	2/12	30	8
MS, CR 5, Ldr 60												
Wpn: Mace, Javelin												
Paqo of the Mountain Spirits	11	10	2	9	12	12	13	10	4	2/12	105	2
MS, CR 5, SR 15, Heretic, Disease healer 1, Bringer of fortune 1, Ldr 10												
Magic: A1N1												
Wpn: Quarterstaff												
Paqo of the Earth Mother	10	10	3	8	11	11	13	11	4	2/12	95	2
MS, CR 5, Heretic, Disease healer 1, Fortune 5, Ldr 10												
Magic: E1N1												
Wpn: Quarterstaff												

XIBALBA, FLOODED CAVES

Xibalba is a vast realm of dark water-filled caverns beneath the forests of Mictlan. According to legend, the sun and the moon passed through the cavernous realm on their daily journey to the eastern horizon. On this journey they were guarded by the bat people, Zotz, that dwelled in the dark reaches of the Xibalban underworld. But the cavernous realm was struck by a great disaster. A star fell into the ocean and a great deluge flooded the caves of Xibalba. The bat people drowned or fled the caves, but other inhabitants soon emerged. The Zotz were replaced by refugees from the shattered Atlantis. The fallen star, or possibly the dark magic of Xibalba, changed the Atlantians. The atlantians of Xibalba developed more toadlike traits and different broods emerged. They called themselves Muuch, toad people. Their kings, the Bacabs, mighty mages of the deluge, conquered the last Xibalban city and built a Muuch kingdom in the caves underneath the forests of Mictlan. After a while the Muuch began to settle the forests above their caverns and a new brood of Muuch appeared. A brittle alliance of Muuch and Zotz has formed in the forests. Meanwhile the Bacabs hunted down the remaining Zotz hiding in dried-out caves and forced them into servitude. Now Xibalba is a Muuch kingdom with a small subjugated Zotz population.

Home: The Sacred Cenote (1 water), Flooded City (2 water, 1 earth), Cave of Perpetual Darkness (1 death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Muuch Militia	12	11	8	8	8	8	10	8	4	2/10	7	3
SS, Amph, DV 50												
Wpn: Stone Spear												
Muuch Dart Thrower	14	12	8	10	10	9	10	8	4	2/10	10	4
SS, Amph, DV 50												
Wpn: Stone Dagger, Obsidian Dart												
Muuch Warrior	14	12	8	10	10	12	10	8	5	2/10	10	3
SS, Amph, DV 50												
Wpn: Stone Spear												
Muuch Warrior	14	12	8	10	10	12	10	8	5	2/10	10	5
SS, Amph, DV 50												
Wpn: Obsidian Club Sword												
Muuch Warrior	14	12	11	10	10	11	10	8	7	1/10	10	10
SS, Amph, DV 50												
Wpn: Bronze Spear												
Muuch Warrior	14	12	11	10	10	11	10	8	7	1/10	10	11
SS, Amph, DV 50												
Wpn: Obsidian Club Sword												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Muuch Ajaw	31	17	16	12	15	10	12	8	6	2/11	115	38
SS, Sacred, Amph, DV 50, Ldr 80												
Magic: H1												
Wpn: Obsidian Blade												
Ah Itz	13	11	2	10	10	9	13	8	3	2/10	65	1
SS, Amph, DV 50, Ldr 10												
Magic: W1D1												
Wpn: Stone Dagger												

Ah Ha'	13	11	3	10	10	9	13	8	3	2/10	100	1
SS, Sacred, Amph, DV 50, Ldr 10												
Magic: W1E1H1												
Wpn: Stone Dagger												
Muuch K'uhul	28	16	7	9	11	8	15	8	4	2/11	290	1
SS, Sacred, Amph, DV 50, Ldr 40												
Magic: W2E1D1H1 (+100%WEDN)												
Wpn: Stone Dagger												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Chak Muuch Dart Thrower	14	12	8	10	11	9	11	9	4	1/10	19	4
SS, Sacred, Amph, DV 50												
Wpn: Dagger, Poison Dart												
Chak Muuch Obsidian Warrior	15	12	13	11	13	12	11	9	7	1/10	26	26
SS, Sacred, Amph, DV 50												
Wpn: Poisoned Obsidian Blade												
Wo' Muuch	26	16	16	11	14	12	10	8	7	1/11	35	38
SS, Sacred, Amph, DV 50												
Wpn: Obsidian Blade												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Chak Muuch Assassin	16	12	13	12	13	10	11	10	6	2/10	115	27
SS, Sacred, Amph, Stealthy, DV 50, Assassin												
Wpn: Poisoned Obsidian Blade, Poison Dart												
Bacab	27	16	12	12	13	11	16	8	3	2/12	455	1*
SS, Sacred, Amph, DV 50, Resources +5, Ldr 120, UndLdr 10												
Magic: W3E2D1H2 (+100%WEDN) (+10%WEDN)												
Wpn: Quarterstaff												
Camazotz	7	7	0	10	9	13	15	5	3	2/10	160	1
FS, Fly, Stealthy, Blood search 1, Ldr 10, MagLdr 10												
Magic: D2B1 (+100%AEB)												
Wpn: Quarterstaff												
Units (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Muuch Jungle Warrior	14	12	8	10	10	12	10	8	5	1/10	10	5
FS, SS, Amph, Stealthy, DV 50												
Wpn: Obsidian Club Sword												
Zotz Warrior	7	7	0	11	9	11	11	5	3	2/10	7	1(*10)
FS, Fly, Stealthy, Blood search 1												
Wpn: Light Lance												
Zotz Warrior	7	7	0	11	9	12	11	5	3	2/10	7	2(*10)
FS, Fly, Stealthy, Blood search 1												
Wpn: Obsidian Club Sword												

Commanders (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Muuch Scout	14	12	2	10	10	9	10	8	4	2/10	25	1
FS, SS, Amph, Stealthy, DV 50 Wpn: Stone Dagger												
Muuch Batab	16	13	12	11	10	12	11	8	7	2/10	45	11
SS, Amph, Stealthy, DV 50, Ldr 40 Wpn: Bronze Hatchet												
Zotz Batab	7	7	8	12	9	14	11	5	6	2/10	40	3
FS, Fly, Stealthy, Blood search 1, Ldr 40, MagLdr 10 Wpn: Bronze Hatchet												
Way	7	7	0	11	9	11	15	5	3	2/10	140	1
FS, Fly, Stealthy, Shapechanger, Blood search 1, Ldr 10, MagLdr 10 Magic: N2B1 (+10%FDNB) Wpn: Dagger												

Units (all caves)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Zotz Warrior	7	7	0	11	9	11	11	5	3	2/10	7	1(*10)
FS, Fly, Stealthy, Blood search 1 Wpn: Light Lance												
Zotz Warrior	7	7	0	11	9	12	11	5	3	2/10	7	2(*10)
FS, Fly, Stealthy, Blood search 1 Wpn: Obsidian Club Sword												

Commanders (all caves)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Zotz Batab	7	7	8	12	9	14	11	5	6	2/10	40	3
FS, Fly, Stealthy, Blood search 1, Ldr 40, MagLdr 10 Wpn: Bronze Hatchet												
Camazotz	7	7	1	10	9	11	15	5	5	2/10	160	1
FS, Fly, Stealthy, Blood search 1, Ldr 10, MagLdr 10 Magic: D2B1 (+100%AEB) Wpn: Quarterstaff												

ATLANTIS, KINGS OF THE DEEP

When the Star fell into the sea, the Basalt City and the Dark Crystal were destroyed, the reign of the Basalt Queens was ended and the surviving Atlantians reformed the kingdom. Atlantis is an underwater nation of strange beings resembling a cross between fish, frog and human. Atlantians never stop growing and will live for several hundred years unless killed. The Atlantian society is organized in a strict hierarchy of size and age. The oldest and most cunning Atlantians are trained as priests or mages. Because the Atlantians find it difficult to use magic, they often capture human children and train them in magic in the Coral Towers. The soldiers of Atlantis use spears tipped with living coral shards and wear armor made of coral chunks. The coral is poisonous and is cultivated solely for purposes of war.

Home: The Coral Towers (5 Water)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Atlantian Militia	12	11	2	8	8	8	10	8	4	2/10	7	2
Amph, DV 50												
Wpn: Coral Spear												
Atlantian Shield Bearer	12	11	2	10	10	12	10	8	4	2/10	10	3
Amph, DV 50												
Wpn: Coral Spear												
Atlantian Light Infantry	12	11	9	10	10	8	10	8	5	1/10	10	9
Amph, DV 50												
Wpn: Coral Spear												
Atlantian Infantry	12	11	12	10	10	11	10	8	6	1/10	10	12
Amph, DV 50												
Wpn: Coral Spear												
Reef Warrior	13	11	9	11	12	13	10	8	6	1/12	12	10
Amph, DV 50												
Wpn: Coral Spear												
Coral Guard	14	12	12	11	13	11	10	8	7	1/10	15	15
Amph, DV 50												
Wpn: Coral Spear												
Coral Guard	14	12	12	11	13	9	10	8	6	1/10	15	17
Amph, DV 50												
Wpn: Coral Glaive												
Shambler	22	15	6	10	11	9	10	8	3	2/11	25	1
Amph, DV 50												
Wpn: Claw, Claw												
War Shambler	22	15	11	10	13	12	10	8	5	2/11	30	13
Amph, DV 50												
Wpn: Coral Glaive												
War Lobster	13	11	2	11	11	16	10	8	3	1/8	50	6
Trample, Aqua												
Wpn: Coral Spear, Lobster Claw												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	12	11	2	10	10	9	10	8	3	2/10	25	1
Amph, Stealthy, DV 50 Wpn: Coral Knife												
Shambler Chief	22	15	6	10	11	9	10	8	3	2/11	55	2
Amph, DV 50, Ldr 60 Wpn: Coral Club, Claw												
Consort	27	16	15	12	15	13	12	8	8	2/11	120	26
Sacred, Amph, DV 50, Ldr 80 Wpn: Coral Glaive												
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Coral Queen	31	18	18	12	14	7	15	8	5	2/12	270	19*
Sacred, Amph, DV 50, Ldr 160 Wpn: Coral Knife												
King of the Deep	27	16	12	12	13	11	16	8	3	2/12	280	5*
Amph, DV 100, Ldr 40 Magic: W3 (+100%FWES(+2)) (+10%FWES) Wpn: Quarterstaff												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Mother Guard	24	15	15	11	14	12	10	8	8	1/11	45	26
Sacred, Amph, DV 50 Wpn: Coral Glaive												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Initiate of the Deep	10	8	0	7	12	7	13	9	3	2/10	45	1
Amph, Ldr 10 Magic: W1 Wpn: Dagger												
Deep Seer	8	9	0	8	13	7	16	10	4	1/8	235	1
Amph, Fortune 10, Ldr 40 Magic: W3S2 Wpn: Dagger												

R'LYEH, FALLEN STAR

In ages past, a distant star inhabited by a great race of strange, alien beings was struck with an unimaginable catastrophe. The star fell from the heavens, breaking into tiny shards. One such shard fell through the Spheres and down upon the world. The shard came to rest on the ocean floor and there a remnant of this great race adapted and survived. They multiplied and enslaved a race of fishlike humanoids by sheer strength of mind.

R'lyeh, the Sunken City, is a mind-defying place built under the sea with an architecture unlike any known to man. In the halls of R'lyeh the Starspawn, the Great Ones who survived the Fall, plan the re-emergence of their Great Race. The Starspawn are powerful mages with great knowledge of distant stars and all of the Great Race are powerful mindcrafters.

All coastal forts of R'lyeh have a special well where women can submerge themselves in the hope of being impregnated by a Great One. However, most will be taken by Deep Ones instead, and the women's offspring will be strange, fishlike humanoids instead of the noble Starchildren they wanted. These half-human hybrids are usually devoted to the cause of putting mankind below the sea and often join the army of R'lyeh free of charge.

Home: The Sunken City (3 Astral, 2 Water), The Void Gate

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slave Trooper	15	12	1	11	7	10	12	10	3	1/20	9	2
Aqua												
Wpn: Spear												
Slave Guardian	15	12	12	11	7	9	12	10	4	1/20	9	13
Aqua												
Wpn: Trident												
Slave Trooper	10	10	1	10	7	10	12	10	3	1/22	9	3
Amph												
Wpn: Net, Spear												
Slave Guardian	10	10	12	10	7	9	12	10	4	1/22	9	12
Amph												
Wpn: Spear												
Slave Trooper	12	11	2	10	7	9	10	8	3	2/9	9	3
Amph, DV 100												
Wpn: Trident												
Slave Guardian	12	11	12	10	7	8	10	8	4	2/9	9	13
Amph, DV 100												
Wpn: Trident												
Lobo Guard	13	12	2	9	50	7	5	5	3	2/8	5	1
MagB Mindless, Amph, DV 100												
Wpn: Claw												
Meteorite Guard	14	12	19	11	12	8	13	8	9	1/9	13	30
Amph, DV 50												
Wpn: Trident												

Shambler Thrall	24	16	7	9	50	7	5	4	3	2/10	25	1
MagB Mindless, Trample, Amph, DV 50												
Wpn: Claw												
Crab Hybrid	25	17	14	8	14	9	10	8	3	2/11	35	1
Aqua, DV 50												
Wpn: Pincer, Pincer												
Illithid	28	15	5	10	10	6	15	12	2	2/8	50	1
MagB Amph, BIR, DV 100												
Wpn: Life Drain, Mind Blast												
Illithid Soldier	28	15	17	10	10	5	15	7	4	1/9	50	39
MagB Amph, BIR, DV 100												
Wpn: Trident, Mind Blast												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	12	11	2	10	10	9	10	8	3	2/10	25	1
Amph, Stealthy, DV 50												
Wpn: Coral Knife												
Traitor Prince	27	16	21	12	12	9	15	8	7	2/11	85	44
Amph, DV 50, Ldr 80												
Wpn: Trident												
Slave Priest	10	10	1	8	7	12	15	9	3	1/20	45	1
Sacred, Amph, Ldr 10												
Wpn: Magic Staff												
Slave Mage	10	10	2	8	7	12	15	9	3	1/20	175	1
Amph, Ldr 10												
Magic: W2S1 (+100%WESN)												
Wpn: Magic Staff												
Illithid Lord	30	15	17	11	12	6	15	7	4	2/9	80	39
MagB Amph, BIR, DV 100, Taskmaster +2, Ldr 40, MagLdr 40												
Wpn: Trident, Mind Blast												
Star Child	14	11	2	10	10	9	15	11	3	2/10	85	1
Amph, Stealthy, BIR, DV 100, Assassin, MagLdr 10												
Magic: S1												
Wpn: Dagger, Mind Blast												
Starspawn	30	16	5	11	9	7	18	12	2	2/8	200	1
Sacred, MagB Amph, BIR, DV 100, Ldr 10, MagLdr 40												
Magic: S1H2 (+100%WESD)												
Wpn: Life Drain, Mind Blast												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Starspawn	26	15	5	9	9	5	20	13	2	2/8	290	1*
MagB Amph, BIR, DV 100, Ldr 10, MagLdr 80												
Magic: W1S3 (+100%WESD) (+100%WESD) (+10%WESD)												
Wpn: Life Drain, Mind Blast												

PELAGIA, TRITON KINGS

Pelagia was the first kingdom to form in the deeps. It is a nation of tritons, humanoid beings with fin-like legs. Ruled by powerful triton priest-kings, it dominated much of the seas. After the devastating event that shattered the ocean depths, Pelagia quickly recovered. R'lyeh was destroyed and reformed under a strange race and Atlantis lost much of its former power when their basalt cities toppled and their kings were buried under broken pillars. Pelagia on the other hand was never dependent on the deeper seas and the Fallen Star did not touch their home. The triton kingdom survived and evolved. The Triton Kings of earlier times lost much of their priestly authority. Respected, but not worshipped like divine beings, they turned themselves from their lesser kin. Now they rule in name only, looking inwards and trying to master the secrets of the seas. The tribal division of the kingdom has lessened over time and the Shark Tribe and the Turtle Clan are now part of the greater Pelagian culture. The mermen and their coastal traders have found other partners since the destruction of Berytos, but they are still an important part of the Pelagian economy, and they have brought bronze to the deeps. Now Pelagian soldiers have abandoned the crude armor of earlier times and fight in armor of gleaming bronze.

Home: Palace of Pearls (4 Water, 1 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Merman	10	10	1	10	10	10	12	10	3	1/22	10	3
Amph												
Wpn: Net, Spear												
Wave Warrior	10	10	14	11	12	10	12	10	6	1/22	13	19
Amph												
Wpn: Trident												
Pelagian Militia	12	12	1	9	9	8	12	10	3	1/20	8	2
Aqua												
Wpn: Coral Spear												
Pelagian Soldier	15	12	14	11	11	12	12	10	7	1/20	10	20
Aqua												
Wpn: Trident												
Coral Clan Hoplite	16	12	18	12	12	10	12	10	9	1/20	13	27
Aqua												
Wpn: Coral Long Spear												
Amber Clan Guard	16	13	17	12	13	12	12	10	7	1/22	14	34
Aqua												
Wpn: Trident												
Commanders												
Merman Scout	12	11	1	10	10	10	12	10	3	1/22	25	4
Amph, Stealthy												
Wpn: Net, Pearl Spear												
Wave Lord	12	11	14	11	13	10	12	10	6	2/22	40	21
Amph, Ldr 60												
Wpn: Pearl Trident												

Pelagian Captain	16	12	17	12	11	12	12	10	9	1/20	40	26
Aqua, Ldr 60												
Wpn: Pearl Trident												
Amber Clan Noble	17	13	17	12	13	13	12	10	7	1/22	80	34
Aqua, Ldr 80												
Wpn: Trident												
Merman Priest	10	10	1	8	8	12	14	9	3	1/20	45	1
Sacred, Amph, Ldr 10												
Wpn: Magic Staff												
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Mermage	10	10	1	8	11	12	15	9	3	1/20	155	1
Amph, Ldr 10												
Magic: W2 (+100%AWEN)												
Wpn: Magic Staff												
Amber Clan Priest	15	12	1	11	12	10	14	10	3	1/22	65	2
Sacred, Aqua, Ldr 40												
Wpn: Mace												
Amber Clan Mage	14	12	1	11	10	13	16	11	3	1/22	185	1
Aqua, Ldr 40												
Magic: F1W2 (+100%WEN)												
Wpn: Quarterstaff												
Pearl Clan Priest	12	12	1	9	9	8	14	10	3	1/20	80	2
Sacred, Aqua, Ldr 40												
Wpn: Coral Club												
Pearl Mage	12	12	1	9	9	11	16	10	3	1/20	175	1
Aqua, Ldr 10												
Magic: W2S1 (+100%AWSN)												
Wpn: Quarterstaff												
Unit (home only)												
Knight of the Deeps	16	13	17	12	14	17	14	10	4	1/30	65	25
Sacred, Recup, Aqua												
Wpn: Spear, Lance, Alicorn												
Commanders (home only)												
Triton Prince	17	13	17	13	16	18	14	10	4	1/30	200	32
Sacred, Recup, Aqua, Ldr 120												
Wpn: Spear, Lance, Alicorn												
Triton King	45	15	4	13	14	11	17	10	4	2/25	390	5*
Sacred, Aqua, Ldr 80												
Magic: W4 (+100%ASN) (+100%ASN) (+10%AWSN)												
Wpn: Trident												

OCEANIA, MYRMIDONS

Oceania is an underwater realm of half-men. Since the Atlantians emerged from the deeps, the half-men have lost more and more of their former domains. Ravenous deep ones have consumed fish and kelp alike. The kelp groves have been desecrated and murky water has spread in the kelp. Only with the Fall of the Star was the Atlantian onslaught halted. The Starspawns of the Sunken City enslaved the Atlantians and consumed their will. During the war between Atlantis and R'lyeh, a new God emerged from the depths and the Capricorns able to muster their forces. Now it is time to reclaim the deeps and conquer the world. The Capricorns, wild mages of the sea and the shores lead the nation in the conquest of a sea once theirs. Sirens, mermaids with shapeshifting powers, who lure men to watery graves with their beautiful songs, aid them in conquering the shores.

Home: The Grove of Aphros (3 Nature, 2 Water)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ichtystry	12	11	2	10	8	12	13	10	3	2/24	9	2
Recup, Amph, Stealthy, Undis												
Wpn: Spear												
Ichtystry	12	11	2	10	9	15	13	10	4	2/24	9	3
Recup, Amph, Stealthy, Undis												
Wpn: Spear												
Ichtystry Soldier	12	11	9	10	9	13	13	10	5	2/24	10	7
Recup, Amph												
Wpn: Spear												
Ichtystry Soldier	12	11	12	10	9	14	13	10	7	2/24	10	17
Recup, Amph												
Wpn: Spear												
Mermidon	14	12	18	12	11	14	13	10	9	1/24	15	27
Recup, Amph												
Wpn: Trident												
Ichtytaur	30	17	9	9	12	8	13	9	4	2/22	40	5
Recup, Amph, Berserker 2												
Wpn: Spear												
Ichtytaur Warrior	30	17	13	9	12	8	13	9	6	2/22	50	16
Recup, Amph, Berserker 2												
Wpn: Spear												
Ichtycentaur	20	13	12	10	12	17	13	12	4	1/26	30	8
Recup, Amph												
Wpn: Light Lance												
Ichtycentaur Cataphract	22	13	18	11	14	16	13	12	8	1/26	45	26
Sacred, Recup, Amph												
Wpn: Trident												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ichtysatyr Scout	12	11	4	10	9	15	13	10	4	2/24	20	5
Recup, Amph, Stealthy												
Wpn: Spear												
Ichtysatyr Commander	12	11	12	10	9	13	13	10	5	2/24	40	9
Recup, Amph, Stealthy, Ldr 40												
Wpn: Spear												
Ichtycentaur Commander	20	13	18	10	12	15	13	12	8	3/26	90	28
Recup, Amph, Ldr 80												
Wpn: Pearl Trident												
Aphroi Hierophant	23	14	4	11	13	17	15	13	3	3/26	135	1
Sacred, Recup, Amph, Stealthy, Insp +1, Ldr 40												
Magic: H1 (+100%WN)												
Wpn: Quarterstaff												
Siren	10	10	1	10	10	8	16	10	4	3/22	140	1
Recup, Amph, Stealthy, Air -1, Awe 3												
Magic: A1W2												
Wpn: Fist												
Capricorn	37	16	5	11	16	11	17	9	3	1/15	355	5*
Recup, Amph, Stealthy, Earth -1, Animal awe 3, Beastmaster +2, Ldr 80												
Magic: W2E1N4 (+100%AWE) (+10%AWEN)												
Wpn: Trident												
Commander in home province only:												
Aphroi Lord	26	15	14	12	15	16	14	12	8	2/26	145	17
Sacred, Recup, Amph, Insp +1, Ldr 80												
Wpn: Light Lance												
Unit in home province only:												
Aphroi	24	14	11	11	14	16	14	12	8	2/26	65	15
Sacred, Recup, Amph												
Wpn: Light Lance												

NATIONS OF THE LATE ERA

ARCOSCEPHALE, SIBYLLINE GUIDANCE

Arcoscephale is an old kingdom that once ruled much of the known world. With the fall of the Old Kingdom centuries ago, tradition was the only thing that remained to the population. Mystics and priestesses of the old cult still serve the kings of Arcoscephale. The infantry and cavalry are still hopelessly archaic, but the Awakening of the New God has brought some changes. Some traditions have been abandoned and the cavalry has been improved. Skilled and lightly armed phalangites are starting to replace the heavier hoplites and the cardaces. Although the wise Astrologers who aided past kings were killed or disbanded, a new breed of seeresses called the Sibyls has appeared. The Sibyls offer great help in maneuvering the once mighty kingdom to a powerful platform for the Awakening God. Priestesses with great knowledge of healing are trained in ancient temples built during the peak of the Old Kingdom. The priestesses are able to scry upon enemy troops and provinces that are located within the God's Dominion.

Home: The Sibylline Caves (3 Astral, 1 Nature), The Cerulean Tower, Gymnasium

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slinger Wpn: Dagger, Sling	10	10	5	8	7	8	10	10	4	1/12	7	2
Peltast Wpn: Spear, Javelin	10	10	5	10	10	13	10	10	4	2/12	10	6
Phalangite Wpn: Long Spear	11	11	14	11	12	11	10	10	6	2/12	13	19
Hoplite Wpn: Long Spear	11	11	18	11	11	8	10	10	8	1/12	13	30
Hypaspist Wpn: Spear	11	11	15	11	13	13	10	10	6	2/13	16	24
Agema Companion Wpn: Lance, Hoof, Broad Sword	13	11	15	12	14	18	10	10	5	2/22	35	40
War Elephant Trample Wpn: Trunk, Long Spear, Long Spear	64	20	18	10	9	8	6	10	5	3/18	100	62

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Phalangite Commander	13	12	14	12	13	12	10	10	5	2/12	75	19
Ldr 80												
Wpn: Long Spear												
Hoplite Commander	13	12	18	12	13	10	10	10	7	2/12	75	30
Ldr 80												
Wpn: Long Spear												
Hypaspist Commander	13	12	15	12	14	14	10	10	6	2/13	70	24
Ldr 80												
Wpn: Spear												
Agema Commander	15	12	15	13	15	19	10	10	5	2/22	105	40
Insp +1, Ldr 80												
Wpn: Lance, Hoof, Broad Sword												
Strategos	13	12	18	12	15	13	10	10	9	2/13	110	30
Ldr 120												
Wpn: Short Sword												
Priestess	9	8	0	8	10	8	15	11	3	2/8	155	1
Sacred, Ldr 10												
Magic: N1H2												
Wpn: Dagger												
Mystic	10	10	2	8	10	8	15	10	3	2/10	120	1
Research +1, Ldr 10												
Magic: S1 (+100%FWES) (+50%F) (+50%W) (+50%E)												
Wpn: Dagger												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Cerulean Warrior	20	15	15	12	13	11	8	9	5	2/10	20	20
FS												
Wpn: Mace												
Heart Companion	12	11	18	11	13	10	11	10	8	1/13	20	30
Sacred												
Wpn: Long Spear												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Sibyl	8	7	0	7	10	7	15	11	4	2/8	230	1*
Sacred, Fortune 15, Ldr 10												
Magic: S2N1H2 (+100%WSDN) (+10%WSDN)												
Wpn: Dagger												

PYTHIUM, SERPENT CULT

The Emerald Empire of Pythium was a splinter empire of the great Empire of Ermor. As dark arts were practiced in the heart of the Empire, the stars warned the Theurgs of Pythia to flee the impending doom. They led Pythia away from the falling Empire and formed an imperial theocracy under their wise rule. As Ermor slowly crumbled, the Emerald Empire struggled to keep the old Ermorian provinces under their rule. From these provinces came strange cults and foreign beliefs. Just as Ermor was seduced by the C'tissian cults of Death, the Pythians were fascinated by the exotic practices of the lizardmen. With shadows lingering near, the C'tissian cults were particularly seductive. No other people had such knowledge of Death and the dead. The popularity of the Theurgs diminished and the Serpent Cult gradually replaced the old state cult. But the Serpent Cult was not the only foreign cult that got a foothold in the Empire. Heretical mystery cults flourish and threaten to cast the Empire into disorder.

Pythium uses a reformed legionnaire army with frontier soldiers and mobile field troops. The Serpent Cataphracts have received special status and they have become the most respected force in the Empire.

Home: The Imperial Capital, Temple of the Spheres (1 Astral), The Sacred Swamp (3 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Milite	10	10	7	9	8	14	10	10	5	1/12	8	9
Wpn: Spear, Javelin												
Limitane	10	10	15	9	9	14	10	10	7	1/12	9	26
Castle def +1												
Wpn: Broad Sword, Javelin												
Limitane Primani	10	10	18	10	11	13	10	10	9	1/12	12	30
Castle def +1												
Wpn: Broad Sword												
Limitane Standard	10	10	15	10	10	15	10	10	7	1/12	20	26
Castle def +1												
Wpn: Broad Sword, Javelin												
Comitatense	12	11	15	11	12	16	10	11	7	3/12	15	26
Wpn: Broad Sword, Javelin												
Palatine	13	12	18	12	13	15	10	10	9	2/14	22	30
Wpn: Broad Sword												
Standard	12	11	15	11	12	16	10	11	7	3/12	30	26
Wpn: Broad Sword, Javelin												
Retiarius	12	12	12	11	14	11	10	10	4	2/10	8	1
Wpn: Trident, Net												
Gladiator	12	12	12	11	14	9	10	10	4	2/10	8	1
Wpn: Flail												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Centurion	12	10	15	11	12	11	10	10	5	2/12	70	22
Ldr 80												
Wpn: Broad Sword												

Tribuni	15	12	18	13	15	16	10	10	9	3/12	80	30
Insp +1, Ldr 80												
Wpn: Broad Sword												
Magister Militum	12	10	15	11	14	10	10	10	6	2/12	110	22
Ldr 120												
Wpn: Broad Sword												
Battle Deacon	11	10	15	11	12	10	12	10	5	2/12	65	19
Sacred, PR 5, Ldr 40												
Wpn: Mace												
Serpent Acolyte	10	9	0	9	9	9	12	10	3	2/10	70	1
Sacred, PR 5, Ldr 10												
Magic: N1H1												
Wpn: Dagger												
Renata	9	8	0	8	10	7	14	11	3	2/8	125	1
Sacred, Ldr 10												
Magic: W1 (+100%WSDN)												
Wpn: Sacred Pitcher, Fist												
Renatus	10	8	1	8	10	10	14	11	3	2/8	125	1
Sacred, Ldr 10												
Magic: D1 (+100%WSDN)												
Wpn: Quarterstaff												

Units (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Milite	10	10	7	9	8	14	10	10	5	1/12	8	9
Wpn: Spear, Javelin												
Limitane	10	10	15	9	9	14	10	10	7	1/12	9	26
Castle def +1												
Wpn: Broad Sword, Javelin												
Limitane Primani	10	10	18	10	11	13	10	10	9	1/12	12	30
Castle def +1												
Wpn: Broad Sword												
Limitane Solaris	11	10	15	11	12	15	10	10	7	1/12	15	26
FR 5, Castle def +1												
Wpn: Broad Sword, Javelin												
Primani Solaris	12	11	18	12	13	13	10	10	9	1/12	20	30
FR 5, Castle def +1												
Wpn: Broad Sword												
Limitane Standard	10	10	15	10	10	15	10	10	7	1/12	20	26
Castle def +1												
Wpn: Broad Sword, Javelin												

Commanders (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Centurion	12	10	15	11	12	11	10	10	5	2/12	70	22
Ldr 80												
Wpn: Broad Sword												

Leo	14	12	15	13	14	11	11	10	5	2/12	80	22
FR 5, Heretic, Fire pow 1, Ldr 80 Magic: F1 (+10%N) Wpn: Broad Sword												
Heliodromus	10	10	0	11	13	11	13	10	3	2/10	90	1
FR 5, Heretic, Fire pow 1 Magic: F1 (+100%FN) (+10%F) Wpn: Dagger												
Mystes	9	8	0	8	10	7	12	10	3	2/8	40	1
Ldr 10 Magic: N1 (+10%EN) Wpn: Fist												
Epoptes	9	8	1	8	10	8	13	11	3	2/8	100	1*
Supply +20, Heretic, Disease healer 1, Ldr 10 Magic: N1 (+100%EN) (+10%N) Wpn: Twig												
Reveler	10	10	0	8	11	7	13	10	3	2/10	50	1
Heretic, Ldr 40 Magic: N1 (+20%NB) Wpn: Fist												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Serpent Cataphract	12	12	18	12	12	15	10	8	4	2/16	70	56
Sacred Wpn: Light Lance, Poisonous Bite												
Hydra Hatchling	25	12	4	12	11	9	12	5	3	1/7	35	1
SS, Sacred, FR -10, PR 25, BIR, PiR, Regen 10, Poison cloud 4, Undis Wpn: Lesser Heads, Great Head												
Hydra	80	16	8	14	15	12	14	5	3	1/7	250	1(*1)
SS, Sacred, FR -10, PR 25, BIR, PiR, Regen 10, Fear 5, Poison cloud 8, Undis Wpn: Lesser Head, Lesser Head, Lesser Head, Lesser Head, Great Head												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Serpent Lord	15	13	18	14	15	16	11	8	4	2/16	110	56
Sacred, Ldr 40 Wpn: Light Lance, Poisonous Bite												
Theurg	9	10	0	11	13	10	15	10	3	2/10	135	2
Sacred, Ldr 10 Magic: S1H1 (+100%AWS) Wpn: Mace												
Serpent Assassin	10	11	0	13	13	14	11	13	3	2/12	60	1
PR 15, Stealthy, Patrol +25, Assassin Wpn: Serpent Kryss												
Serpent Priest	9	10	1	9	12	11	15	10	3	2/9	265	1
Sacred, PR 15, Ldr 40 Magic: W1N2H2 (+100%WSDN) (+10%WSDN) Wpn: Quarterstaff												

LEMURIA, SOUL GATES

With the second fall of Ermor, hope finally came to the Scelerian remnants of the ancient empire. The fear of the dead ceased and undead legions were no longer needed. Instead, the soulless were put to menial labor. But the thaumaturgs turn their attention elsewhere. The common people became ever more dissatisfied. Some soulless slaves still toiled the land, but with the thaumaturgs less interested in reanimating slaves for the populace, the common men felt abandoned. Demands were made that the thaumaturgs should provide slaves to keep the kingdom going. The conflict escalated, and finally, in an act of remarkable hubris, the thaumaturgs decided to settle the problem once and for all. In a great ceremony, every thaumaturg in the kingdom joined a communion and poured their souls into a ritual that would open a gate to the underworld, so that the dead might willingly return to the land of the living as workers and farmers. The ritual succeeded, in a way. The gate opened, but the lower souls of the thaumaturgs were ripped apart and swallowed by the gate. And from the gate emerged not dead servants, but a spectral host of legionnaires and shadows. Now the land is slowly withering and falling under the dominion of a god of darkness. Ghosts and spectral legions reclaim a land once theirs, and the shattered souls of the former thaumaturgs are mustering the shadows and memories of a glorious past.

Home: Campus Sceleris (*8/15/22 Death)

Commanders (summoning only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Path	Gems
Shadow Tribune	6	6	0	10	13	15	15	10	0	3/12	D1	8
Float, Ethereal, Sacred, Und, Amph, NNEat, CR 15, PR 25, Ldr 80, UndLdr 80												
Wpn: Paralyze												
Summoned by: Revive Shadow Tribune												
Lemur Centurion	25	13	18	14	17	15	15	10	0	3/12	D1	5
Ethereal, Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 80, UndLdr 120												
Wpn: Short Sword												
Summoned by: Revive Lemur Centurion												
Lemur Senator	28	14	8	15	14	15	16	10	0	3/12	D2	15
Ethereal, Sacred, Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 80, UndLdr 120												
Wpn: Steal Strength												
Summoned by: Revive Lemur Senator												
Lemur Acolyte	20	12	0	10	17	15	15	12	0	3/12	D2	15
Ethereal, Sacred, Und, PAmph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 10, UndLdr 10												
Magic: D1H1												
Wpn: Life Drain												
Summoned by: Revive Lemur Acolyte												
Lemur Consul	33	15	18	16	30	17	17	10	0	3/12	D3	25
Ethereal, Sacred, Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 120, UndLdr 160												
Wpn: Short Sword												
Summoned by: Revive Lemur Consul												

Lemur Thauaturg	25	12	0	10	18	16	17	12	0	3/12	D3	30
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Ethereal, Sacred, Und, PAmph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 10, UndLdr 10
 Magic: S1D2H2
 Wpn: Life Drain
 Summoned by: Revive Lemur Thaumaturg

Grand Lemur	25	12	0	10	18	20	18	12	0	3/12	D3	50
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Ethereal, Sacred, Und, PAmph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 10, UndLdr 10
 Magic: S2D3H3?1
 Wpn: Magic Staff, Life Drain
 Summoned by: Revive Grand Lemur

MAN, TOWERS OF CHELMS

The realm of Man is a feudal kingdom. Their kingdom was established by conquering a race of tall and magically powerful beings known as the Tuatha. When the Tuatha were destroyed, their magic was taken by the Witches of Man. They helped Man to grow in power and influence, but with the great magic came a great Curse and the Witches dwindled in number and magic left the kingdom. To contain the Curse, the Old Magic was banned and a scholarly order of Magisters replaced the Witches of Avalon and their wild ways. The infantry of Man has evolved since the Age of Avalon and the crossbow is common, but knights and longbowmen still make up a large part of the armies. The Wardens of Avalon have escaped the Curse and are the only remnant of the Old Ways.

Home: The Forest of Avalon (2 Nature, 2 Air)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Forester	10	10	8	10	10	8	10	12	4	2/12	12	7
FS, Stealthy, Patrol +1												
Wpn: Axe, Dagger, Short Bow												
Spearman	10	10	9	10	10	13	10	10	4	2/12	10	9
Wpn: Spear												
Longspear	10	10	11	10	10	11	10	10	5	1/12	10	13
Wpn: Long Spear												
Axeman	11	11	11	10	10	11	10	10	5	1/12	10	11
Wpn: Axe												
Heavy Axeman	11	11	15	10	10	10	10	10	6	1/12	10	19
Wpn: Axe												
Light Archer	10	10	5	8	8	8	10	11	3	2/12	10	4
Wpn: Dagger, Short Bow												
Longbowman	10	11	9	10	10	12	10	12	3	2/12	12	11
Wpn: Short Sword, Long Bow												
Crossbowman	10	10	9	8	8	8	10	11	3	2/12	10	9
Wpn: Dagger, Crossbow												
Tower Guard	11	10	13	11	12	15	10	11	6	1/12	13	22
Castle def +1												
Wpn: Broad Sword, Crossbow												
Defender	13	11	16	12	13	15	10	12	7	1/12	16	27
Castle def +2												
Wpn: Broad Sword, Crossbow												
Tower Knight	12	12	18	12	14	16	10	10	5	2/20	45	51
Wpn: Broad Sword, Lance, Hoof												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Royal Forester	12	10	8	11	11	8	10	13	4	2/12	40	8
FS, Stealthy, Patrol +5, Ldr 10 Wpn: Axe, Axe, Short Bow												
Castellan	12	10	16	11	12	13	10	10	6	2/12	70	22
Ldr 80 Wpn: Broad Sword												
Judge	10	10	0	8	12	8	10	10	3	2/10	70	1
Patrol +20, Mundane researcher, Ldr 40 Magic: (+25%F) (+25%D) Wpn: Dagger												
Magister	10	10	0	8	9	8	13	10	4	2/10	100	1
Stealthy, Siege +15, Spy, Mundane researcher, Castle def +15, Ldr 10 Wpn: Dagger												
Magister Arcane	10	10	1	8	11	6	13	10	5	1/10	165	1
Mundane researcher, Ldr 10 Magic: A2E1S1 (+50%FAES) Wpn: Dagger												
Magister of Theology	10	10	0	8	9	8	13	10	4	2/10	60	1
Sacred, Inquisitor, Ldr 10 Wpn: Dagger												
Bishop	10	10	0	8	10	10	13	10	4	2/10	70	1
Sacred, Ldr 10 Wpn: Quarterstaff												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Warden	13	12	18	12	14	10	11	12	6	1/12	26	31
FS, Sacred, Stealthy Wpn: Great Sword, Crossbow												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Lord Warden	14	12	18	12	15	10	12	13	6	1/12	120	31
FS, Sacred, Stealthy, Ldr 80 Wpn: Great Sword, Crossbow												

ULM, BLACK FOREST

After years of civil war, the Iron Kingdom crumbled. During the Night of Treason a great Malediction was placed upon the kingdom. The forests became dark and hostile. Wolves and creatures even worse stalked the land. Slowly the kingdom recovered, but it was not what it once was. The knightly order was all but destroyed and the Master Smiths had disappeared. The secrets of blacksteel were forgotten. An order of Black Priests emerged in Ulm in the last days before the civil war. They formed an Iron Cult, consolidated their position and forbade the use of magic. Magic outside religion was announced to be sacrilegious and the few surviving Master Smiths were put to the flames. Although magery is forbidden, there are some fortune tellers and members of the Order of the Illuminated Ones who secretly ply their trade in the arcane.

Home: The Ruined Keep (2 Death), Black Forest (1 Nature, 1 Astral), The Black Temple

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Villain	10	10	5	9	8	9	10	10	3	2/12	10	5
FS, MS, Stealthy												
Wpn: Mace, Short Bow												
Pikeneer	12	11	14	10	10	8	9	10	4	2/12	10	20
Wpn: Pike												
Halberdier	12	11	14	10	10	10	9	10	4	2/12	10	22
Castle def +1												
Wpn: Halberd												
Infantry of Ulm	12	11	14	10	10	12	9	10	6	1/12	10	23
Wpn: Morningstar												
Ranger of Ulm	12	11	7	10	10	8	9	12	3	2/12	12	8
FS, Stealthy												
Wpn: Axe, Crossbow												
Zweihander	13	11	21	11	12	9	9	10	7	1/12	14	36
Wpn: Great Sword												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Commander of Ulm	12	11	14	10	10	15	9	10	6	2/12	70	24
Ldr 80												
Wpn: Broad Sword												
Ranger Captain	12	11	7	10	10	8	9	12	3	2/12	45	8
FS, Stealthy, Ldr 40												
Wpn: Axe, Crossbow												
Black Acolyte	12	11	0	8	10	8	12	10	4	2/10	45	1
Sacred, Inquisitor, Ldr 10												
Wpn: Dagger												
Black Priest	12	11	1	8	11	6	15	10	5	2/8	160	2
Sacred, Forge Bonus 1, Inquisitor, Ldr 40												
Magic: E1H2 (+100%FAES)												
Wpn: Maul												

Illuminated One	10	9	0	8	10	7	12	10	3	2/10	75	1
Stealthy, Spy, Ldr 10												
Magic: S1												
Wpn: Fist												
Member of the Second Tier	10	9	0	8	10	7	14	10	3	2/10	150	1
Stealthy, Spy, Ldr 10												
Magic: S2B1 (+10%FSDB)												
Wpn: Fist												
Commanders (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Illuminated One	10	9	0	8	10	7	12	10	3	2/10	75	1
Stealthy, Spy, Ldr 10												
Magic: S1												
Wpn: Fist												
Member of the Second Tier	10	9	0	8	10	7	14	10	3	2/10	150	1
Stealthy, Spy, Ldr 10												
Magic: S2B1 (+10%FSDB)												
Wpn: Fist												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ghoul Guardian	16	13	20	11	18	6	12	10	0	2/10	20	37
Und, NNEat, PR 25, Castle def +2												
Wpn: Black Halberd												
Black Templar	15	13	21	12	15	13	10	10	5	2/18	70	68
Sacred												
Wpn: Morningstar, Lance, Hoof												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ghoul Commander	18	14	20	12	18	7	13	10	0	2/10	100	37
Und, NNEat, PR 25, Castle def +2, Ldr 40, UndLdr 80												
Wpn: Black Halberd												
Wolfherd	10	10	4	11	12	12	9	10	3	2/12	50	2
FS, MS, Stealthy, Animal awe 2, Beastmaster +3, Ldr 40												
Wpn: Quarterstaff, Sling												
Fortune Teller	10	8	0	8	8	8	13	10	3	2/10	95	1
Fortune 10, Ldr 10												
Magic: S1 (+100%SDNB)												
Wpn: Dagger												
Hochmeister	17	14	21	13	16	13	12	10	5	2/18	120	68
Sacred, Inquisitor, Ldr 80												
Wpn: Morningstar, Lance, Hoof												

MARIGNON, CONQUERORS OF THE SEA

Marignon is a feudal theocracy that rose out of the ashes of Ermor. Through religious austerity and fanaticism the young kingdom prevailed when death walked the land. When kingdom after kingdom crumbled under the might of the Ashen Empire, the leaders of Marignon turned to desperate measures. The Grand Masters of the House of Fiery Justice struck a bargain with infernal forces. Devils started to fill the ranks of the human armies and with time Marignon became dependent on devils to survive. Devils and the Holy Knights of the Chalice were all that kept death at bay. In a cataclysmic battle the knights fought a great army of walking dead. Both armies were annihilated, but new Ermorian legions would soon re-emerge from the ashen realm. The Grand Masters called their Infernal Lords and a host of demons was released upon Eldregate. The Holy Chalice was captured and brought to the House of Fiery Justice. Ermor was destroyed, but the Infernal Lords demanded continued sacrifice and devil-worship became part of the faith. Imps are bound as jesters and servants and most noble families have their own imp familiar.

Order has returned to the kingdom and Marignon is slowly turning its interests outwards. Recent developments in shipbuilding and navigation have allowed the priests and nobles of Marignon to expand the influence of God to distant shores. To bring the True Faith to the heathens has become more important than hunting heretics at home. Witch Hunters have been replaced by Navigators and Chartmakers who serve under the command of admirals to spread the might of the kingdom to distant shores.

Home: Naval Academy (2 Astral, 1 Air), House of Justice (1 Fire)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Crossbowman	10	10	9	10	11	10	10	10	3	2/12	10	10
Wpn: Mace, Crossbow												
City Guard	10	10	9	8	9	9	10	10	3	2/12	8	10
Castle def +1												
Wpn: Glaive												
Pikeneer	10	10	14	10	11	8	10	10	5	2/12	10	20
Wpn: Pike												
Halberdier	10	10	14	10	11	10	10	10	5	2/12	10	22
Castle def +1												
Wpn: Halberd												
Swordsman	10	10	17	10	11	9	10	10	7	1/12	10	28
Wpn: Great Sword												
Palace Guard	13	11	17	12	12	10	10	10	7	1/12	20	27
Castle def +2												
Wpn: Halberd												
Royal Guard	14	12	20	12	13	11	10	10	8	1/12	20	33
Wpn: Great Sword												
Flagellant	9	11	0	8	14	5	10	8	3	2/12	10	4
Sacred												
Wpn: Flail												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Assassin	10	11	5	13	13	15	11	13	3	2/12	60	7
Stealthy, Sailing (2/2), Assassin												
Wpn: Short Sword, Poison Dagger, Crossbow												
Troubadour	10	10	4	10	10	11	12	11	3	2/12	80	5
Stealthy, Spy, Seduction, Ldr 10												
Wpn: Broad Sword												
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Lieutenant	11	10	9	11	12	12	10	10	3	2/12	40	9
Ldr 60												
Wpn: Broad Sword												
Captain	11	10	14	11	12	10	10	10	5	2/12	55	22
Sailing (999/4), Ldr 60												
Wpn: Falchion												
Goetic Captain	11	10	14	11	12	10	11	10	5	2/12	65	22*
Sailing (999/4), Ldr 60, UndLdr 10												
Magic: (+20%B)												
Wpn: Falchion												
Missionary	9	9	0	9	13	8	14	10	3	2/10	50	1
Sacred, Sailing (999/4), Ldr 10												
Wpn: Dagger												
Inquisitor	9	9	0	9	15	8	15	10	4	2/10	110	1
Sacred, Patrol +10, Inquisitor, Ldr 80												
Magic: H2 (+100%FB)												
Wpn: Dagger												
Diabolist	9	9	0	8	13	8	13	10	3	2/10	65	1
Ldr 10												
Magic: F1B1												
Wpn: Dagger												
Goetic Adept	9	9	1	8	14	7	13	10	4	2/10	115	1
Ldr 10												
Magic: F1B1 (+100%FESB)												
Wpn: Dagger												

Unit (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Flagellant	9	11	0	8	14	6	10	8	3	2/12	10	4

Sacred

Wpn: Flail

Commander (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Missionary	9	9	0	9	13	8	14	10	3	2/10	50	1

Sacred, Sailing (999/4), Ldr 10

Wpn: Dagger

Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Hand of Justice	12	11	14	11	13	11	10	10	5	2/12	19	22

Sacred, Patrol +3, Castle def +1

Wpn: Halberd

Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Admiral	13	10	14	12	14	12	10	10	5	2/12	100	22

Sailing (999/6), Ldr 80

Wpn: Falchion

Royal Navigator	10	10	4	10	11	8	15	10	5	2/12	160	2
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Sailing (999/6), Ldr 40

Magic: A1W1S1 (+100%AWS)

Wpn: Dagger

High Inquisitor	10	10	0	8	16	5	16	11	7	2/10	210	1*
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Sacred, Patrol +15, Inquisitor, Ldr 120

Magic: H3 (+100%FB)

Wpn: Dagger

Goetic Master	8	9	1	8	15	6	15	10	5	1/8	265	1*
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Sacred, Ldr 10

Magic: F2B2H1 (+100%FESB) (+10%FESB)

Wpn: Dagger

MICTLAN, BLOOD AND RAIN

When Atlantis was destroyed by R'lyeh and the Atlantians scattered, some fled into the deep swamps and jungles of Mictlan. Here they found a people who worshipped the Rain as one aspect of their God. The Atlantian Kings became Kings of Rain and reshaped the faith to their needs. They found the secrets of the long abandoned Blood Cult and reinstated the foul practices of ancient times. Then the New God rose, hungry for blood. Now Mictlan is once again expanding its territories to feed the hunger of its Lord. Isolation has made Mictlan a backward nation and its warriors use archaic weaponry and armor. The armies are mainly composed of slaves from newly conquered lands. The mage-priests of Mictlan celebrate the two Faces and the two Dominions of the Hungry God, namely the Sun and the Moon, the Rain and the Forest.

**Home: Temple of the Land (1 Nature), Temple of the Moon (1 Astral), Temple of the Sun Priest (1 Blood, 1 Fire)
High Temple of the Rain (1 Water)**

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Warrior	10	10	0	10	10	13	10	10	4	2/12	9	2
FS												
Wpn: Spear, Sling												
Warrior	10	10	9	10	10	12	10	10	5	2/12	9	8
FS												
Wpn: Spear, Sling												
Warrior	10	10	9	10	10	12	10	10	5	2/12	9	10
FS												
Wpn: Spear, Javelin												
Warrior	10	10	12	10	10	12	10	10	6	1/12	9	13
FS												
Wpn: Mace, Javelin												
Feathered Warrior	10	10	12	11	11	13	10	10	6	1/12	18	13
FS												
Wpn: Mace, Javelin												
Jaguar Warrior	12	11	7	11	12	11	10	10	4	2/12	26	4
FS, Sacred												
Wpn: Obsidian Club Sword												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	1	10	10	13	10	10	4	2/12	25	2
FS, MS, Stealthy												
Wpn: Spear, Sling												
Tribal King	13	11	12	12	14	11	10	10	6	2/12	90	15
FS, Sacred, Taskmaster +1, Ldr 80												
Wpn: Obsidian Club Sword, Javelin												
Mictlan Priest	10	10	0	10	10	10	13	10	3	2/12	65	1
FS, Sacred, Ldr 10												
Magic: B1H1 (+10%FWSN)												
Wpn: Dagger												

Nahualli	10	10	0	10	9	10	13	10	3	2/12	125	1
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FS, Shapechanger, Ldr 10
 Magic: S1N2 (+10%SDNB)
 Wpn: Dagger

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Eagle Warrior	12	10	7	11	11	10	10	10	4	2/12	15	3

FS, Sacred
 Wpn: Spear, Dagger

	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Rain Warrior	15	12	12	12	13	11	11	8	5	1/10	23	19

SS, Sacred, Amph, DV 50
 Wpn: Glaive

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Priest King	15	11	3	12	14	13	15	10	3	2/12	230	5

FS, Sacred, Taskmaster +1, Ldr 120
 Magic: N2B2H2
 Wpn: Obsidian Club Sword

Moon Priest	10	10	0	10	10	10	16	10	3	2/12	175	1
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FS, Sacred, Ldr 10
 Magic: S2B2H2
 Wpn: Dagger

Sun Priest	10	10	0	10	12	8	15	10	5	2/12	200	1
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FS, Sacred, Ldr 10
 Magic: F2B2H2
 Wpn: Dagger

Rain Priest	12	11	2	10	10	9	15	8	3	2/10	135	1
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SS, Sacred, Amph, DV 50, Ldr 40
 Magic: W2B1H2
 Wpn: Dagger

King of Rain	27	16	10	12	13	11	16	8	3	2/12	460	1*
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SS, Sacred, Amph, DV 50, Ldr 120, UndLdr 10
 Magic: W3B2H3 (+100%WSNB) (+10%WSNB)
 Wpn: Quarterstaff

T'IEH CH'I, BARBARIAN KINGS

The Celestial Empire is crumbling. Constant invasions from the barbaric khans have all but destroyed the Imperial Bureaucracy. The Imperial family has been replaced by Barbarian Kings. The Imperial Guard is no more and the cavalry of old has been replaced by skilled barbarian horsemen. Ancestral worship is popular once more and priest-mages of barbarian heritage who lead the Ancestor Cult are replacing the priests of the Bureaucracy. With the displacement of the eunuchs from power, conscription has fallen out of use.

Home: The Celestial City (1 Death, 1 Earth), The Heavenly Gate (1 Astral, 1 Air)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Footman	10	10	10	10	10	8	10	10	4	2/12	10	9
Wpn: Pike												
Footman	10	10	10	10	10	10	10	10	4	2/12	10	11
Wpn: Glaive												
Footman	10	10	10	10	10	14	10	10	6	2/12	10	11
Wpn: Spear												
Archer	10	10	10	8	10	9	10	10	4	2/12	10	12
Wpn: Short Sword, Composite Bow												
Medium Footman	10	10	11	10	10	10	10	10	4	2/12	10	14
Wpn: Glaive												
Medium Footman	10	10	11	10	10	14	10	10	6	2/12	10	14
Wpn: Spear												
Heavy Footman	10	10	15	10	10	9	10	10	6	1/12	10	20
Wpn: Glaive												
Heavy Footman	10	10	15	10	10	13	10	10	8	1/12	10	20
Wpn: Spear												
Barbarian Horseman	12	10	10	11	11	15	10	8	4	3/24	20	12
Pillager 2												
Wpn: Light Lance, Composite Bow												
Barbarian Heavy Horseman	12	10	15	11	12	15	10	8	5	3/23	25	27
Pillager 2												
Wpn: Lance, Hoof, Falchion, Composite Bow												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Mounted Scout	12	10	8	10	12	14	10	9	4	3/26	35	13
Stealthy												
Wpn: Light Lance, Composite Bow												
General	10	10	15	12	13	16	10	8	5	3/22	85	41
Ldr 80												
Wpn: Falchion, Lance, Hoof, Composite Bow												
Khan	14	12	15	13	13	17	10	8	5	3/22	140	41
Pillager 5, Ldr 120												
Wpn: Falchion, Lance, Hoof, Composite Bow												

Ceremonial Master	9	9	2	8	10	8	13	10	3	2/8	45	3
Sacred, Ldr 10												
Wpn: Yak Tail Fly Whisk												
Master of the Way	9	9	0	8	10	8	15	10	3	2/8	135	1
Sacred, NNEat, Ldr 10												
Magic: W1H1 (+100%AWSN)												
Wpn: Dagger												
Ancestor Smith	13	12	15	15	15	13	15	10	8	2/12	220	16
Sacred, Ldr 10												
Magic: E2D1H1 (+100%ASDN)												
Wpn: Ancestor Sword												
	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Spirit Master	15	15	11	13	15	10	15	10	7	2/12	220	11
Sacred, Ldr 10												
Magic: D1N2H1 (+100%AESD)												
Wpn: Spirit Club												
Ancestor Guide	15	12	12	12	15	12	15	10	7	2/12	220	11
Sacred, Ldr 10												
Magic: A1D2H1 (+100%AESN)												
Wpn: Quarterstaff												
Units (outside forts)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Barbarian Horseman	12	10	10	11	11	15	10	8	4	3/24	20	12
Pillager 2												
Wpn: Light Lance, Composite Bow												
Barbarian Heavy Horseman	12	10	15	11	12	15	10	8	5	3/23	25	27
Pillager 2												
Wpn: Lance, Hoof, Falchion, Composite Bow												
Commander (outside forts)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Khan	14	12	15	13	13	17	10	8	5	3/22	140	41
Pillager 5, Ldr 120												
Wpn: Falchion, Lance, Hoof, Composite Bow												
Unit (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Ancestor Vessel	14	12	17	13	15	15	14	11	4	3/23	55	31
Sacred, Pillager 2												
Wpn: Lance, Hoof, Falchion, Howling Bow												
Commander (home only)	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<u>Gold</u>	<u>Res</u>
Celestial Master	10	10	3	8	10	8	15	11	3	1/8	220	5*
Sacred, Ldr 10												
Magic: A1W2S1H1 (+100%AESN) (+10%AWSN)												
Wpn: Yak Tail Fly Whisk												

JOMON, HUMAN DAIMYOS

The rice fields of Jomon were the first to be attacked by the Bakemono onslaught. After years of slavery and mistreatment, the human inhabitants rebelled as the Bakemono had once rebelled against their Oni masters. One by one the Bakemono tribes were replaced by human Daimyos and their sworn warriors.

A strict, feudal warrior society replaced the disorganized rule of the Bakemono Kings. Even war has become ritualized and peasants are left largely in peace. With the coming of the God, the Daimyos have joined forces and look for other realms to conquer.

Home: Temple of the Pure War (1 Astral), Mountain of the Mystics (1 Earth, 1 Nature, 1 Fire)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ashigaru	9	10	12	10	10	9	10	10	5	2/12	8	11
Wpn: Yari												
Samurai Archer	9	10	15	10	11	10	10	11	6	2/12	11	25
Wpn: Katana, Long Bow												
Samurai	9	10	15	10	11	10	10	11	6	2/12	10	19
Wpn: Naginata												
Samurai	9	10	15	10	11	11	10	11	6	2/12	10	22
Wpn: Katana												
O-ban	11	10	17	12	13	11	10	11	7	1/12	12	26
Wpn: Katana												
Go-Hatamoto	11	11	17	13	13	11	10	11	7	1/12	14	25
Wpn: No-Dachi												
Aka-Oni Samurai	11	11	15	13	14	13	10	11	6	2/12	15	22
Wpn: Katana												
Samurai Cavalry	11	11	17	12	14	14	10	10	3	3/24	40	28
Wpn: Light Lance, Katana												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ninja	9	10	10	14	14	13	11	14	4	2/12	60	14
Stealthy, DV 50, Assassin												
Wpn: Ninjato, Shuriken												
Gokenin	11	11	17	13	13	12	10	11	7	2/12	40	26
Ldr 60												
Wpn: Katana												
Mounted Gokenin	11	11	17	13	13	15	10	10	3	3/24	55	28
Ldr 60												
Wpn: Light Lance, Katana												
Hatamoto	12	11	17	12	14	14	10	10	3	3/24	85	28
Ldr 80												
Wpn: Light Lance, Katana												
Daimyo	11	11	17	13	15	15	10	11	3	3/24	125	26
Ldr 120												
Wpn: Katana												

Kannushi	9	9	0	7	8	6	14	10	4	1/10	70	1
Sacred, Ldr 10												
Wpn: Dagger												
Monk of the Fivefold Path	9	9	0	8	12	7	14	10	3	2/10	70	1
Sacred												
Magic: H1 (+100%FAWEN)												
Wpn: Fist												
Shugenja	9	9	1	8	9	11	14	11	3	2/10	95	1
MS, NNEat, Ldr 10												
Magic: E1 (+100%FAWEN)												
Wpn: Quarterstaff												
Master Shugenja	9	8	2	8	8	11	16	11	3	1/10	165	1
MS, NNEat, Ldr 10												
Magic: E1N1 (+100%FAWEN) (+100%FAWEN) (+10%FAWEN)												
Wpn: Quarterstaff												
Onmyo-ji	9	8	0	7	8	10	16	11	5	1/10	145	1*
MS, Fortune 5, Ldr 10												
Magic: S2 (+100%FAWEN) (+100%FAWEN) (+10%FAWEN)												
Wpn: Quarterstaff												

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Sohei	11	11	15	12	15	12	10	11	6	2/12	26	22
Sacred												
Wpn: Katana												
Yamabushi	11	11	15	14	11	12	12	11	6	2/12	26	19
MS, Sacred												
Wpn: Naginata												

Units (underwater forts only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Shrimp Soldier	14	10	17	10	10	12	8	7	6	1/11	10	17
Aqua, DV 100												
Wpn: Glaive												
Shark Warrior	28	17	19	12	14	7	9	8	6	1/9	45	27
Amph, DV 50												
Wpn: Yari, Bite												

Commanders (underwater forts only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Crab General	28	25	15	23	14	7	9	7	6	1/9	50	25
Aqua, DV 100, Ldr 40												
Wpn: Glaive, Pincer												
Ryujin	23	14	12	12	15	11	18	12	2	2/12	355	7
Sacred, Amph, DV 50, Flying, SR 5, FR 5, CR 5, PR 15, MagB, Shapechanger, Ldr 10												
Magic: W3 (+100%FAEN) (+10%FAWEN)												
Wpn: Venomous Fangs, Claw, Spray Poison												

AGARTHA, KTONIAN DEAD

In dark caverns under the Roots of the Earth a strange kind of one-eyed humanoids once evolved. Untouched by the sun, they became known to humans as the Pale Ones. When humans first met these pale giants, it was in war. With the destruction of the false god of the Pale Ones, an ancient seal was broken and vast powers of destruction were released. The Pale Ones were almost wiped out of existence and humans could move down into the caverns of Agartha. Here they found fabulous riches and ancient secrets. The humans replaced the Pale Ones and now all Agarthans are pale-skinned humans with large eyes. Everything left by the Ancients became subject to worship in Agartha. At first, statues of the Ancients were adored and animated by the Golem Crafters, but most of the statues were destroyed during the great war and new forms of worship have evolved. The mummified remains of the now-extinct Pale Ones are worshipped and reanimated by necromancer-priests. While the mummies of Pale Ones are sacred, the human dead are not treated with the same respect. Used for menial tasks and warfare, the dead of Agartha now walk side by side with the living.

Home: Tombs of the Oracles (2 Death), Mines of the Pale Ones (1 Earth, 1 Fire)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Agarthan Light Crossbowman	10	10	7	8	10	10	10	8	3	2/12	10	11
DV 50												
Wpn: Short Sword, Agarthan Steel Crossbow												
Agarthan Crossbowman	10	10	13	8	10	9	10	8	4	2/12	10	19
DV 50												
Wpn: Short Sword, Agarthan Steel Crossbow												
Agarthan Heavy Crossbowman	10	10	17	8	10	7	10	8	6	2/12	10	27
DV 50												
Wpn: Short Sword, Agarthan Steel Crossbow												
Agarthan Light Infantry	10	10	10	10	10	14	10	8	5	2/12	10	10
DV 50												
Wpn: Short Sword												
Agarthan Infantry	10	10	15	10	10	14	10	8	7	1/12	10	22
DV 50												
Wpn: Short Sword												
Agarthan Heavy Infantry	10	10	18	10	10	13	10	8	8	1/12	10	27
DV 50												
Wpn: Short Sword												
Entrance Guard	14	11	21	11	13	14	10	8	10	1/12	18	37
DV 50, Castle def +2												
Wpn: Short Sword												
Blindfighter	14	11	21	13	14	14	13	8	10	1/12	26	37
Sacred, Magic												
Wpn: Short Sword												
Agarthan Sapper	10	11	10	10	10	7	9	8	4	2/12	20	18
DV 50, Siege +7												
Wpn: Pick Axe												

Cave Knight	13	11	18	11	13	16	10	8	4	1/7	100	35
DV 50												
Wpn: Broad Sword, Bite												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Agarthan Scout	10	10	5	10	10	10	10	8	3	2/12	25	4
FS, MS, Stealthy, DV 50												
Wpn: Dagger, Short Bow												
Cave Captain	12	11	15	11	12	15	10	8	7	2/12	70	22
DV 50, Ldr 80												
Wpn: Short Sword												
Gate Lord	14	11	21	11	14	14	10	8	10	1/12	110	37
DV 50, Castle def +10, Ldr 120												
Wpn: Short Sword												
Blindlord	16	12	21	14	15	14	13	8	10	1/12	100	37
Sacred, MagB Ldr 40, MagLdr 40												
Wpn: Short Sword												
Drake Lord	13	11	18	11	14	16	10	8	4	1/7	120	35
DV 50, Ldr 120												
Wpn: Broad Sword, Bite												
Attendant of the Dead	10	9	1	9	9	9	12	8	3	2/10	100	1
Sacred, DV 50, Ldr 10												
Magic: E1D1H1												
Wpn: Dagger												
Servant of the Oracles	10	8	1	9	12	12	14	8	3	1/10	185	1
Sacred, DV 50, Ldr 40												
Magic: E1D1H2 (+100%FESD)												
Wpn: Quarterstaff												
Ktonian Reanimator	10	9	1	9	11	8	15	8	3	1/10	135	1
DV 50, Resources +10, Ldr 40, UndLdr 40												
Magic: E1D2												
Wpn: Fist												
Ktonian Alchemist	10	9	1	9	9	7	14	8	4	1/10	135	1
Sacred, DV 50 Ldr 40, UndLdr 40												
Magic: F1E2D2H1 (+100%FESD)(+10%FESD)												
Wpn: Quarterstaff												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Ktonian Necromancer	10	9	2	9	11	9	15	8	6	1/10	295	1*
Sacred, DV 50, Ldr 40, UndLdr 40												
Magic: F1E2D2H1 (+100%FESD) (+10%FESD)												
Wpn: Quarterstaff												

ABYSIA, BLOOD OF HUMANS

When the Warlocks began their horrible breeding experiments, they unknowingly spelled the doom of Abysia. But it was not the Demonbreds that posed a threat. The real threat came from the Humanbreds, who were multiplying and swarming the kingdom like vermin. Now the heat of the Smouldercone is faltering with the declining number of pure Abysians and magic is seeping from the land. Other sources of magic are needed and the Blood Cult of ancient times is renewed with fervor. Pureblooded Abysians, now rare, serve as priests and sacred warriors.

Home: Temple of the Everburning Pyre (1 Fire), Temple Sanguine, The Smouldercone (3 Fire)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Abysian Axe Thrower WS, FR 15 Wpn: Axe, Throwing Axe	12	11	9	10	10	11	11	9	4	2/11	13	11
Abysian Light Infantry WS, FR 15 Wpn: Spear	12	11	9	10	10	14	11	8	5	2/11	12	10
Abysian Light Infantry WS, FR 15 Wpn: Axe	12	11	9	10	10	13	11	8	5	2/11	12	10
Abysian Heavy Infantry WS, FR 15 Wpn: Axe	12	11	17	10	10	10	11	8	9	1/11	12	27
Abysian Heavy Infantry WS, FR 15 Wpn: Morningstar	12	11	17	10	10	9	11	8	9	1/11	12	28
Abysian Heavy Infantry WS, FR 15 Wpn: Battleaxe	12	11	17	10	10	6	11	8	7	1/11	12	26
Abysian Heavy Infantry WS, FR 15 Wpn: Flail	12	11	17	10	10	4	11	8	7	1/11	12	26
Warbred WS, FR 5, Berserker 2 Wpn: Battleaxe	22	15	18	11	14	6	8	9	6	1/13	30	40
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slayer Newt WS, Sacred, FR 15, Stealthy, Assassin Wpn: Poison Dagger, Poison Dagger	12	11	11	12	13	11	11	11	4	2/12	80	10
Slayer Worm WS, Sacred, FR 25, Stealthy, Heat 3, DV 50, Assassin Wpn: Poison Dagger, Poison Dagger	17	14	11	13	14	10	13	9	3	2/11	90	10

Abyssian Commander	14	12	17	11	12	7	11	8	7	2/11	70	26
WS, FR 15, Ldr 80												
Wpn: Battleaxe												
Sanguine Acolyte	11	11	0	10	10	9	13	9	3	2/11	85	1
WS, Sacred, FR 15, Ldr 40												
Magic: B1H1												
Wpn: Dagger												
Newt	11	13	0	10	10	9	13	8	3	2/11	85	1
WS, Sacred, FR 15, Ldr 40												
Magic: F1H1												
Wpn: Dagger												
Anathemant Salamander	14	13	0	10	13	8	15	9	3	2/9	210	1
WS, Sacred, FR 25, Heat 3, DV 50, Ldr 40												
Magic: F2D1H2												
Wpn: Dagger												
Sanguine Anathemant	14	13	0	10	13	8	15	8	4	2/9	210	1
WS, Sacred, FR 25, Heat 3, DV 50, Ldr 40												
Magic: F1B2H2												
Wpn: Dagger												
Unit (home only)												
Guardian of the Pyre	17	14	17	11	13	10	12	7	8	1/11	30	28
WS, Sacred, FR 25, Heat 3, DV 50												
Wpn: Morningstar												
Commander (home only)												
Anathemant Dragon	13	13	0	11	15	8	17	10	4	2/9	310	2
WS, Sacred, FR 25, Heat 3, DV 50, Ldr 40												
Magic: F2D1H3 (+100%FD)												
Wpn: Mace												
Slayer Anathemant	17	14	11	13	14	9	13	9	4	2/11	195	10
WS, Sacred, FR 25, Stealthy, Heat 3, DV 50, Assassin												
Magic: F1H2 (+100%FD)												
Wpn: Poison Dagger, Poison Dagger												
Slayer Sanguine	17	14	11	13	14	10	13	9	3	2/11	205	10
WS, Sacred, FR 25, Stealthy, Heat 3, DV 50, Assassin												
Magic: B2H2												
Wpn: Athame, Athame												
Warlock Apprentice	15	13	0	10	10	9	14	8	2	2/10	135	1
WS, FR 25, Heat 3, DV 50, Ldr 10												
Magic: S1B2												
Wpn: Dagger												
Warlock	15	13	0	11	11	6	15	9	6	2/9	285	1
WS, FR 25, Heat 3, DV 50, Ldr 10, UndLdr 10												
Magic: S2B3 (+100%FESB) (+10%FESB)												
Wpn: Dagger												

CAELUM, RETURN OF THE RAPTORS

Caelum is a magocracy of winged humanoids who inhabit the highest mountain peaks. In ancient times, there were three Caelian clans led by semi-divine beings known as Yazatas. Centuries ago the Harab Seraphs of the Raptor clan were accused of polluting the purifying flames and tainting the sacred task of the Seraphines. They were condemned by the High Seraphs of the Airya clan and civil war broke out. The Raptors were banished and scattered across the world. But now a new God is rising and the scattered tribes have gathered. The Raptors have returned to Caelum and overthrown the magocracy. Harab Seraphs, the mage-priests of this new and dark faith, have replaced the High Seraphs and black-winged Raptors have become the ruling elite. Now the Raptors have cast their eyes upon other nations. The Harab Seraphs are skilled in Air, Death and Earth magic. A few of the Airya Seraphs remain, but the ice crafters have been replaced by iron crafters, Raptorian mage-smiths who forge weapons of iron and steel. The secrets of the magical ice of former times are all but forgotten. Caelians are thin and light. The Raptorians are slightly stronger and are martially superior to the other clans. They are not as resistant to the elements as the other Caelians. Airya clan Caelians are resistant to cold, but few of them remain. Spire Horn Caelians are less resistant to cold but have partial resistance to lightning. They are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops, such as huge Mammoths.

Home: The Citadel of Frozen Crystal (1 Air, 1 Water), Ravens Vale (1 Earth, 1 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Spire Horn Militia Fly, CR 5, SR 5 Wpn: Ice Spear	10	10	6	8	8	7	11	11	4	2/9	8	5
Spire Horn Archer Fly, CR 5, SR 5 Wpn: Ice Knife, Composite Bow	9	9	6	10	10	9	11	12	4	2/9	10	7
Spire Horn Warrior Fly, CR 5, SR 5 Wpn: Ice Lance	10	10	6	10	10	12	11	11	5	2/9	10	7
Storm Guard Fly, CR 8, SR 8, Ice prot 2 Wpn: Ice Lance	10	10	14	11	11	14	11	11	6	1/9	15	31
Airya Light Infantry Fly, CR 15, Ice prot 1 Wpn: Ice Lance	9	9	8	10	10	11	12	11	5	2/9	10	11
Airya Infantry Fly, CR 15, Ice prot 1 Wpn: Ice Blade	9	9	11	10	10	12	12	11	5	2/9	10	16
Raptorian Militia Fly Wpn: Spear	11	10	6	9	9	8	10	10	4	2/9	8	4
Raptorian Warrior Fly Wpn: Light Lance	11	10	12	11	11	12	10	10	6	2/9	10	12
Raptorian Warrior Fly Wpn: Light Lance	11	10	14	11	11	12	10	10	6	2/9	10	24
Raptorian Warrior Fly	11	10	14	11	11	13	10	10	6	2/9	10	26

Wpn: Broad Sword													
Iron Crow	12	11	14	12	12	14	10	10	6	2/9	14	26	
Fly													
Wpn: Broad Sword													
Raven Guard	12	11	14	12	13	12	10	10	5	2/9	16	23	
Fly, Stealthy													
Wpn: Short Sword, Dagger													
Mammoth	72	21	13	10	10	5	5	11	3	3/16	120	20	
Trample, CR 15													
Wpn: Tusk													

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Airy Scout	9	9	8	10	10	12	11	12	5	2/9	25	13
Fly, CR 15, Stealthy, Ice prot 1												
Wpn: Ice Blade												
Storm General	11	10	15	12	14	16	11	11	6	2/9	70	36
Fly, CR 8, SR 8, Ice prot 2, Ldr 80												
Wpn: Ice Blade												
Raven Lord	12	11	14	13	13	16	10	10	6	2/9	50	25
Fly, Stealthy, Ldr 40												
Wpn: Short Sword												
Harab Seraph	9	9	2	8	12	8	14	12	5	2/8	125	3
Fly, Ldr 40												
Magic: A1D1 (+100%FAWED)												
Wpn: Short Sword												
Iron Crafter	9	9	1	8	12	6	13	12	4	2/8	45	3
Fly, Forge Bonus 1, Resources +10, Ldr 10												
Magic: E1												
Wpn: Hammer												
Caretaker	9	9	1	8	12	10	14	12	4	2/8	100	1
Fly, Sacred, Ldr 10												
Magic: E1D1H1												
Wpn: Quarterstaff												

Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Iceclad	9	9	17	11	12	13	12	11	7	1/9	15	40
Fly, CR 15, Ice prot 2												
Wpn: Ice Lance												
Iron Hail Archer	12	10	8	10	12	9	11	12	4	2/12	16	9
Sacred, Reinvigoration +2												
Wpn: Dagger, Composite Bow												
Earthbound	14	12	20	12	14	15	12	10	10	2/12	23	38
Sacred, Reinvigoration +3												
Wpn: Short Sword, Crossbow												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Caelian Seraph	9	9	0	8	11	7	14	12	4	2/8	125	2
Fly, CR 15, Ldr 10												
Magic: A2W1												
Wpn: Ice Knife												
Harab Elder	9	9	2	8	13	8	16	12	6	2/7	305	3*
Fly, Sacred, Ldr 40												
Magic: A2E1D2H2 (+100%FAWED) (+10%FAWED)												
Wpn: Short Sword												

C'TIS, DESERT TOMBS

C'tis is a river valley surrounded by sandy deserts. Once the valley was fertile and great swamps surrounded the great river. Now the deserts spread and the swamps grow fewer and smaller each passing year. The valley is the home of an ancient sacral kingdom of lizardlike humanoids. In ancient times, the High Priests kingdom, tombs have been constructed in the desert to contain the mummified kings and priests. With the Awakening of the God, the Sauromancers, great mages of death and rebirth, have re-emerged and taken the place of the Marshmasters. Through studies of ancient lore they have perfected dark rituals that awaken the kings of old to lead the stirring dead as the Lizard Kings lead the kingdom of the living. At the top of the C'tissian society is the Lizard King. The King is the highest priest of C'tis. Under the King are the High Priests and the enigmatic Sauromancers. The lizards are herbivores, but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. Both lizard races are cold-blooded and become exhausted very quickly when fighting in cold provinces. They have partial resistance to poison. The inhabitants of C'tis prefer to live in warm provinces. The Tomb Kings and Tomb Priests are able to reanimate the dead.

Home: The City of Tombs (3 Death, 1 Fire), Empoisoners Guild

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Militia	11	10	5	8	7	8	12	10	4	1/10	7	2
SS, PR 5												
Wpn: Spear												
Light Infantry	11	10	5	10	9	13	12	10	5	2/10	10	5
SS, PR 5												
Wpn: Spear, Javelin												
City Guard	11	10	12	10	9	12	12	10	6	2/10	10	10
SS, PR 5, Castle def +1												
Wpn: Spear												
Heavy Infantry	11	10	16	10	9	12	12	10	7	1/10	10	15
SS, PR 5												
Wpn: Spear												
Falchioneer	11	10	15	11	10	10	12	10	6	2/10	13	17
SS, PR 5												
Wpn: Falchion, Falchion												
Sacred Serpent	22	12	7	14	14	7	14	10	3	2/6	30	1
SS, Sacred, PR 5												
Wpn: Venomous Fangs												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Commander of C'tis	13	11	16	11	11	13	12	10	7	2/10	40	15
SS, PR 5, Ldr 60												
Wpn: Spear												
Lizard Lord	14	11	18	12	13	13	13	10	8	2/10	70	21
SS, PR 5, Ldr 80												
Wpn: Falchion												

High Priest of C'tis	11	10	6	9	11	9	16	10	4	2/9	80	1
SS, Sacred, PR 5, Ldr 40												
Wpn: Claw												
Hierodule	10	9	4	9	9	9	14	10	4	2/9	30	1
SS, Sacred, PR 5												
Wpn: Claw												
Lizard King	17	12	5	13	14	14	18	10	4	2/11	230	5*
SS, Sacred, PR 5, Ldr 120												
Wpn: Falchion												
Reborn	11	10	5	9	8	9	16	10	4	2/9	125	1
SS, Sacred, PR 5, Ldr 10												
Magic: D1 (+100%FD)												
Wpn: Claw												
Sauromancer	11	10	7	8	10	6	17	10	6	2/9	285	1*
SS, WS, Sacred, PR 5, Ldr 10												
Magic: F1D3H1 (+100%FESD) (+10%FESD)												
Wpn: Claw												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Poison Slinger	11	10	5	8	8	8	12	10	4	2/11	25	6
SS, PR 8												
Wpn: Dagger, Poison Sling												
Tomb Guard	15	12	21	12	12	11	12	10	9	1/11	23	29
SS, WS, Sacred, PR 5												
Wpn: Falchion												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Keeper of the Tombs	11	10	5	9	9	9	15	10	4	2/9	100	1
SS, WS, Sacred, PR 5, Ldr 10												
Magic: F1D1H1												
Wpn: Claw												
Empoisoner	11	10	6	11	11	11	17	12	4	2/9	90	6
SS, PR 15, Stealthy, Assassin, Ldr 10												
Magic: D1N1												
Wpn: Poison Dagger, Poison Sling												
Unit (all wastelands)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Desert Ranger	12	10	15	11	10	13	12	10	6	2/11	13	16
SS, WS, PR 5, Patrol +2												
Wpn: Falchion, Javelin												

PANGAEA, NEW ERA

Pangaea is a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and minotaurs serve the lords of the Sacred Groves deep in the forests. In ancient times, the woods covered much of the world, but that has changed. Civilization has finally reached the forests of tempered steel. Ancient cultic practices have all but disappeared and human females once attracted to the wild dances and songs no longer seek the revelry of the Panic tunes.

Home: The Grove of Gaia (3 Nature, 1 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Harpy FS, Fly, Recup, Stealthy Wpn: Claw, Claw	7	8	0	8	8	10	11	8	3	2/4	7	1
Stymphalian Bird FS, Fly, Recup Wpn: Copper Feathers, Claw, Claw	7	8	13	9	9	9	11	8	6	2/4	8	11
Satyr Sneak FS, Recup, Stealthy, Undis Wpn: Spear	12	11	6	10	9	11	13	10	4	3/14	9	3
Satyr FS, Recup, Stealthy, Undis Wpn: Spear, Javelin	12	11	6	10	9	11	13	10	4	3/14	9	4
Satyr FS, Recup, Stealthy, Undis Wpn: Spear	12	11	6	10	9	13	13	10	4	3/14	9	4
Satyr Sniper FS, Recup Wpn: Hoof, Crossbow	14	11	16	10	9	10	12	12	5	2/14	12	24
Satyr Hoplite FS, Recup Wpn: Spear	14	11	16	11	10	14	12	10	6	2/14	14	24
Centaur Cataphract FS, Recup Wpn: Light Lance, Hoof	20	13	20	11	11	14	12	12	7	2/24	35	35
Minotaur Soldier FS, Recup, Trample Wpn: Battleaxe	23	16	17	9	14	8	10	8	5	2/15	40	31
Grove Guard FS, Recup, Trample, Berserker 3 Wpn: Battleaxe	25	17	19	10	15	7	11	8	7	1/15	50	38

Commanders

Black Harpy	8	8	0	9	10	9	11	8	3	2/4	25	1
FS, Fly, Recup, Stealthy, Ldr 10												
Wpn: Claw, Claw												
Satyr Commander	16	11	16	12	12	15	13	10	6	2/14	40	24
FS, Recup, Stealthy, Ldr 40												
Wpn: Spear												
Cataphract Commander	21	13	20	11	12	15	12	12	7	2/24	85	35
FS, Recup, Ldr 80												
Wpn: Light Lance, Hoof												
Minotaur Commander	25	17	19	11	16	7	10	9	7	2/15	70	38
FS, Recup, Trample, Ldr 60												
Wpn: Battleaxe												
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Keeper of Traditions	27	17	19	11	15	7	12	8	7	2/15	155	38
FS, Sacred, Recup, Trample, Berserker 3, Ldr 80												
Wpn: Battleaxe												
Centaur Sage	23	14	3	11	13	17	16	13	3	3/30	90	1
FS, Recup, Research +2, Ldr 10												
Magic: S1 (+100%AWEN)												
Wpn: Quarterstaff, Hoof												
Dryad	11	10	0	10	10	12	16	10	3	3/15	130	1
FS, Sacred, Recup, Stealthy, Awe 3, Seduction, Ldr 40												
Magic: N1H1												
Wpn: Hoof												
Pan	27	16	6	9	16	12	17	9	3	2/15	255	1*
FS, Recup, Stealthy, Animal awe 1, Beastmaster +1, Ldr 80												
Magic: E2N3 (+10%EDNB)												
Wpn: Quarterstaff												
Unit (home only)												
Dryad Hoplite	13	10	14	12	10	16	13	10	7	2/15	45	20
FS, Sacred, Recup, Awe 2												
Wpn: Spear												

MIDGÅRD, AGE OF MEN

Once Midgård was called Vanheim, home of the Vanir. But since the coming of man, the Vanir have dwindled in number. At first, the Vanir were the undisputed rulers of the land, but the growing human population has taken over the land and renamed it Midgård. Only a few Vanir survive, but their magic has not yet departed the land. The Vanir are sacred to the human population and the few surviving Vanjarls carry great influence. The humans of Midgård themselves have become altered by the ancient magic of the Vanir and skinshifters are more common than they once were.

Home: Vanhalla (3 Air, 1 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Archer	10	10	6	8	8	8	10	10	3	2/12	10	5
Wpn: Dagger, Short Bow												
Huskarl	10	10	11	10	10	11	10	10	5	2/12	10	12
Wpn: Axe, Javelin												
Huskarl	10	10	11	10	10	12	10	10	5	2/12	10	12
Wpn: Spear, Javelin												
Hirdman	10	10	16	11	11	12	10	10	6	1/12	12	20
Wpn: Spear												
Hirdman	10	10	16	11	11	13	10	10	6	1/12	12	22
Wpn: Broad Sword												
Einhere	12	12	16	11	13	9	10	10	5	1/13	20	21
Berserker 5												
Wpn: Broad Sword, Axe												
Skinshifter	13	12	5	10	12	11	10	10	3	2/13	25	7
FS, Regen 10												
Wpn: Great Sword												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Herse	12	11	15	11	11	13	11	10	6	2/12	55	22
Sailing (999/2), Ldr 60												
Wpn: Broad Sword, Javelin												
Jarl	12	11	10	11	11	11	11	10	4	2/12	130	13
Sacred, Sailing (999/2), Ldr 80												
Wpn: Broad Sword												
Gode	12	11	6	11	11	10	11	10	3	2/12	45	5
Sacred, Ldr 10												
Wpn: Axe												
Galderman	13	10	0	9	12	12	14	10	4	2/10	190	1
FS, Regen 10, Ldr 10												
Magic: A2 (+100%AEDB) (+100%EDNB) (+10%AEDB)												
Wpn: Quarterstaff												

Völva	9	8	0	8	10	11	14	10	4	1/8	105	1
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Fortune 5

Magic: S2

Wpn: Quarterstaff

Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Van	13	11	13	12	12	19	14	12	4	3/26	70	16

Glamour, Sacred, Stealthy

Wpn: Light Lance, Hoof, Javelin

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Vanherse	14	12	13	14	13	19	16	13	4	3/26	145	16

Glamour, Sacred, Stealthy, Sailing (999/3), Ldr 60

Magic: A1H1

Wpn: Light Lance, Hoof, Javelin

Vanjarl	15	13	13	14	14	22	17	14	4	3/26	285	18
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Glamour, Sacred, Stealthy, Sailing (999/3), Ldr 80

Magic: A2B1H2

Wpn: Broad Sword, Hoof, Javelin

UTGÅRD, WELL OF URD

Utgård is a land of bitter winters and cool summers. It was once Jotunheim, the home of giants. But with the coming of man, their population has dwindled. After man ventured to the icy lands of Jotunheim, the giants of Jotun discovered the humans to be resourceful allies. With the Awakening God, all grudges have been cast aside and men and giants fight side by side. The alliance with the humans has estranged the Gygjas and their Vaetti servants, who no longer aid the giants. Instead, human seeresses have become influential. In the heart of Utgård lies the magical Well of Urd where the Norns gather and divine the future of the world. The giants of Utgård are immensely strong and resilient. They are born in the cold and do not suffer from cold climates. The people of Utgård prefer to live in cool provinces.

Home: Well of Urd (1 Death, 2 Astral, 1 Nature)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Huskarl	10	10	11	10	10	11	10	10	5	2/12	10	12
Wpn: Axe, Javelin												
Huskarl	10	10	11	10	10	12	10	10	5	2/12	10	12
Wpn: Spear, Javelin												
Jotun Militia	30	18	13	8	10	9	12	10	5	2/15	20	17
CR 15												
Wpn: Jotun Axe												
Jotun Javelinist	30	20	13	10	12	11	12	10	5	2/15	30	19
CR 15												
Wpn: Jotun Axe, Javelin												
Jotun Hurler	30	20	13	10	12	5	12	10	4	2/14	30	11
CR 15, Siege +5												
Wpn: Axe, Boulder												
Jotun Spearman	30	20	18	10	12	11	12	10	6	2/15	30	37
CR 15												
Wpn: Jotun Spear												
Jotun Axeman	30	20	18	10	12	10	12	10	6	2/15	30	39
CR 15												
Wpn: Jotun Axe												
Jotun Huskarl	30	20	15	10	13	11	12	10	5	2/15	35	23
CR 15												
Wpn: Jotun Axe												
Jotun Huskarl	30	20	15	10	13	12	12	10	5	2/15	35	21
CR 15												
Wpn: Jotun Spear												
Jotun Hirdman	33	21	18	11	13	13	12	10	6	2/15	40	41
CR 15												
Wpn: Jotun Longsword												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy Wpn: Dagger, Short Bow												
Herse	12	11	16	11	11	13	11	10	6	2/12	40	22
Ldr 60 Wpn: Broad Sword												
Gode	12	11	10	11	11	9	11	10	4	2/12	45	11
Sacred, Ldr 10 Wpn: Axe												
Seithkona	9	8	0	8	9	8	14	10	3	2/10	85	1
Fortune 3, Ldr 10 Magic: S1D1N1 Wpn: Dagger												
Jotun Scout	32	22	12	12	13	10	13	10	4	2/15	55	7
FS, MS, Sacred, CR 15, Stealthy Wpn: Jotun Spear, Javelin												
Jotun Herse	32	21	18	12	13	13	12	10	6	2/16	75	41
Sacred, CR 15, Ldr 60 Wpn: Jotun Longsword												
Jotun Jarl	35	22	18	12	14	13	13	10	6	2/16	130	41
Sacred, CR 15, Ldr 80 Wpn: Jotun Longsword												
Jotun Gode	32	21	13	11	13	14	14	10	5	2/16	110	19
FS, Sacred, CR 15, Ldr 40 Wpn: Jotun Longsword												
Jotun Skratti	32	21	11	11	12	13	17	10	4	2/16	255	3*
CR 15, Shapechanger, Ldr 10 Magic: W2B2 (+100%WDNB) Wpn: Quarterstaff												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Garmhirding	32	22	12	12	13	10	13	10	4	2/15	55	9
FS, Sacred, CR 15, Berserker 2 Wpn: Jotun Battleaxe												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Norna	10	8	0	8	10	7	16	10	4	1/10	210	1*
Death curse, Fortune 15, Ldr 10 Magic: S2D2N1 (+100%SDNB) (+10%SDNB) Wpn: Dagger												

BOGARUS, AGE OF HEROES

Bogarus is a land of harsh winters and short summers. When the Vanir claimed this cold and bitter land of the north, they named it Vanarus and carved a kingdom out of the frozen land. Now humans have replaced the last of the Vanjarls and the kingdom is guided by Eparchs and Exarchs of the religious order. Mighty cities under the rule of warring princes have united under a few Grand Princes and a reformed faith. Bogatyrs of heroic stature and prowess, defenders and champions of the faith, occasionally emerge to lead and protect the people from the wicked.

The Grand Princes use infantry as well as elite cavalry forces. Mages of various traditions ply their trade in the palaces of the Grand Princes. The people of Bogarus prefer a cold climate.

Home: Grand Cathedral (1 Astral), Hall of Elders (1 Astral, 1 Air, 1 Fire)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Voi Spearman	10	10	8	9	8	12	10	9	4	1/12	8	8
CR 3												
Wpn: Spear, Javelin												
Voi Axeman	10	10	8	9	8	11	10	9	4	1/12	8	7
CR 3												
Wpn: Axe												
Voi Archer	10	10	5	8	8	8	10	9	3	1/12	8	5
CR 3												
Wpn: Dagger, Short Bow												
Peshtsi Spearman	10	10	11	10	10	13	10	10	6	2/12	10	15
CR 3												
Wpn: Spear												
Peshtsi Axeman	10	10	14	10	10	12	10	10	7	1/12	10	18
CR 3												
Wpn: Axe												
Peshtsi City Guard	10	10	14	10	11	14	10	10	7	1/12	11	20
CR 3, Castle def +1												
Wpn: Broad Sword												
Grid Druzhina	11	10	13	11	11	14	10	8	4	3/22	30	28
CR 3												
Wpn: Broad Sword, Hoof, Composite Bow												
Malaia Druzhina	13	11	18	12	13	16	10	8	5	3/20	45	42
CR 3												
Wpn: Broad Sword, Lance, Hoof												
Khlyst	9	9	0	8	15	6	11	8	3	2/12	13	3
Sacred, CR 3, Stealthy												
Wpn: Morningstar												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Scout	10	10	5	10	10	10	10	10	3	2/12	25	4
FS, MS, Stealthy												
Wpn: Dagger, Short Bow												
Voivode	12	11	11	11	11	11	10	10	4	2/12	30	14
CR 3, Ldr 60												
Wpn: Broad Sword												
Knyaz	14	12	11	12	13	15	10	10	4	3/24	95	14
CR 3, Insp +1, Ldr 80												
Wpn: Broad Sword, Hoof												
Veliki Knyaz	16	13	14	13	15	16	10	11	4	3/24	135	21
CR 3, Insp +1, Ldr 120												
Wpn: Broad Sword, Hoof												
Exarch	9	9	2	9	8	9	13	10	3	2/10	70	2
Sacred, CR 3, Ldr 10												
Wpn: Dagger												
Skopets	9	9	0	9	16	9	12	10	3	2/12	70	2
Sacred, CR 3, Stealthy, Ldr 40												
Wpn: Whip												
Fivefold Angel	8	9	0	7	18	5	15	10	4	2/12	225	1
Sacred, CR 3, Stealthy, Spy, Ldr 80												
Magic: B2H2												
Wpn: Stump												
Occultist	10	10	2	8	9	8	13	10	4	2/12	100	2
CR 3, Ldr 10												
Magic: S1D1B1												
Wpn: Dagger												
Kalendologist	10	10	2	8	9	8	13	10	4	2/12	105	2
CR 3, Fortune 5, Ldr 10												
Magic: S2												
Wpn: Dagger												
Astrapelagist	10	10	2	8	9	8	13	10	4	2/12	125	2
CR 3, Fortune 3, Ldr 10												
Magic: A2S1												
Wpn: Dagger												
Master of Names	10	10	2	8	9	7	14	10	5	2/12	155	2
CR 3, Research +6, Ldr 10												
Magic: S2 (+100%FAB)												
Wpn: Dagger												
Alchemist	10	10	3	8	9	8	13	10	4	2/12	135	2
CR 3, Alchemist 50, Ldr 10												
Magic: F1E1S1												
Wpn: Dagger												

Units (outside forts)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Black Hood	10	10	10	10	10	12	10	10	4	3/24	25	16

CR 3

Wpn: Mace, Composite Bow

Styag	10	10	14	11	13	12	10	10	4	3/23	40	23
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CR 3

Wpn: Light Lance, Composite Bow

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
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Eparch	9	9	2	9	8	8	14	10	4	1/10	145	2
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Sacred, CR 3

Wpn: Dagger

Starets	10	10	2	8	8	4	16	10	8	1/12	255	2*
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CR 3, Research +6, Ldr 10

Magic: F2A1S2B1 (+100%ASDB) (+10%FASB)

Wpn: Dagger

PATALA, REIGN OF THE NAGAS

In the dense forests of the Bandar realm, apes of uncanny brightness have emerged. Under the influence of semi-divine beings, the apes evolved intelligence and culture. When the former rulers of Bandar Log returned to their Celestial Realms, the apes were left without leadership and innovation in the nation ground to a halt. A warlike hierarchical society was formed with the large Bandar apes at the top. Later, Nagas arrived from the Nether Realm of Patala, from where all rivers spring. The Nagas are divine beings of the Underworld and its rivers and are to the apes what the Yakshas had been in ages past. With mesmerizing stares and dancing serpentine bodies, they entranced the Bandar Log and claimed their empire as their own. Patala is a divided society. Small Markatas are at the bottom of the society. Vanara apes of human size are the most common. Large Bandar apes rule most of the society and form the military. Above all are the sacred Nagas and their kings.

Home: Patala (1 Earth, 2 Water), The Jeweled City (1 Astral)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata	5	5	0	10	7	14	7	8	2	2/14	5	1
FS, Undis												
Wpn: Club, Sticks and Stones												
Markata Archer	5	5	0	10	7	13	7	8	2	2/14	5	1
FS, Undis												
Wpn: Fist, Small Bow												
Atavi Archer	10	10	1	10	8	10	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Dagger, Short Bow												
Atavi Infantry	10	10	1	10	8	12	8	10	3	2/10	9	3
FS, Stealthy												
Wpn: Mace, Sticks and Stones												
Vanara Archer	10	10	14	10	9	9	8	10	5	2/10	10	14
FS												
Wpn: Dagger, Short Bow												
Vanara Chakram Thrower	10	10	14	10	9	9	8	10	5	2/10	10	15
FS												
Wpn: Mace, Chakram												
Vanara Infantry	10	10	14	10	9	11	8	10	5	2/10	10	14
FS												
Wpn: Mace												
Vanara Swordsman	11	10	14	11	10	12	8	10	5	2/10	13	17
FS												
Wpn: Falchion												
Light Bandar Archer	18	15	3	11	12	9	8	9	3	2/10	18	7
FS												
Wpn: Mace, Long Bow												
Bandar Archer	18	15	15	11	12	8	8	9	5	2/10	18	23
FS												
Wpn: Mace, Long Bow												

Light Bandar Warrior	18	15	10	11	12	10	8	9	4	2/10	18	13
FS												
Wpn: Mace, Sticks and Stones												
Bandar Warrior	18	15	15	11	12	8	8	9	5	2/10	18	20
FS												
Wpn: Iron Cudgel												
Bandar Warrior	18	15	15	11	12	10	8	9	5	2/10	18	20
FS												
Wpn: Mace												
	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
War Elephant	64	20	11	10	9	8	6	10	3	3/18	100	20
FS, Trample												
Wpn: Trunk												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata Scout	5	5	0	10	7	14	7	8	2	2/14	20	1
FS, MS, Stealthy												
Wpn: Dagger, Sticks and Stones												
Atavi Chieftain	12	11	4	11	10	13	8	10	3	2/10	45	8
FS, Stealthy, Ldr 40												
Wpn: Falchion, Sticks and Stones												
Vanara Captain	13	12	14	11	12	12	8	10	5	2/10	40	17
FS, Ldr 60												
Wpn: Falchion												
Bandar Commander	23	17	15	13	14	11	8	9	5	2/10	75	25
FS, Ldr 80												
Wpn: Falchion												
Brahmin	9	9	1	9	7	9	14	10	3	2/10	45	2
FS, Sacred, Ldr 10												
Wpn: Mace												
Yogi	9	9	1	8	7	7	14	10	3	2/10	60	1
FS, Sacred, Ldr 10												
Magic: S1												
Wpn: Fist												
Guru	9	9	1	8	13	7	15	10	3	1/2	165	1
FS, Sacred, Ldr 10												
Magic: S2N1												
Wpn: Fist												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Naga	16	12	5	10	11	11	13	10	4	2/10	26	2
SS, Sacred, MagB Amph, PR 10, DV 75												
Wpn: Spear, Venomous Fangs, Hypnotize, Poison Spit												
Naga Warrior	19	13	17	11	12	11	13	10	8	2/10	30	38
SS, Sacred, MagB Amph, PR 10, DV 75												
Wpn: Falchion, Venomous Fangs, Hypnotize, Poison Spit												

Commanders (home only)

	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Nagaraja	25	14	18	12	14	11	17	12	8	2/10	180	38

SS, Sacred, MagB Amph, PR 10, Water +1, Shapechanger, DV 75, Ldr 80, MagLdr 10

Magic: W1E1N1H2

Wpn: Falchion, Venomous Bite, Hypnotize, Poison Spit

Nagarishi	22	13	8	11	13	12	18	12	4	2/10	395	2*
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SS, Sacred, MagB Amph, PR 10, Water +1, Shapechanger, DV 75, Ldr 10, MagLdr 10

Magic: W2E3S1N1H1 (+100%WESN) (+10%WESN)

Wpn: Kryss, Venomous Bite, Hypnotize, Poison Spit

Nagini	18	12	6	11	13	11	17	12	4	2/8	240	1
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SS, Sacred, MagB Amph, PR 10, Water +1, Shapechanger, DV 75, Ldr 40, MagLdr 10

Magic: W1E1N1H1 (+100%WESN)

Wpn: Fist, Venomous Bite, Hypnotize, Poison Spit

Units (in all forests)

	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Markata	5	5	0	10	7	14	7	8	2	2/14	5	1

FS, Undis

Wpn: Club, Sticks and Stones

Markata Archer	5	5	0	10	7	13	7	8	2	2/14	5	1
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FS, Undis

Wpn: Fist, Small Bow

Atavi Archer	10	10	1	10	8	10	8	10	3	2/10	9	3
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FS, Stealthy

Wpn: Dagger, Short Bow

Atavi Infantry	10	10	1	10	8	12	8	10	3	2/10	9	3
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FS, Stealthy

Wpn: Mace, Sticks and Stones

Commanders (in all forests)

	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Atavi Chieftain	12	11	4	11	10	13	8	10	3	2/10	45	8

FS, Stealthy, Ldr 40

Wpn: Falchion, Sticks and Stones

Unit (in all caves)

	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Naga	16	12	5	10	11	11	13	10	4	2/10	26	2

SS, Sacred, MagB Amph, PR 10, DV 75

Wpn: Spear, Venomous Fangs, Hypnotize, Poison Spit

Commander (in all caves)

	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Naga Chief	18	13	5	11	12	14	13	10	4	2/10	65	8

SS, Sacred, MagB Amph, PR 10, DV 75, Ldr 40, MagLdr 10

Wpn: Falchion, Venomous Fangs, Hypnotize, Poison Spit

GATH, LAST OF THE GIANTS

Gath is a dry land that has only recently recovered from the devastation caused by its earlier inhabitants. For ages the land has been dominated by giants, but under constant pressure from human immigrants and the Abyssian Tide of Fire, the original inhabitants of the land were forced to retreat and watch as city after city was destroyed. Now there is but one city left: Gath, the City of Giants. The Gittite descendants of the Anakites of Ashdod still dominate the surrounding land and have subjugated several human tribes. While the human tribes comprise much of the population of the kingdom, the Gittites are the undisputed rulers of the land. By keeping iron-working from the human population and through a strictly centralized cult focused around bloody sacrifices at the Great Temple, the Gittites have kept control of the land. The Gittites are small compared to the ancient Rephaim, but still large by human standards.

Home: Palace of the Sage King, Temple of the Sage King (2 Astral, 1 Fire, 1 Earth)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Reubenite Archer	10	10	6	8	8	8	10	10	3	2/12	10	7
WS												
Wpn: Dagger, Short Bow												
Benjaminite Slinger	10	10	6	11	10	15	10	12	3	2/12	11	9
WS, Pillager 2												
Wpn: Short Sword, Short Sword, Sling												
Naphtali Spearman	10	10	9	10	10	13	10	10	4	2/12	10	11
WS												
Wpn: Spear, Javelin												
Zebulunite Soldier	10	10	12	11	13	14	10	10	6	2/12	13	15
WS												
Wpn: Spear												
Zebulunite Horn Blower	10	10	12	8	13	8	10	10	6	2/9	20	16
WS												
Wpn: Dagger												
Gadite Swordsman	12	11	16	10	11	13	10	10	9	2/12	12	27
WS, FR 4												
Wpn: Short Sword, Javelin												
Asherite Soldier	11	10	17	11	12	14	10	10	8	1/12	15	27
Wpn: Broad Sword												
Levite Zealot	11	10	12	10	14	14	10	10	6	2/12	15	16
WS, Sacred, Patrol +2												
Wpn: Short Sword												
Gittite Soldier	24	15	14	11	12	13	12	10	6	2/14	30	25
WS, FR 3												
Wpn: Spear, Javelin												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Iassacharite Scout FS, MS, WS, Stealthy Wpn: Dagger, Short Bow	10	10	2	10	7	10	10	10	3	2/12	25	6
Benjaminite Commander WS, Pillager 5, Ldr 40 Wpn: Short Sword, Short Sword, Sling	12	10	6	12	12	16	10	12	3	2/12	40	9
Iassacharite Sage WS, Sacred Wpn: Dagger	9	9	2	8	7	7	11	10	4	2/10	45	2
Iassacharite Sibyl WS, Fortune 5 Magic: S1N1 Wpn: Fist	9	9	2	8	7	7	13	10	3	2/10	80	2
Levite Priest WS, Sacred, Ldr 10 Wpn: Dagger	9	9	2	8	13	8	13	10	3	2/10	45	2
Gittite Commander WS, FR 3, Ldr 80 Wpn: Broad Sword, Javelin	27	16	14	12	13	15	12	12	6	2/14	90	28
Abba WS, Stealthy, Heretic Magic: N2 (+100%FES) Wpn: Quarterstaff	23	15	3	9	10	12	15	10	3	2/14	200	2
Yeddeoni WS, Ldr 10 Magic: E1D1 (+100%FESD) Wpn: Quarterstaff	23	15	5	9	10	12	14	10	3	2/14	135	2
Kohen WS, Sacred, Ldr 10 Magic: B1H2 (+100%FES) Wpn: Dagger	23	15	3	9	10	9	14	10	3	2/14	135	2
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Gibbor WS, Sacred, FR 4, Supply -2 Wpn: Anakite Sword	38	19	14	12	13	16	13	10	6	2/16	75	39
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Kohen Gadol WS, Sacred, FR 5, Supply -5, Ldr 80 Magic: B2H3 (+100%FES(+2)) (+10%FES) Wpn: Censer	55	20	9	12	16	11	18	10	2	2/14	360	31*
Seren WS, Sacred, FR 4, Supply -3, Ldr 120 Wpn: Anakite Sword	42	21	18	13	14	18	14	11	6	2/16	205	75

RAGHA, DUAL KINGDOM

Ragha is a dual kingdom of fire and ice, rage and serenity. Half of the population are Abysian descendants from the isolated colony of Tur, and half the population are Airyan refugees from Caelum. Tur was a distant and prosperous Abysian colony founded after a successful military campaign against the giants of Ashdod. But the war with Ashdod had been taxing and the colony was cut off from the kingdom by a Arcoscephalean campaign through the fertile lands previously conquered from the giants. For centuries Tur was left alone and an independent kingdom formed. Then came the Caelians. A great host of iceclad warriors descended upon the Turan armies on the plain of Ragha in the mid of winter. The Turan Shah realized that Tur could not stand up to the Caelians for long. Tur was on the brink of destruction when the attacks suddenly stopped. Civil war had broken out in Caelum and the campaign was aborted. Instead Caelian refugees and deserters settled on the plain of Ragha. Airyan Seraphs approached the Turan Shah and peace was negotiated. When the Harab Seraphs of Caelum attacked, the Airyas were saved by the Gryphon riders of Tur. This sealed the truce and a strange alliance was formed. Ragha is now a society of two peoples united out of necessity. During winter the Airya reigns and during summer the Tur reigns. Even faith has evolved to mimic the legacy of the two peoples. Two different groups of beings are adored and worshipped. But this is starting to change. The One True God has arisen. The peoples of Ragha suffer less from hot or cold climates than other nations.

Home: Lake Urmia (1 air, 1 water, 1 astral), Mountain of Everburning Caverns (1 fire)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Paighan	12	11	9	8	9	11	11	8	4	2/11	10	9
MS, WS, FR 10												
Wpn: Spear												
Turan Infantry	12	11	13	10	11	12	11	9	5	2/11	14	19
MS, WS, FR 10												
Wpn: Broad Sword, Javelin												
Turan Heavy Infantry	13	12	16	10	12	11	11	9	6	2/11	16	22
MS, WS, FR 10												
Wpn: Broad Sword												
Turan Horse Archer	12	11	10	10	11	14	11	8	4	3/24	35	12
MS, WS, FR 10												
Wpn: Spear, Composite Bow												
Turan Cavalry	12	11	15	10	11	14	11	8	4	3/26	40	30
MS, WS, FR 10												
Wpn: Light Lance, Hoof, Composite Bow												
Savaran Cataphract	13	12	16	11	12	14	11	8	5	2/24	50	43
MS, WS, FR 15												
Wpn: Lance, Broad Sword, Hoof, Composite Bow												
Savaran Guard	15	12	20	12	13	14	11	8	5	2/24	60	47
MS, WS, FR 15												
Wpn: Lance, Broad Sword, Hoof, Composite Bow												
Turan War Elephant	64	20	18	10	9	8	6	10	5	3/18	100	62
Trample												
Wpn: Tusk, Long Spear, Long Spear												
Airya Archer	9	9	6	10	10	9	12	12	4	2/9	13	7
Fly, CR 15												
Wpn: Ice Knife, Composite Bow												
Airya Light Infantry	9	9	8	10	10	11	12	11	5	2/9	13	11
Fly, CR 15, Ice prot 1												
Wpn: Ice Lance												
Airya Infantry	9	9	11	10	10	12	12	11	5	2/9	13	16
Fly, CR 15, Ice prot 1												
Wpn: Ice Blade												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Airya Scout	9	9	8	10	10	12	11	12	5	2/9	25	13
Fly, CR 15, Stealthy, Ice prot 1												
Wpn: Ice Blade												

Paighan-Salar	13	12	13	11	12	13	11	9	5	2/11	35	18
MS, WS, FR 10, Ldr 60 Wpn: Broad Sword												
Turan Spahbed	15	12	20	13	13	15	11	8	5	2/24	100	44
MS, WS, FR 15, Ldr 80 Wpn: Lance, Broad Sword, Hoof												
Airy Spahbed	11	10	17	12	13	16	12	12	7	1/9	50	38
Fly, CR 15, Ice prot 2, Ldr 60 Wpn: Ice Sword												
Karapan	11	13	0	10	10	9	13	8	3	2/11	100	1
MS, WS, Sacred, FR 15, Ldr 10 Magic: F1H1 (+100%ADB)												
Dastur	11	13	0	10	10	8	13	8	4	2/11	215	1
MS, WS, Sacred, FR 15, Ldr 40 Magic: F1D1B1H2 (+100%FADB)												
Turan Sorcerer	15	13	0	11	11	6	15	9	6	2/9	225	1*
MS, WS, FR 25, Heat 3, DV 50, Ldr 10, UndLdr 10 Magic: F3D1B1 (+100%ADB) (+10%WS) Wpn: Dagger												
Athravan	8	8	0	9	13	8	15	11	4	2/8	100	2
Fly, Sacred, CR 15, Ldr 10 Magic: F1H1 (+100%AWS) Wpn: Ice Knife												
Zaotar	8	8	0	9	13	7	15	11	5	2/8	210	2
Fly, Sacred, CR 15, Ldr 40 Magic: F1A1W1H2 (+100%FAWS) Wpn: Ice Knife												
Airy Seraph	8	8	0	9	13	5	15	11	7	2/8	220	2*
Fly, CR 15, Ldr 40 Magic: A3W1S1 (+100%FWS) (+10%DB) Wpn: Ice Knife												
Turan Shah	15	12	18	13	13	16	11	8	5	2/24	170	39
MS, WS, Sacred, FR 15, Ldr 80 Magic: H1 Wpn: Lance, Broad Sword, Hoof												
Airy Shah	11	10	15	12	13	16	12	12	7	1/9	130	32
Fly, Sacred, CR 15, Ice prot 2, Ldr 60 Magic: H1 Wpn: Ice Sword												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Iceclad Zhayedan	9	9	17	11	12	13	12	11	7	1/9	19	40
Fly, Sacred, CR 15, Ice prot 2 Wpn: Ice Lance												
Zhayedan	15	12	20	13	14	15	11	9	4	1/15	125	60
MS, WS, Fly, Sacred, FR 15 Wpn: Lance, Broad Sword, Claw, Bite												
Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Zhayedan Spahbed	16	13	20	13	15	15	12	9	4	1/15	200	60
MS, WS, Fly, Sacred, FR 15, Ldr 80 Wpn: Lance, Broad Sword, Claw, Bite												

XIBALBA, RETURN OF THE ZOTZ

Xibalba is a vast realm of dark caverns beneath the forests of Mictlan. Living in the caverns were the bat people, Zotz, but that changed when the cavernous realm was struck by a great disaster. A star fell into the ocean and a great deluge flooded the caves of Xibalba. The Zotz were almost wiped out and their realm was conquered by atlantian refugees. For a long time the toad people ruled Xibalba and became powerful. Eventually the Bacabob left the caverns to conquer the sun-lit world. There they met Mictlan and the Lawgiver. The humans were more numerous and while the Xibalban Bacabob were mighty, they could not prevent the death of their kin. Slowly the Xibalbans were decimated and the Bacabob withdrew into the flooded city and fell into a centennial torpor. When the caves began to dry up the Zotz started to return in numbers. In the still waterfilled depths of Xibalba the Zotz priests found and unwittingly awoke the Bacabob. Now the Zotz once more inhabit their ancestral home, but serve the divinities of subterranean waters and the Awakening God.

Home: The Flooded City (1 water, 1 earth), Obsidian Cavern (2 death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Zotz Warrior	7	7	0	11	9	11	11	5	3	2/10	7	1
FS, Fly, Stealthy, Blood search 1												
Wpn: Light Lance												
Zotz Warrior	7	7	0	11	9	12	11	5	3	2/10	7	2
FS, Fly, Stealthy, Blood search 1												
Wpn: Obsidian Club Sword												
Zotz Dart Thrower	7	7	0	11	9	11	11	5	3	2/10	7	2
FS, Fly, Stealthy, Blood search 1												
Wpn: Mace, Obsidian Dart												
Zotz Guard	8	7	8	12	11	11	11	5	4	2/10	9	4
FS, Fly, Blood search 1												
Wpn: Light Lance												
Zotz Guard	8	7	8	12	11	12	11	5	4	2/10	9	5
FS, Fly, Blood search 1												
Wpn: Obsidian Club Sword												
Sak Muuch Dart Thrower	14	12	8	10	10	9	10	8	4	1/10	10	4
SS, Amph, DV 100												
Wpn: Dagger, Obsidian Dart												
Sak Muuch Warrior	14	12	11	10	10	11	10	8	7	1/10	10	10
SS, Amph, DV 100												
Wpn: Spear												
Sak Muuch Warrior	14	12	11	10	10	11	10	8	7	1/10	10	11
SS, Amph, DV 100												
Wpn: Obsidian Club Sword												

Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Batab	7	7	8	12	12	14	11	5	5	2/10	40	4
FS, Fly, Stealthy, Blood search 1, Ldr 40, MagLdr 10												
Wpn: Bronze Hatchet												
Ajaw	7	7	0	11	12	12	12	5	3	2/10	105	2
FS, Fly, Sacred, Stealthy, Blood search 1, Ldr 80, MagLdr 10												
Magic: H1												
Wpn: Obsidian Club Sword												
Ajaw Kan Ek'	7	7	1	11	13	10	13	5	4	2/10	170	1
FS, Fly, Sacred, Stealthy, Blood search 1, Ldr 120, MagLdr 10												
Magic: H2												
Wpn: Bronze Hatchet												
Chilan	7	7	1	10	9	10	14	5	3	2/10	180	1
FS, Fly, Sacred, Stealthy, Fortune 5, Blood search 1, Ldr 10, MagLdr 10												
Magic: E1D1H2 (+100%WED)												
Wpn: Dagger												
Way	7	7	0	11	9	11	15	5	3	2/10	140	1
FS, Fly, Stealthy, Shapechanger, Blood search 1, Ldr 10, MagLdr 10												
Magic: N2B1 (+10%FDNB)												
Wpn: Dagger												
Ah Itz	7	7	0	10	9	10	14	5	3	2/10	115	1
FS, Fly, Stealthy, Blood search 1, Ldr 10, MagLdr 10												
Magic: D1B1 (+100%AEDB)												
Wpn: Dagger												
Way	7	7	0	11	9	11	15	5	3	2/10	140	1
FS, Fly, Stealthy, Shapechanger, Blood search 1, Ldr 10, MagLdr 10												
Magic: N2B1 (+10%FDNB)												
Wpn: Dagger												
Ah Ha'	12	11	3	10	10	9	13	8	3	2/10	100	1
SS, Sacred, Amph, DV 100, Ldr 10												
Magic: W1E1H1												
Wpn: Dagger												
Units (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Wo' Muuch	26	16	16	11	14	12	10	8	7	1/11	35	38
SS, Sacred, Amph, DV 100												
Wpn: Obsidian Blade												
Obsidian Warrior	9	8	12	13	13	12	12	5	5	1/10	16	14
FS, Fly, Sacred, FR 5, Blood search 1												
Wpn: Obsidian Shard Blade												

Commanders (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Bacab	27	16	13	12	13	11	16	8	3	2/12	475	1*
SS, Sacred, Amph, DV 100, Resources +5, Ldr 120, UndLdr 10 Magic: W3E2D1H3 (+100%WEDN) (+10%WEDN) Wpn: Quarterstaff												
Camazotz	7	7	2	10	9	12	15	5	4	2/10	195	1
FS, Fly, Stealthy, Blood search 1, Ldr 10, MagLdr 10 Magic: E1D2B1 (+100%AEDB) Wpn: Quarterstaff												
Units (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Zotz Warrior	7	7	0	11	9	11	11	5	3	2/10	7	1
FS, Fly, Stealthy, Blood search 1 Wpn: Light Lance												
Zotz Warrior	7	7	0	11	9	12	11	5	3	2/10	7	2
FS, Fly, Stealthy, Blood search 1 Wpn: Obsidian Club Sword												
Commanders (all forests)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Batab	7	7	8	12	12	14	11	5	5	2/10	40	4
FS, Fly, Stealthy, Blood search 1, Ldr 40, MagLdr 10 Wpn: Bronze Hatchet												
Way	7	7	0	11	9	11	15	5	3	2/10	140	1
FS, Fly, Stealthy, Shapechanger, Blood search 1, Ldr 10, MagLdr 10 Magic: N2B1 (+10%FDNB) Wpn: Dagger												
Units (all caves)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Zotz Warrior	7	7	0	11	9	11	11	5	3	2/10	7	1
FS, Fly, Stealthy, Blood search 1 Wpn: Light Lance												
Zotz Warrior	7	7	0	11	9	12	11	5	3	2/10	7	2
FS, Fly, Stealthy, Blood search 1 Wpn: Obsidian Club Sword												
Commanders (all caves)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Batab	7	7	8	12	12	14	11	5	5	2/10	40	4
FS, Fly, Stealthy, Blood search 1, Ldr 40, MagLdr 10 Wpn: Bronze Hatchet												
Chilan	7	7	1	10	9	10	14	5	3	2/10	180	1
FS, Fly, Sacred, Stealthy, Fortune 5, Blood search 1, Ldr 10, MagLdr 10 Magic: E1D1H2 (+100%WED) Wpn: Dagger												

ATLANTIS, FROZEN SEA

With the Second Fall of Atlantis and the demise of the Coral Queens at the hands of R'lyeh, the Atlantians were forced to retreat from the seas. A few surviving Kings of the Deep entered a pact with a sleeping God at a forsaken coast of ice and bones. The Atlantian Angakut, Shaman Kings, lead the Bone Cult and practice Death magic previously unheard of in Atlantian history. The Angakut have coerced captured Caelian ice crafters to yield the secrets of their skills and now most of the Atlantians use arms of enchanted ice. Even their great city is built on interlinked ice floes.

Home: The Coast of Ice and Bones (3 Water, 1 Death)

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Seal Hunter	12	11	10	10	10	8	10	8	4	2/10	10	6
Amph, CR 5, DV 50 Wpn: Spear, Harpoon												
Snow Warrior	12	11	15	10	10	8	10	8	5	2/10	10	22
Amph, CR 5, DV 50, Ice prot 1 Wpn: Ice Lance												
Snow Warrior	12	11	15	10	10	7	10	8	5	2/10	10	26
Amph, CR 5, DV 50, Ice prot 1 Wpn: Ice Glaive												
Ice Warrior	13	11	18	11	12	13	10	8	7	2/10	13	37
Amph, CR 8, DV 50, Ice prot 2 Wpn: Ice Lance												
Ice Guard	15	12	18	12	13	15	10	8	7	2/10	16	39
Amph, CR 8, DV 50, Ice prot 2 Wpn: Ice Blade												
Ice Guard	15	12	18	12	13	8	10	8	6	2/10	16	32
Amph, CR 8, DV 50, Ice prot 2 Wpn: Ice Glaive												
Mournful	20	14	16	10	9	12	10	8	5	2/11	30	14
Amph, DV 50 Wpn: Halberd												
Commanders	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Tent Owner	14	12	10	11	11	9	10	9	4	2/10	25	6
Amph, CR 5, Stealthy, DV 50, Ldr 10 Wpn: Spear, Harpoon												
Snow Captain	14	12	15	11	11	8	10	8	5	2/10	70	26
Amph, CR 5, DV 50, Ice prot 1, Ldr 80 Wpn: Ice Glaive												
Ice Captain	15	12	18	12	13	8	10	8	6	2/10	110	32
Amph, CR 8, DV 50, Ice prot 2, Ldr 120 Wpn: Ice Glaive												

Tungalik	12	11	10	10	10	11	14	8	4	2/10	110	4
Sacred, Amph, CR 5, DV 50, Ldr 40												
Magic: W1D1H1												
Wpn: Quarterstaff												
Unit (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Arssartut	16	12	13	13	14	10	11	8	4	2/10	23	10
Sacred, Amph, CR 5, DV 50												
Wpn: Bone Glaive												
Commander (home only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Angakok	27	16	10	12	13	11	16	8	3	2/12	430	1*
Sacred, Amph, CR 5, Sailing (999/6), DV 50, Ldr 80												
Magic: W3D2H2 (+100%AWED) (+10%AWED)												
Wpn: Quarterstaff												
Units (underwater forts only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Atlantian Shield Bearer	12	11	2	10	10	12	10	8	4	2/10	10	3
Amph, DV 50												
Wpn: Coral Spear												
Atlantian Light Infantry	12	11	9	10	10	8	10	8	5	1/10	10	9
Amph, DV 50												
Wpn: Coral Spear												
Atlantian Infantry	12	11	12	10	10	11	10	8	6	1/10	10	12
Amph, DV 50												
Wpn: Coral Spear												
Unsleeping	24	15	15	11	14	12	12	8	8	1/6	40	26
Amph, DV 50												
Wpn: Coral Glaive												
Commanders (underwater forts only)	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Unsleeping Consort	27	16	15	12	15	13	13	8	8	1/6	80	26
Sacred, Amph, DV 50												
Magic: H1												
Wpn: Coral Glaive												
Forgiving Father	20	14	9	9	11	11	16	8	3	2/11	190	4
Amph, CR 4, DV 50												
Magic: W2A1(+100%FWEA)												
Wpn: Quarterstaff												
Merciful Mother	22	14	9	9	13	8	15	8	3	2/11	100	5
Sacred, Amph, DV 50												
Magic: H2												
Wpn: Mace												

R'LYEH, DREAMLANDS

In ages past, a distant star inhabited by a great race of strange, alien beings was struck with an unimaginable catastrophe. The star fell from the heavens, breaking into tiny shards. One such shard fell through the Spheres and down upon the world. The shard came to rest on the ocean floor and there a remnant of this great race adapted and survived. They multiplied and enslaved a race of fishlike humanoids by sheer strength of mind and conquered the underwater realms of the world

In the halls of R'lyeh the Starspawn, the Great Ones who survived the Fall opened a gate into the Void and unleashed its horrors upon the world. But the Void was not to be controlled even by the Starspawn. The very fabric of the Veil was weakened and madness struck the inhabitants of mighty R'lyeh. Only the most powerful of the Starspawn were able to keep their minds intact. The Empire crumbled as insanity took the leaders and the former slaves and servants of the Empire were able to lift the yoke of R'lyeh

But now a God is awakening, and it is a God Dreaming of the Void. Mind-defying Dreams of the Sleeping God are plaguing the inhabitants of coastal and underwater cities and with the Dreams come the horrors. Strange, cannibalistic cults worshipping the Void call them from Beyond. The Dreamlands of R'lyeh threaten to destroy the world.

All coastal forts of R'lyeh have a special well where women can submerge themselves in the hope of being impregnated by a Great One. However, most will be taken by Deep Ones instead and the women's offspring will be strange, fishlike humanoids instead of the noble Starchildren they wanted. These half-human hybrids are usually devoted to the cause of putting mankind below the sea and often join the army of R'lyeh free of charge.

Home: The City of Unfulfilled Dreams (3 Astral, 1 Water), The Void Gate

Units	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Gold	Res
Slave Trooper	15	12	1	11	7	10	12	10	3	1/20	9	2
Aqua												
Wpn: Spear												
Slave Guardian	15	12	12	11	7	9	12	10	4	1/20	9	13
Aqua												
Wpn: Trident												
Slave Trooper	10	10	1	10	7	10	12	10	3	1/22	9	3
Amph												
Wpn: Net, Spear												
Slave Guardian	10	10	12	10	7	9	12	10	4	1/22	9	12
Amph												
Wpn: Spear												
Slave Trooper	12	11	2	10	7	9	10	8	3	2/9	9	3
Amph, DV 100												
Wpn: Trident												
Slave Guardian	12	11	12	10	7	8	10	8	4	2/9	9	13
Amph, DV 100												
Wpn: Trident												
Lobo Guard	13	12	2	9	50	7	5	5	3	2/8	5	1
MagB Mindless, Amph, DV 100												
Wpn: Claw												

Meteorite Guard	14	12	19	11	12	8	13	8	9	1/9	13	30
Amph, DV 50												
Wpn: Trident												
Shambler Thrall	24	16	7	9	50	7	5	4	3	2/10	25	1
MagB Mindless, Trample, Amph, DV 50												
Wpn: Claw												
Crab Hybrid	25	17	14	8	14	9	10	8	3	2/11	35	1
Aqua, DV 50												
Wpn: Pincer, Pincer												
Illithid	28	15	5	10	10	6	15	12	2	2/8	50	1
MagB Amph, BIR, DV 100												
Wpn: Life Drain, Mind Blast												
Illithid Soldier	28	15	17	10	10	5	15	7	4	1/9	50	39
MagB Amph, BIR, DV 100												
Wpn: Trident, Mind Blast												
Commanders												
Scout	12	11	2	10	10	9	10	8	3	2/10	25	1
Amph, Stealthy, DV 50												
Wpn: Coral Knife												
Traitor Prince	27	16	21	12	12	9	15	8	7	2/11	85	44
Amph, DV 50, Ldr 80												
Wpn: Trident												
Slave Priest	10	10	1	8	7	12	15	9	3	1/20	45	1
Sacred, Amph, Ldr 10												
Wpn: Magic Staff												
Slave Mage	10	10	2	8	7	11	15	9	4	1/20	175	1
Amph, Ldr 10												
Magic: W2S1 (+100%WESN)												
Wpn: Magic Staff												
Illithid Lord	30	15	17	11	12	6	15	7	4	2/9	80	39
MagB Amph, BIR, DV 100, Taskmaster +2, Ldr 40, MagLdr 40												
Wpn: Trident, Mind Blast												
Star Child	14	11	2	10	10	9	15	11	3	2/10	85	1
Amph, Stealthy, BIR, DV 100, Assassin, MagLdr 10												
Magic: S1												
Wpn: Dagger, Mind Blast												
Starspawn	30	16	5	11	9	7	18	12	2	2/8	200	1
Sacred, MagB Amph, BIR, DV 100, Ldr 10, MagLdr 40												
Magic: S1H2 (+100%WESD)												
Wpn: Life Drain, Mind Blast												
Commander (home only)												
Starspawn	26	15	6	9	9	5	20	13	2	2/8	290	1*
MagB Amph, BIR, DV 100, Ldr 10, MagLdr 80												
Magic: W1S3 (+100%WESD) (+100%WESD) (+10%WESD)												
Wpn: Life Drain, Mind Blast												

THE GRIMOIRE

CODEX OF SPELLS

The world of Dominions has well over 800 individual spells. In order to help you make sense of them, the Grimoire was designed to do two things simultaneously: to allow you to find a specific spell quickly by name, and to make it easy for players to browse through a list of specific spells in multiple circumstances. The two most likely circumstances we imagined that would lead to browsing were choosing research targets, and selecting spells for a mage to cast in combat. In both cases, it seemed to make the most sense to arrange the spells by path, because in both of those cases you're going to be looking at a particular mage or group of mages, and they will have known magic skills, so it would be nice to look at all the spells that those mages could cast, either then or in the future. If you need to see a particular set of spells listed by school, you can just go to the Research screen in the game and use the path filter to display only the spells in the path you're interested in. So duplicating that in the manual didn't seem helpful.

However, sometimes you'll be playing the game, and an opponent will cast a spell and all of a sudden all of your guys are dead. You look up in the left corner of the battle movie and see the spell name appear, and wonder how you can get to use it, too. Or maybe you're browsing the game forums looking for strategy ideas, and you see a spell that sounds cool, but you have to idea what path or school it is in or how to find it. Or you could even be at the grocery store buying cauliflower, and overhear two people talking about how great Three Red Seconds is, and you realize they are talking about Dominions spells. In each case, you want to look these spells up by name. That's where the spell index comes in.

The spell index is an alphabetical list of every spell in the game, its path requirements, school and level, classification, and page where it can be located in the Grimoire. The spells themselves are divided into four sections: summoning rituals, non-summoning rituals, global enchantments, and battlefield spells. Divine magic is listed under battlefield spells as all divine magic is cast on the battlefield (except for some dual-path summons that can be found in the summoning spells). This was done, once again, primarily with browsing in mind. "I need a good summoned creature" and "I need a good spell to cast on the battlefield" are generally separate thoughts and events, and separating the spells allows for better side-to-side comparison of spells in the same category.

The spell descriptions are more mundane interpretations of the descriptions that can be found when clicking on the spell name when browsing the arcane laboratory. These will hopefully tell you what a spell does in clear language. The in-game spell descriptions should be consulted for the final word on the historical background and justification for any arcane knowledge in the world of Dominions.

Acashic Knowledge	Conj 6	S3	358
Acashic Record	Conj 5	S2	358
Acid Bolt	Evo 3	W2F1	418
Acid Rain	Evo 4	W3F1	419
Acid Spray	Evo 1	W2F1	418
Acid Storm	Evo 7	W4F1	420
Agony	Blood 2	B2	432
Aim	Alt 1	A1	415
Air Shield	Alt 0	A1	415
Alchemical Transmutation	Alt 2	E1	358
Ambush of Tigers	Conj 3	N2	367
Angelic Host	Conj 7	S5	381
Animal Horde	Conj 7	N4	368
Animate Dead	Ench 1	D1	425
Animate Skeleton	Ench 1	D1	425
Antimagic	Ench 4	S3	424
Arcane Bolt	Evo 1	S2	423
Arcane Domination	Alt 9	S7	425
Arcane Nexus	Ench 9	S8	410
Arcane Probing	Evo 3	S1	358
Armor of Achilles	Alt 2	E1	420
Army of Giants	Alt 6	N3	429
Army of Gold	Alt 9	E5	422
Army of Lead	Alt 9	E5	422
Army of Rats	Alt 9	N7	431
Army of the Dead	Ench 9	D5	366
Arouse Hunger	Alt 4	D3	365
Arrow Fend	Ench 6	A3	417
Astral Corruption	Blood 7	B6S6	412
Astral Fires	Evo 6	S3F1	424
Astral Geyser	Evo 5	S3	424
Astral Healing	Ench 4	S3	424
Astral Projection	Evo 1	S1	358
Astral Shield	Ench 3	S1	423
Astral Tempest	Evo 8	S5	424
Attentive Statues	Ench 1	E2	384
Awaken Dark Vines	Blood 5	B1N3	369
Awaken Draugar	Conj 4	D2	375
Awaken Ivy King	Conj 7	N4	368
Awaken Sepulchral	Conj 5	D2E1	400
Awaken Shard Wights	Conj 3	D1E1	385
Awaken Sleeper	Conj 5	N4	368
Awaken Tomb Oracle	Conj 6	D3E2	400
Awaken Treelord	Ench 7	N5	368
Awaken Vine Men	Conj 3	N1	366
Awaken Vine Ogres	Conj 4	N3	367
Baleful Star	Alt 5	S3	358
Bane Fire	Evo 6	D3F1	426
Bane Fire Dart	Evo 4	D1F1	425
Banish Demon	Blood 2	B1	431
Banquet for the Dead	Conj 8	D4H1	392
Barathrus Pact	Conj 3	E2	374
Barathrus Pact	Conj 3	E2	384
Barkskin	Alt 1	N1	428
Battle Fortune	Alt 6	S3	424
Beast Mastery	Thau 8	N6	430
Behemoth	Ench 4	D3	365
Berserkers	Thau 2	N2	429
Bind Arch Devil	Blood 7	B4F2	370

Bind Beast Bats	Blood 2	B1	372
Bind Bone Fiends	Blood 2	B1D1	369
Bind Demon Knight	Blood 4	B2E2	369
Bind Demon Lord	Blood 9	B8	371
Bind Devil	Blood 3	B2F2	369
Bind Fiend	Blood 2	B2	369
Bind Fiery Imps	Blood 1	B1F1	369
Bind Frost Fiend	Blood 3	B2W2	369
Bind Harlequin	Blood 1	B1	396
Bind Heliophagus	Blood 8	B5	370
Bind Ice Devil	Blood 6	B3W3	369
Bind Jaguar Fiends	Blood 4	B1F1	372
Bind Penumbral	Conj 3	D1E1	374
Bind Scorpion Beast	Conj 3	F1E1	358
Bind Serpent Fiend	Blood 4	B1	369
Bind Shadow Imp	Blood 1	B1	369
Bind Spine Devil	Blood 2	B2	369
Bind Storm Demon	Blood 4	B2A2	369
Bind Succubus	Blood 5	B4	370
Bind Tzitzimitl	Blood 6	B2S2	373
Bind Tzitzimitl	Blood 6	B2S2	396
Bind Umbral	Conj 5	D2E1	375
Black Servant	Conj 1	D2	364
Blade Wind	Evo 4	E3	421
Blast of Unlife	Evo 6	D3	426
Bleed	Blood 0	B1	431
Blight	Alt 4	E2D1	358
Blindness	Alt 6	F1	413
Blink	Thau 1	S1	423
Blood Boil	Blood 1	B1F1	431
Blood Burst	Blood 1	B1	431
Blood Feast	Blood 3	B2	358
Blood Fecundity	Blood 4	B2N2	358
Blood Heal	Blood 1	B1	431
Blood Lust	Blood 4	B2	432
Blood Rain	Blood 7	B3	432
Blood Rite	Blood 7	B2D2	369
Blood Vortex	Blood 8	B7	412
Bloodletting	Blood 5	B4	432
Body Ethereal	Alt 4	S1	423
Boil	Alt 6	F3W1	414
Bolt of Unlife	Evo 4	D2	426
Bonds of Fire	Thau 2	F1	414
Bone Grinding	Alt 7	D7	427
Bone Melter	Alt 5	W3N2	419
Bowl of Blood	Blood 2	B1	358
Breath of the Desert	Alt 4	F3A1	358
Breath of the Dragon	Evo 4	N2	429
Breath of Winter	Ench 2	W1	418
Brood of Garm	Conj 4	N2	375
Burden of Time	Thau 5	D5	411
Burning Hands	Evo 1	F1	413
Call Abomination	Conj 9	S5W2	364
Call Ahurani	Conj 5	S2W1	373
Call Amesha Spenta	Conj 8	S5	373
Call Ancestor	Conj 1	D1	433
Call Ancient Presence	Conj 9	W6N4	361
Call Arel	Conj 7	S4N1	391
Call Celestial Soldiers	Conj 6	A2S1	371

Call Celestial Yazad	Conj 6	S4	373
Call Daevas	Conj 5	D2F1	374
Call Ephor	Conj 0	D1	380
Call Fravashi	Conj 7	S3	373
Call Greater Daeva	Conj 8	D4F2	374
Call Hashmal	Conj 6	S3F1	391
Call Horror	Blood 6	B3S3	432
Call Jahi	Conj 5	D3F1	374
Call Kraken	Conj 3	W3	360
Call Lesser Horror	Blood 4	B2S2	432
Call Malakh	Conj 4	S2	391
Call Melqart	Blood 6	B3F2	379
Call Merkavah	Conj 9	S7F3	392
Call of the Drugvant	Thau 7	D4F1	358
Call of the Wild	Conj 3	N4	368
Call of the Winds	Conj 3	A2	359
Call Ophan	Conj 8	S5F2	392
Call Spectral Philosopher	Conj 0	D1	380
Call the Eater of the Dead	Conj 8	S4D4	364
Call the Worm That Walks	Thau 8	N5	368
Call Wraith Lord	Conj 7	D5	366
Call Yata	Conj 6	D3F2	374
Carrion Centaur	Ench 0	N1D1	386
Carrion Growth	Ench 0	H4	437
Carrion Lady	Ench 0	N1D1	386
Carrion Lord	Ench 0	N3D2	386
Carrion Reanimation	Ench 7	D3	365
Celestial Chastisement	Evo 5	S3	433
Celestial Hounds	Conj 4	A1S1	371
Celestial Music	Thau 6	S3	435
Celestial Rainbow	Evo 9	W7N5	410
Celestial Servant	Conj 1	E1S1	372
Charge Body	Alt 1	A1	415
Charm	Thau 7	N3	430
Charm Animal	Thau 5	N2	429
Cheat Fate	Alt 2	S1	423
Claws of Kokytos	Blood 9	B3W1	432
Claymen	Ench 3	W1E1	359
Cleansing Water	Evo 6	W2F1	418
Cloud of Death	Evo 7	D4	427
Cloud Trapeze	Ench 4	A2	358
Cold Blast	Evo 2	W2	418
Cold Bolt	Evo 1	W2	418
Cold Resistance	Alt 5	F3	414
Combustion	Alt 2	F1	413
Communion Master	Thau 1	S1	423
Communion Slave	Thau 1	S1	423
Conflagration	Alt 8	F2	414
Confusion	Thau 5	A3	417
Contact Alkonost	Conj 4	S2	388
Contact Beregina	Conj 6	W3E1	387
Contact Boar of Carnutes	Conj 5	N1E1	371
Contact Civateteo	Blood 5	B2D2	372
Contact Cloud Vila	Conj 7	A4	387
Contact Couatl	Conj 6	N1S1	372
Contact Cu Sidhe	Conj 3	N2	375
Contact Dai Tengu	Conj 5	A2E1	377
Contact Draconians	Conj 5	A3	359
Contact Forest Giant	Conj 6	N3	368

Contact Forest Trolls	Conj 5	N3	367
Contact Gamayun	Conj 5	S3	388
Contact Harbinger	Conj 6	S4	381
Contact Hill Giant	Conj 6	E3	362
Contact Huli Jing	Conj 6	N2	372
Contact Iron Angel	Conj 8	E5S2	382
Contact Jigami	Conj 4	N1	399
Contact Kaijin	Conj 5	W3	398
Contact Kitsune	Conj 6	N2	391
Contact Lamia Queen	Conj 6	N5D2	368
Contact Lamias	Conj 6	N3	368
Contact Leshiy	Conj 8	N6	388
Contact Mori-no-kami	Conj 5	N3	400
Contact Mountain Vila	Conj 7	N4	388
Contact Nagaraja	Conj 5	W2E2	388
Contact Nagarishi	Conj 6	W3E3	388
Contact Nagini	Conj 4	W2E1	388
Contact Naiad	Conj 5	W3N1	360
Contact Nushi	Conj 5	W2N1	378
Contact Onaqui	Blood 7	B4	373
Contact Scorpion Man	Conj 8	E1F1	373
Contact Sea Trolls	Conj 5	W3	360
Contact Sirin	Conj 3	S2	388
Contact Tatsu	Conj 6	E3	399
Contact Tlahuelpuchi	Blood 6	B2	373
Contact Trolls	Conj 5	E3	362
Contact Void Spectre	Conj 6	S3	408
Contact Yaksha	Conj 4	N2E1	376
Contact Yakshini	Conj 4	N2W1	376
Contact Yama-no-kami	Conj 7	E4	399
Control	Alt 6	S3	424
Control the Dead	Thau 5	D2	426
Corpse Candle	Conj 5	D1F1	425
Create Revenant	Ench 3	D2	364
Creeping Doom	Alt 7	N3	430
Crumble	Alt 6	E5	358
Curse	Thau 1	N1S1	429
Curse of Blood	Blood 7	B3D4	370
Curse of Stones	Alt 4	E3	421
Curse of the Desert	Thau 4	W3	420
Curse of the Frog Prince	Alt 7	N2	429
Damage Reversal	Blood 9	B1	431
Dance of the Morigans	Conj 8	D5A2	434
Dark Knowledge	Conj 3	D1	358
Dark Skies	Thau 7	A5	409
Darkness	Alt 6	D4	427
Daughter of Typhon	Conj 9	N5D2	371
Daughter of Typhon	Conj 9	N5D2	394
Decay	Thau 1	D1	426
Demon Cleansing	Ench 9	W5	420
Desiccation	Thau 1	W2	419
Destruction	Alt 4	E3	421
Dirge for the Dead	Conj 6	D3H1	392
Disintegrate	Alt 8	D2	426
Dispel	Ench 5	S3	358
Distill Gold	Alt 1	F1	358
Dome of Arcane Warding	Ench 6	S4	358
Dome of Corruption	Blood 7	B4S4	358
Dome of Flaming Death	Ench 7	F4	358

Dome of Solid Air	Ench 6	A5	358
Doom	Alt 7	S4	424
Dragon Master	Ench 8	N3	358
Drain Life	Alt 5	D4	427
Dust to Dust	Thau 1	D1	425
Eagle Eyes	Alt 1	N1	428
Earth Attack	Conj 8	E5	363
Earth Blood Deep Well	Ench 7	E6	410
Earth Gem Alchemy	Alt 6	E2	358
Earth Grip	Alt 1	E1	420
Earth Meld	Alt 2	E2	421
Earth Might	Alt 1	E2	421
Earthquake	Evo 5	E4	422
Elemental Fortitude	Alt 4	N1	428
Encase in Ice	Alt 4	W2	419
Enchanted Forests	Conj 9	N7	411
End of Culture	Thau 6	F2	435
End of Weakness	Alt 6	E2	435
Enfeeble	Alt 5	D2	426
Enlarge	Alt 2	N2	429
Enliven Gargoyles	Ench 5	E3A1	362
Enliven Granite Guard	Ench 5	E3	385
Enliven Marble Oracle	Ench 6	E3D1	385
Enliven Sentinel	Ench 3	E2	384
Enliven Statues	Ench 6	E3	362
Enslave Mind	Thau 6	S4	424
Ermorian Legion	Ench 6	D4	381
Eternal Pyre	Ench 6	F6	409
Ether Gate	Conj 6	S4D1	364
Faerie Court	Conj 8	N5	368
Faery Trod	Ench 5	N5	358
Falling Fires	Evo 5	F3	414
Falling Frost	Evo 5	W3F1	419
False Fetters	Alt 1	A2	416
False Horror	Alt 6	A3	416
Farstrike	Thau 1	E2S1	421
Fascination	Thau 1	N1	428
Fata Morgana	Alt 8	A7	409
Fate of Oedipus	Evo 4	F4	358
Father Illearth	Blood 7	B3E4	369
Feast of Flesh	Blood 2	B1N1	377
Feast of Flesh	Blood 2	B1N1	389
Feast of Flesh	Blood 2	B1N1	404
Fields of the Dead	Ench 9	D5E2	427
Fire Blast	Evo 2	F2	414
Fire Cloud	Evo 4	F3	414
Fire Darts	Evo 1	F1	413
Fire Fend	Ench 8	F4	415
Fire Flies	Evo 0	F1	413
Fire Resistance	Alt 5	W3	419
Fire Shield	Ench 3	F1	413
Fire Storm	Evo 7	F5	415
Fireball	Evo 3	F2	414
Fires from Afar	Evo 3	F3	358
Fists of Iron	Alt 1	E1	420
Flame Bolt	Evo 1	F2	414
Flame Corpse Construction	Ench 4	F1D1	400
Flame Eruption	Evo 6	F2	414
Flame Storm	Evo 9	F5	415

Flame Ward	Ench 5	F2	414
Flames from the Sky	Evo 9	F5	358
Flaming Arrows	Ench 4	F4	415
Flare	Evo 2	F3	414
Flight	Ench 2	A1	416
Flying Shards	Evo 0	E1	420
Flying Shield	Ench 2	E1A1	421
Fog Warriors	Alt 7	A5	417
Forces of Darkness	Blood 9	B6	371
Forces of Ice	Blood 9	B5W2	371
Forest Dome	Ench 6	N5	358
Forest Troll Tribe	Conj 6	N3	368
Forge of the Ancients	Const 7	E5	410
Foul Air	Thau 6	D5A1	411
Foul Vapors	Ench 5	N3W1	430
Freezing Mist	Evo 3	W3A1	419
Freezing Touch	Evo 0	W1	418
Friendly Currents	Ench 5	Path	420
Frighten	Thau 1	D1	426
Frost Dome	Ench 6	W5	358
Frost Fend	Ench 8	W4	420
Frozen Heart	Alt 6	W1	418
Gaia's Blessing	Ench 9	N5E2	430
Gale Gate	Thau 8	A5	409
Geyser	Evo 1	W1F1	418
Ghost General	Conj 4	D3	378
Ghost Grip	Conj 5	D1	425
Ghost Riders	Conj 9	D6	366
Ghost Ship Armada	Ench 7	W4D3	409
Ghost Wolves	Alt 3	A3	416
Gift of Flight	Ench 3	A2	416
Gift of Health	Ench 7	N6	411
Gift of Nature's Bounty	Ench 9	N7	411
Gift of the Hare	Ench 2	N1	428
Gifts from Heaven	Evo 5	E3S1	421
Great Lamentation	Conj 7	D5	381
Grip of Winter	Ench 6	W4	420
Ground Army	Alt 8	E4	422
Growing Fury	Thau 5	N4	430
Guardians of the Deep	Conj 8	W6	410
Hall of Statues	Ench 8	E5	385
Hall of the Dead	Conj 8	D5E1	400
Hand of Death	Alt 1	D2	426
Hand of Dust	Alt 0	D1	425
Harm	Blood 6	B2	432
Harvester of Sorrows	Conj 7	D4	365
Haste	Ench 4	N3	430
Haunted Forest	Ench 8	N5D1	411
Heal	Ench 3	N1	428
Healing Light	Evo 3	S1N1	422
Healing Mists	Evo 5	N3A1	429
Healing Song	Ench 0	N1	434
Healing Song	Ench 0	N1	436
Healing Song	Ench 0	N1	436
Healing Touch	Ench 1	N1	428
Heat from Hell	Ench 6	F4	415
Heavenly Choir	Conj 9	S7F2	381
Heavenly Fires	Conj 5	F1S1	371
Heavenly Rivers	Conj 3	W1S1	372

Heavenly Wrath	Conj 7	S3F1	381
Hell Power	Blood 2	B3	432
Hellbind Heart	Blood 5	B2	432
Hellfire	Blood 4	B1F2	431
Herd of Elephants	Conj 3	N2	372
Hidden in Sand	Ench 6	E3D1	363
Hidden in Snow	Ench 6	W3D1	361
Hidden Underneath	Ench 6	E3D1	363
Holy Pyre	Evo 4	F2	437
Holy Pyre	Evo 4	F2	439
Horde from Hell	Blood 5	B4	370
Horde of Skeletons	Ench 5	D2	426
Horror Mark	Thau 1	S2	424
Horror Seed	Blood 9	B4S5	358
Host of Ganas	Conj 2	D1	376
Howl	Conj 5	N3	430
Hurricane	Evo 4	A3	358
Hydrophobia	Thau 8	F2	414
Ice Shield	Alt 2	W1	418
Ice Strike	Evo 7	W2	418
Illwinter	Blood 6	B5W3	412
Immolation	Alt 3	F2	414
Incinerate	Alt 5	F3	414
Infernal Circle	Blood 3	B5	358
Infernal Crusade	Blood 9	B5E2	371
Infernal Disease	Blood 6	B5	370
Infernal Forces	Blood 9	B5F2	370
Infernal Prison	Blood 9	B3F1	432
Infernal Tempest	Blood 9	B5A2	371
Inner Furnace	Ench 5	F3	434
Inner Sun	Alt 3	F1S1	358
Internal Alchemy	Alt 5	W2S1	358
Invulnerability	Alt 5	D3	427
Iron Bane	Alt 6	E3	422
Iron Blizzard	Evo 6	E1H1	437
Iron Corpse Reanimation	Ench 2	E1D1	400
Iron Darts	Evo 3	E1H1	438
Iron Marionettes	Alt 5	E3	439
Iron Pigs	Alt 6	E3N1	362
Iron Walls	Alt 7	E5	358
Iron Warriors	Alt 5	E2	421
Iron Will	Thau 3	E1	421
Ironskin	Alt 3	E1	421
King of Banefires	Conj 8	D3F4	365
King of Elemental Earth	Conj 8	E5	363
King of Elemental Fire	Conj 8	F5	358
Ktonian Legion	Ench 6	E2D2	400
Lamentation	Conj 5	D3	381
Leech	Blood 7	B1	431
Leeching Darkness	Thau 5	D3	427
Leeching Touch	Blood 3	B1	431
Legion of Wights	Conj 9	D6	366
Legions of Steel	Const 3	E3	422
Leviathan	Ench 7	D3W1	365
Lichcraft	Ench 8	D5	366
Lictorian Guard	Conj 3	D2	381
Lictorian Legion	Conj 8	D4	381
Life after Death	Ench 7	D4	427
Life for a Life	Blood 8	B3	432

Light of the Northern Star	Conj 4	S3	424
Lightning Bolt	Evo 2	A2	416
Lightning Resistance	Alt 5	E3	421
Liquid Body	Alt 4	W1	418
Liquify	Alt 8	W4	420
Living Castle	Conj 7	N4W1	358
Living Clouds	Conj 7	A4	417
Living Earth	Conj 7	E4	422
Living Fire	Conj 7	F4	415
Living Mercury	Ench 4	W1E1	374
Living Water	Conj 7	W4	420
Locust Swarms	Conj 6	N3	358
Luck	Alt 3	S1	423
Lure of the Deep	Thau 8	W6	410
Maelstrom	Evo 8	W6	409
Maggots	Conj 4	N1	428
Magic Duel	Evo 3	S1	422
Magma Bolts	Evo 3	E1F1	421
Magma Eruption	Evo 6	E3F1	421
Manifest Vitriol	Alt 6	W2F1	359
Manifestation	Conj 8	D5	366
Marble Warriors	Alt 7	E3	422
Mass Flight	Ench 7	A4	417
Mass Protection	Alt 7	N3	430
Mass Regeneration	Ench 8	N4	430
Master Enslave	Thau 9	S8	425
Maws of the Earth	Alt 5	E3	421
Mechanical Militia	Const 9	E5	410
Memories of Stone	Ench 5	D2E1	406
Mend the Dead	Ench 0	H3	437
Mind Burn	Thau 2	S2	424
Mind Hunt	Evo 6	S4	358
Mirror Image	Alt 2	A1	415
Mist	Evo 3	A3	416
Mistform	Alt 3	A2	416
Mists of Deception	Ench 8	A6	417
Monster Boar	Conj 5	N3	358
Mossbody	Alt 3	N1W1	428
Mother Oak	Alt 5	N5	411
Murdering Winter	Evo 7	W5	358
Naiad Warriors	Conj 5	W3N1	360
Nether Bolt	Evo 4	S1D1	423
Nether Darts	Evo 7	S1D1	423
Niefel Flames	Evo 9	W5	420
Nightmare Construction	Ench 5	F1D1	400
Numbness	Alt 3	W2	419
Olm Conclave	Conj 4	W1E1	384
Opposition	Ench 6	S3	424
Orb Lightning	Evo 5	A1	415
Orgy	Blood 1	B1N1	394
Pack of Wolves	Conj 2	N1	366
Pain Transfer	Blood 3	B2	432
Pale Riders	Ench 5	D3	365
Panic	Thau 3	N2	429
Paralyze	Thau 4	S2	424
Parting of the Soul	Thau 6	D1A1	435
Perpetual Storm	Evo 6	A5	409
Personal Luck	Alt 1	S1	423
Personal Regeneration	Ench 2	N2	429

Petrify	Alt 6	E5	422
Phantasmal Army	Alt 5	A4	417
Phantasmal Attack	Alt 7	A4	359
Phantasmal Warrior	Alt 2	A1	415
Phoenix Power	Conj 3	F2	414
Phoenix Pyre	Alt 7	F2	414
Pillar of Fire	Evo 8	F2	414
Plague	Thau 7	D4	427
Plague of Locusts	Blood 7	B5	371
Poison Cloud	Evo 5	N3	429
Poison Resistance	Ench 1	N1	428
Poison Touch	Alt 1	N1	428
Poison Ward	Ench 4	N2	429
Polymorph	Alt 8	N3	430
Power of the Spheres	Conj 3	S1	423
Pride of Lions	Conj 3	N2	367
Prison of Fire	Thau 4	F3	415
Prison of Sedna	Alt 7	W3	419
Protection	Alt 3	N1	428
Protection from Cold	Ench 1	W1	418
Protection from Fire	Ench 1	F1	413
Protection from Lightning	Ench 1	A1	416
Puppet Mastery	Ench 0	H3	437
Purgatory	Thau 7	F6	409
Purify Blood	Blood 7	B4N1	432
Quagmire	Ench 5	W4	420
Queen of Elemental Air	Conj 8	A5	359
Queen of Elemental Water	Conj 8	W5	361
Quick Roots	Ench 0	H1	437
Quicken Self	Alt 2	W1	418
Quickening	Alt 8	W2	419
Quickness	Alt 4	W2	419
Rage	Thau 3	F2	414
Rage of the Cornered Rat	Thau 4	N2	429
Rain	Evo 2	W2	418
Rain of Jaguars	Blood 8	B6F2	373
Rain of Stones	Evo 7	E3F1	421
Rain of Toads	Blood 5	B3N1	358
Raise Dead	Ench 4	D2	426
Raise Skeletons	Ench 3	D2	426
Raven Feast	Conj 5	A4	358
Reanimate Ancestor	Ench 2	E2D2	400
Reanimate Archers	Ench 6	D2F1	365
Reanimation	Ench 1	D1	364
Reascendance	Blood 7	B4S1	396
Reawaken Fossil	Ench 5	E2D1	401
Regeneration	Ench 3	N3	430
Regrowth	Ench 0	H2	437
Reinvigoration	Blood 1	B1	431
Rejuvenate	Blood 6	B1	358
Release Lord of Civilization	Blood 9	B8	378
Relief	Ench 6	N5	430
Resist Cold	Alt 2	F1	413
Resist Fire	Alt 2	W1	418
Resist Lightning	Alt 2	E1	420
Resist Magic	Ench 1	S1	423
Resist Poison	Alt 1	N1	428
Returning	Thau 2	S2	424
Revive Acolyte	Conj 0	D2	380

Revive Arch Bishop	Conj 0	D3	381
Revive Bane	Conj 3	D2	364
Revive Bane Lord	Conj 5	D4	365
Revive Bishop	Conj 0	D2	380
Revive Cavern Wights	Conj 3	D1E1	374
Revive Censor	Conj 0	D2	380
Revive Dusk Elder	Conj 0	D3	381
Revive Grand Lemur	Conj 0	D3	394
Revive Grave Consort	Ench 0	D1	402
Revive King	Ench 2	D1	364
Revive Lemur Acolyte	Conj 0	D2	394
Revive Lemur Centurion	Conj 0	D1	394
Revive Lemur Consul	Conj 0	D3	394
Revive Lemur Senator	Conj 0	D2	394
Revive Lemur Thaumaturg	Conj 0	D3	394
Revive Lictor	Conj 0	D2	380
Revive Shadow Tribune	Conj 0	D1	394
Revive Spectator	Conj 0	D2	380
Revive Tomb King	Ench 0	D3	402
Revive Tomb Priest	Ench 0	D2	402
Revive Wailing Lady	Conj 2	D2	380
Revive Wights	Conj 3	D2	364
Rhuax Pact	Conj 3	F1E1	374
Rhuax Pact	Conj 3	F1E1	384
Riches from Beneath	Ench 6	E5	410
Rigor Mortis	Ench 6	D4	427
Ritual of Five Gates	Blood 6	B5	370
Ritual of Rebirth	Ench 7	D4	358
Ritual of Returning	Ench 5	S2	358
Rush of Strength	Blood 8	B3	432
Rust Mist	Evo 2	E2W1	421
Sabbath Master	Blood 1	B1	431
Sabbath Slave	Blood 1	B1	431
Sacred Crocodile	Conj 5	N2W2	374
Sailors' Death	Thau 3	W3	420
Sanguine Heritage	Blood 0	B3D3	395
Scapegoats	Blood 3	B1	379
Scapegoats	Blood 3	B1	406
School of Sharks	Conj 4	W2	419
Sea King's Court	Conj 6	W3	360
Sea of Ice	Alt 7	W6	409
Second Sun	Evo 8	F8	409
Seeking Arrow	Ench 3	A3	358
Send Bukavac	Conj 5	W4	388
Send Bukavac	Conj 5	W4	403
Send Dream Horror	Blood 7	B3S4	358
Send Horror	Blood 8	B3S4	370
Send Lady Middy	Conj 5	A1D1	387
Send Lesser Horror	Blood 5	B2S3	369
Send Tupilak	Ench 5	D3W1	408
Send Vodyanoy	Conj 4	W2	387
Serpent's Blessing	Ench 7	N4	430
Seven Year Fever	Thau 1	N1F1	429
Shadow Blast	Evo 5	D2	426
Shadow Bolt	Evo 3	D1	426
Shark Attack	Conj 6	W3	419
Shatter	Alt 5	E3	422
Shimmering Fields	Evo 7	A6	417
Shock Wave	Evo 2	A2	416

Shocking Grasp	Evo 1	A1	415
Shrink	Alt 4	N2	429
Skeletal Body	Alt 1	D1	425
Skeletal Legion	Alt 6	D4	427
Sleep	Thau 2	N2	429
Sleep Cloud	Evo 3	N2	429
Sleep Touch	Thau 0	N1	428
Slime	Evo 1	W1	418
Sloth of Bears	Conj 3	N2	367
Solar Brilliance	Ench 7	S5	425
Solar Eclipse	Alt 5	F3S1	414
Solar Rays	Evo 2	S2	423
Song of Bravery	Ench 0	N1	434
Soothing Song	Ench 0	N1	434
Soul Drain	Thau 8	S5D5	425
Soul Slay	Thau 5	S3	424
Soul Vortex	Alt 6	D3	427
Sunder of Boars	Conj 3	N2	371
Spirit Curse	Conj 1	D1	425
Spirit Mastery	Conj 5	D1	364
Spirits of the Wood	Conj 5	N3	367
Star Fires	Evo 1	S1	422
Steal Breath	Thau 2	A1	416
Stellar Cascades	Evo 5	S2	424
Stellar Focus	Ench 7	S5	410
Stoneskin	Alt 2	E1	420
Storm	Evo 5	A4	417
Storm of Thorns	Evo 7	N2	429
Strands of Arcane Power	Evo 9	S7	410
Strange Fire	Evo 4	S2F1	438
Strange Fire	Evo 4	S2F1	440
Stream of Life	Evo 6	N3	429
Streams from Hades	Conj 6	W4D1	361
Strength of Gaia	Conj 4	N3E1	430
Strength of Giants	Ench 3	E3	422
Stygian Rains	Evo 7	D3W2	427
Stygian Skin	Alt 4	D1W1	425
Sulphur Haze	Evo 2	F2A1	414
Summon Abyssian Ancestors	Conj 2	D1F1	401
Summon Air Elemental	Conj 5	A3	417
Summon Aka-Oni	Conj 3	F1D1	390
Summon Amphiptere	Conj 3	A2N1	359
Summon Animals	Conj 1	N2	367
Summon Ao-Oni	Conj 2	W1D1	390
Summon Apsaras	Conj 3	S2	376
Summon Asp Turtle	Conj 7	W3	360
Summon Asrapas	Blood 3	B2	377
Summon Balam	Conj 7	N4	379
Summon Barghests	Conj 4	D2	375
Summon Bean Sidhe	Conj 5	D1	395
Summon Bishop Fish	Conj 6	W3	361
Summon Black Dogs	Conj 2	D2	375
Summon Bog Beasts	Conj 3	N2W2	367
Summon Catoblepas	Conj 7	W3D2	360
Summon Cave Cows	Conj 3	W2E2	360
Summon Cave Crab	Conj 3	E1W1	361
Summon Cave Drake	Conj 4	E2	361
Summon Cave Grubs	Conj 1	E1	361
Summon Chaac	Conj 8	A4	379

Summon Condors	Conj 3	A2	392
Summon Crocodiles	Conj 1	N1W1	366
Summon Cu Sidhe	Conj 3	N2	382
Summon Dai Oni	Conj 8	D4F1	391
Summon Dakini	Blood 6	B2A1	377
Summon Danavas	Blood 8	B5	377
Summon Devala	Conj 9	S5	376
Summon Earth Elemental	Conj 5	E3	422
Summon Earthpower	Conj 3	E2	421
Summon Fall Bears	Conj 5	E3	362
Summon Fire Ants	Conj 2	F2N1	358
Summon Fire Drake	Conj 4	F2	358
Summon Fire Elemental	Conj 5	F3	415
Summon Fire Snakes	Conj 6	F2	358
Summon Firebird	Conj 3	F1S1	387
Summon Firebird	Conj 3	F1S1	402
Summon Flame Jelly	Conj 4	F2	358
Summon Flame Spirit	Conj 6	F3	358
Summon Gandharvas	Conj 5	S2	376
Summon Ghosts	Conj 6	D2	364
Summon Glosos	Conj 3	D2	387
Summon Gozu Mezu	Conj 6	D3	378
Summon Great Eagles	Conj 6	A3	359
Summon Gryphons	Conj 4	A2	359
Summon Hekateride	Conj 5	N3W1	393
Summon Horned Serpents	Conj 2	N1	366
Summon Huacas	Conj 5	S2	393
Summon Ice Drake	Conj 4	W2	360
Summon Illearth	Blood 5	B2E2	432
Summon Imps	Blood 1	B1	431
Summon Jade Serpent	Conj 4	W2	372
Summon Jaguar Toad	Conj 1	N1	372
Summon Jaguars	Conj 3	N2	372
Summon Kappa	Conj 1	W1N1	377
Summon Karasu Tengus	Conj 2	N1A1	378
Summon Kenzoku	Conj 6	S1E1	399
Summon Killer Mantis	Conj 2	N2	367
Summon Kinnara	Conj 6	S3	376
Summon Kithaironic Lion	Conj 4	N3E1	367
Summon Ko-Oni	Conj 1	D1	391
Summon Konoha Tengus	Conj 3	A1E1	377
Summon Kuro-Oni	Conj 5	D2F1	391
Summon Lammashatas	Conj 4	D2	426
Summon Leogryphs	Conj 4	N2	367
Summon Lesser Air Elemental	Conj 3	A1	416
Summon Lesser Earth Elemental	Conj 3	E1	421
Summon Lesser Fire Elemental	Conj 3	F1	413
Summon Lesser Water Elemental	Conj 3	W1	418
Summon Likho	Conj 4	D1	388
Summon Lilot	Conj 5	N4	378
Summon Mandeha	Blood 8	B5D2	377
Summon Manticore	Conj 5	N2E2	367
Summon Mazzikim	Conj 3	N1	378
Summon Monster Fish	Conj 6	W3	393
Summon Monster Toads	Conj 5	N2	386
Summon Morrigan	Conj 6	D2A1	375
Summon Mound Fiend	Conj 7	D3	365
Summon Nagas	Conj 3	W2E1	388
Summon Ogres	Conj 2	E1	361

Summon Oni	Conj 4	E1D1	390
Summon Oni General	Conj 6	D2F1	399
Summon Penumbrals	Conj 3	D1E1	385
Summon Rakshasa Warriors	Blood 4	B2	405
Summon Rakshasas	Blood 1	B1	376
Summon Rudra	Conj 9	S5	376
Summon Rudra	Conj 9	S5	404
Summon Rusalka	Conj 4	W1D1	403
Summon Sacred Scorpion	Conj 3	E1D1	407
Summon Samanishada	Blood 7	B3D1	377
Summon Sandhyabalas	Blood 5	B2D1	377
Summon Se'irim	Blood 3	B2	378
Summon Sea Dogs	Conj 1	N1W1	366
Summon Sea Lions	Conj 3	N2W1	367
Summon Sea Serpent	Conj 4	W2	360
Summon Shade Beasts	Conj 4	D3	365
Summon Shades	Conj 2	D2	364
Summon Shedim	Blood 4	B3A1	378
Summon Shikome	Conj 4	D2	378
Summon Siddha	Conj 7	S4	376
Summon Simargl	Conj 2	A1	387
Summon Spectral Infantry	Conj 2	D1F1	373
Summon Spectre	Conj 6	D3	365
Summon Spring Hawks	Conj 5	A3	359
Summon Sprites	Conj 6	N1A1	428
Summon Storm Power	Conj 2	A1	416
Summon Summer Lions	Conj 5	F3	358
Summon Supayas	Conj 5	D2	393
Summon Swamp Drake	Conj 4	N2W1	367
Summon Telkhine	Conj 8	W5A2	378
Summon Tlaloque	Conj 7	W4	372
Summon Tlaloque	Conj 7	W4	396
Summon Ujigami	Conj 5	E1S1	398
Summon Umbrals	Conj 5	D2E1	385
Summon Valkyries	Conj 6	A3D1	434
Summon Vetalas	Conj 5	D2	376
Summon Water Elemental	Conj 5	W3	419
Summon Water Power	Conj 2	W1	418
Summon Winter Wolves	Conj 5	W3	360
Summon Wyverns	Conj 4	A2	359
Summon Yazatas	Conj 5	S2	373
Summon Yetis	Conj 3	W2A1	360
Summon Zmey	Conj 5	F2	387
Swarm	Alt 4	N1	428
Tangle Vines	Conj 1	N1	428
Tartarian Gate	Conj 9	D7	366
Telestic Animation	Thau 5	S3	363
Temper Flesh	Alt 4	E1	421
Tempering the Will	Thau 5	E3	437
Terracotta Army	Ench 4	F1E1	358
Terror	Thau 4	D3	427
The Eyes of God	Ench 5	S5	410
The Kindly Ones	Conj 8	F6N4	409
The Looming Hell	Blood 9	B8	412
The Ravenous Swarm	Thau 5	N3	430
The Wrath of God	Evo 6	S5A3	410
Thetis' Blessing	Ench 9	W5	409
Thousand Year Ginseng	Const 5	N1	358
Three Red Seconds	Blood 8	B5	358

Thunder Fend	Ench 8	A4	417
Thunder Strike	Evo 4	A3	416
Thunder Ward	Ench 5	A2	416
Tidal Wave	Evo 9	W5	358
Touch of Madness	Thau 4	N1	429
Trade Wind	Ench 5	A4	358
Transformation	Alt 6	N2	358
Transmute Fire	Alt 5	F2	358
Troll King's Court	Conj 6	E3	362
Tune of Dancing Death	Ench 0	N1	434
Tune of Fear	Ench 0	N1	434
Tune of Growth	Ench 0	N1	434
Twiceborn	Ench 4	D2	358
Twist Fate	Alt 0	S1	422
Undead Mastery	Thau 9	D7	427
Unraveling	Ench 8	S6	425
Utterdark	Alt 9	D9	411
Vafur Flames	Ench 6	F5	358
Vengeful Water	Thau 7	W7	410
Vermin Feast	Conj 5	N4	358
Vile Water	Ench 4	W2	360
Vine Arrow	Evo 2	N1	428
Voice of Apsu	Conj 4	W2	358
Voice of Tiamat	Conj 5	W2	358
Volcanic Eruption	Evo 9	F3E3	358
Vortex of Returning	Thau 7	S4	424
Vortex of Unlife	Evo 8	D5	427
Wailing Winds	Evo 6	D4A1	427
Warriors of Muspelheim	Alt 8	F4	415
Warriors of Niefelheim	Alt 8	W4	420
Watcher	Ench 5	A3E1	359
Water Shield	Ench 2	W1	418
Water Strike	Evo 1	W1	418
Water Ward	Ench 6	W1	418
Wave Warriors	Alt 6	W3	419
Weakness	Alt 2	D1	425
Weapons of Sharpness	Const 7	E5	422
Well of Misery	Conj 8	D6	411
Wild Growth	Conj 8	N4	430
Wild Hunt	Conj 7	N6	411
Wildness	Thau 4	N3	430
Will o' the Wisp	Conj 5	F1	413
Will of the Fates	Alt 8	S4	424
Wind Guide	Alt 4	A2	416
Wind of Death	Evo 7	D4A1	427
Wind Ride	Conj 5	A5	358
Windrunner	Ench 1	A1	416
Winged Monkeys	Conj 5	N3S2	358
Winter Ward	Ench 5	W2	419
Wish	Alt 9	S9	358
Wither Bones	Thau 6	D3	427
Wizard's Tower	Alt 8	E4	358
Wolven Winter	Alt 4	W3	358
Wooden Warriors	Alt 5	N2	429
Wrath of Pazuzu	Blood 5	B1	358
Wrath of the Ancestors	Conj 7	D1	433
Wrath of the Sea	Ench 8	W5	409
Wrathful Skies	Evo 6	A4	417
Ziz	Ench 6	D3A2	365

RITUAL SPELLS

The spells listed here are rituals which do not summon creatures. This is an artificial distinction for the purposes of the manual, only. For game purposes, all rituals, whether summoning or not, are subject to the rules for rituals and are treated as such.

FIRE

School	Spell	Path	Gems	Rng	Description
Alt 1	Distill Gold	F1	1		Transmute each additional fire gem above the base used to cast the spell into gold at a rate of 15 + (1 per extra Fire magic level). The base cost used to cast the spell is not converted.
Alt 3	<i>Inner Sun</i>	F1S1	1		When the mage is killed, a shower of flame shoots from his dead body and burns all undead and demons in the vicinity. The spell does 15 points of damage in a 35-square area (on the battlefield) which ignores armor. Units can avoid damage by making a successful magic resistance roll.
Alt 5	Transmute Fire	F2	1		Transmute each additional fire gem above the base used to cast the spell into gold at a rate of 20 + (2 per extra Fire magic level). The base cost used to cast the spell is not converted.
Thaum 3	Augury	F2	2	5	Performs a level-9 search for sites of Fire magic in a friendly province of the caster's choice.
Evo 3	Fires from Afar	F3	10	3	Strikes military units in an enemy province with bolts of flame. There are 15 bolts, each of which has at least a 20% chance of hitting someone. Those who are hit are attacked by 10+ points of armor-piercing damage. The chance to be hit is higher if there are more than 10 eligible targets in the province, and will be 100% if there are more than 60 such targets. The caster will not get a report on the results of the attack without a spy in the province.
Evo 9	Volcanic Eruption	F3E3	15	6	Kills one-third of the population in a province chosen by the caster. This is an anonymous spell and is reported to the target as a random event.
Alt 4	Breath of the Desert	F3A1	5	5	Causes a heat wave to strike a land. The heat scales are increased by 3, and 5% of the population killed. This is reported as a random event.
Evo 4	<i>Fate of Oedipus</i>	F4	75		This spell can only be cast when the global enchantment Eyes of God is active. When Fate of Oedipus is cast, the mage who cast Eyes of God is blinded, and that spell is canceled.
Ench 7	Dome of Flaming Death	F4	8		Creates a dome of fire over the caster's province. This dome does not block spells, however. Instead, when an enemy spell enters the province from outside, the dome will spring a trap on the mage trying to cast the spell from outside the dome will spring a trap 1 turn plus 1 turn for each extra gem used in casting. The dome burns out if the casting mage dies.
Thaum 5	<i>Raging Hearts</i>	F4	10	5	Unrest in the target province is increased by 60 as the inhabitants go on a rampage, and 5% of the population is killed.
Evo 9	Flames from the Sky	F5	35	3	This is a long-ranged fire attack on an enemy in a distant province, much like Fires from Afar, only more powerful. Half-of all units in the province are attacked by a 15-point armor-piercing attack.
Ench 6	Vafur Flames	F5	10		Target castle is surrounded by a wall of flames during storm castle combat. All enemies passing through the wall of flames will be set on fire.

AIR

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Description</u>
Ench 4	Cloud Trapeze	A2	3	5	Allows the caster to transport herself or itself to a distant province.
Thaum 4	Auspex	A2	2	2	Performs a level-9 search for sites of Air Magic in one friendly province of the caster's choice.
Evo 4	Hurricane	A3	5	5	The caster targets a single coastal province to be struck by a hurricane. Unrest increases by 25% and 3% of the population is killed. The effect will appear as a random event, so the target will not know who caused this.
Ench 3	<i>Seeking Arrow</i>	A3	4	3	A commander in a province chosen by the caster is attacked by an arrow that causes an 8-point armor-negating attack. If there is more than one commander present, the target is chosen at random.
Conj 5	Raven Feast	A4	3	5	A flock of ravens consumes the unburied corpses in a single province of the caster's choice. These corpses are converted to Death gems in the beaks of the ravens and the flock flies back to deliver the gems to the caster. You gain $\sqrt{\text{corpses}} / 2$ gems.
Ench 5	Trade Wind	A4	10		Coastal province income +25%. Effect lasts one turn per gem spent in casting.
Conj 5	Wind Ride	A5	10	3	One commander in a province of the caster's choice is transported by a whirlwind to the caster's province. This can be a friendly commander or an enemy. If it is an enemy, a battle will be fought between the commander and whatever army is in that province, including the province defense. Large commanders (Size 6), powerful Earth mages (skill 4+) and Ethereal beings cannot be transported.
Ench 6	Dome of Solid Air	A5	20		This spell creates a dome over the caster's province that has an 80% chance of negating any spell cast from the outside in. However, if a spell does make it through, the dome is destroyed. The dome is also destroyed if the caster is killed.

WATER

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Description</u>
Conj 4	Voice of Apsu	W2	2	3	Performs a level-9 search for sites of water magic in one province of the caster's choice. The province must be a land province, but need not be friendly.
Conj 5	Voice of Tiamat	W2	8	4	Performs a level-9 search for sites of elemental magic in one province of the caster's choice. The province must be a water province, but need not be friendly.
Thaum 2	Scrying Pool	W2	2	5	Allows the caster to scry on one province. The report from this spell is very accurate. The mage can prolong the spell by 1 month for each extra gem used in casting.
Alt 4	Wolven Winter	W3	5	5	This spell kills 5% of the population in the target province and increases the cold scale by 3. It is reported as a random event so the target does not know who cast it.
Evo 7	Murdering Winter	W5	50	4	An enemy army is attacked by $\text{dmg: } 7 \text{ AN} + 2x \text{ the province's cold scale}$. The spell will never kill more than half of an enemy army, because it attacks the army's camp, and only half of an army is ever in camp at one time.

Evo 9	Tidal Wave	W5	15	6	An enormous tidal wave kills 30% of the population and increases unrest by 50 in a coastal province of the player's choosing. The spell will be reported as a random event.
Ench 6	Frost Dome	W5	15		Creates a dome over the caster's province which has a 30% chance of negating any enemy spell cast into that province from outside, and will do 1-15 points of AN cold damage to the casting mage. The dome lasts one turn per gem spent.

EARTH

School	Spell	Path	Gems	Rng	Description
Alt 2	Alchemical Transmutation	E1	1		Transmute each additional earth gem above the base used to cast the spell into gold at a rate of 10 + (1 per extra Earth magic level). The base cost used to cast the spell is not converted.
Alt 4	<i>Blight</i>	E2D1	5	5	A blight is cast upon a province of the caster's choice. This kills 5% of the population, costs the province's owner 80 pounds of gold (to feed the starving) and increases unrest by 15.
Alt 6	Earth Gem Alchemy	E2	1		Transmute each additional earth gem above the base used to cast the spell into gold at a rate of 15 + (2 per extra Earth magic level). The base cost used to cast the spell is not converted.
Thaum 4	<i>Gnome Lore</i>	E2	3	3	Performs a level-9 search for sites of Earth magic in one friendly province of the caster's choice.
Alt 8	<i>Wizard's Tower</i>	E4	50	4	Raises a wizard's tower in a friendly province of the caster's choice.
Alt 7	<i>Iron Walls</i>	E5	10		Increases the defense of a fortress by 200 points. This spell lasts 1 turn plus 1 additional turn per extra gem used.
Alt 6	<i>Crumble</i>	E5	20	4	The caster does 250 points of siege damage to an enemy fortress, plus 25 points for each additional skill level of Earth magic the mage possesses beyond 5. Each defender has a 50% chance of being hit by debris (3 AP, defense roll negates).
Thaum 6	<i>Melancholia</i>	E5	20	5	The production scale of a province chosen by the caster is set to Sloth 3. Troops will desert unless they resist it with a morale check or a magic resistance check. Dominion decreases by 1-2 points.

ASTRAL

School	Spell	Path	Gems	Rng	Description
Evo 1	Astral Projection	S1	2	5	Allows the caster to scry on one province. The report from this spell is very accurate. The mage can prolong the duration of the spell by one month for each extra gem used in casting. The mage can be detected by enemy Astral mages. The chance of detection is 40% per enemy Astral level. If the mage is detected, his astral cord will be cut and he will become Feebleminded.
Evo 3	<i>Arcane Probing</i>	S1	3	4	Performs a level-9 search for sites of Astral magic in one friendly province of the caster's choosing.
Conj 5	<i>Acashic Record</i>	S2	10	10	Casting on an enemy capital allows you to see the scoregraphs for that player.

Ench 5	<i>Ritual of Returning</i>	S2	3		The mage will immediately return to his or her home province if wounded. The spell lasts until the mage actually suffers a wound. If the home province is controlled by the enemy when the mage tries to return, he or she is killed.
Thaum 3	<i>Astral Window</i>	S2	3	6	Allows the caster to scry on one province. The report from this spell is very accurate. The mage can prolong the spell by 1 month for each extra gem used in casting.
Alt 5	<i>Baleful Star</i>	S3	7	7	The target province has its scales tipped by 2 towards Misfortune. Its unrest increases by 30 and units in the province have a 4% chance of becoming cursed. The spell is anonymous and will be reported as a random event.
Conj 6	<i>Acashic Knowledge</i>	S3	25	10	Performs a level-9 search for all types of magic sites in one friendly province of the caster's choosing.
Ench 5	<i>Dispel</i>	S3	30		This spell can directly dispel an enemy global enchantment. The procedure for doing so is listed in the manual in the Magic section on p. 99.
Thaum 3	<i>Teleport</i>	S3	2	6	Teleports the mage to any province on the map.
Thaum 4	<i>Vengeance of the Dead</i>	S3D1	3	5	The caster chooses a province. The commander in that province who has killed the most units in combat (and thus has the most blood on his hands) has a chance of being killed in a nightmare by the souls of his victims. The target can escape by making a successful magic resistance roll.
Evo 6	<i>Mind Hunt</i>	S4	2	6	The caster can travel astrally to a distant province and attack an enemy commander there with either Mind Burn or Soul Slay. The mage must know one of those two spells or the attack does not occur. The mage can be detected by enemy Astral mages, and the effect is identical to Astral Projection, with the same chance of Feeblemind.
Ench 6	<i>Dome of Arcane Warding</i>	S4	10		Creates an anti-magic dome over the province which has a 50% chance of stopping any given spell from entering. It lasts 1 turn plus 1 additional turn per extra gem spent. The dome vanishes if the caster dies.
Thaum 5	<i>Gateway</i>	S4	10	6	This allows the caster and all units under his or her command to travel to any province in which a friendly laboratory resides.
Thaum 6	<i>Imprint Souls</i>	S4	25	5	The caster imprints 120 souls, plus 4 per each extra skill level in Astral magic the caster possesses. Half of these die, while the other half have a chance of being turned into a holy unit of the caster's nation, or a mad, feebleminded unit. The chance of a favorable result is 3% per caster Astral level plus 6% per penetration bonus.
Thaum 7	<i>Divine Name</i>	S5	25		Grants commander status to one unit. Target must be in same province as the caster. Unlike the Nature spell Gift of Reason, the target of Divine Name can be Mindless.
Thaum 9	<i>Astral Travel</i>	S5	25	5	Like the Gateway spell, except that the mage and his army can move to any province, not just one with a lab, and it can be either enemy or friendly.
Alt 9	<i>Wish</i>	S9	100		Make a wish! Some of the things you can wish for are: an arena death match, dominion, increased strength, increased magic skill, armageddon, magic items, blood slaves, an army, food, more population, provinces, an artifact, great wealth, or a swift death. You can also wish for specific magic items and monsters. This list is not exhaustive.

DEATH

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Description</u>
Conj 3	<i>Dark Knowledge</i>	D1	4	3	Performs a level-9 search for sites of Death magic in one friendly province of the caster's choice.
Ench 4	<i>Twiceborn</i>	D2	10		If the caster dies in a friendly dominion, he is revived as a Wight Mage in the nation's home province. This spell cannot be cast on undead, inanimates, or demons.
Ench 7	<i>Ritual of Rebirth</i>	D4	15		Brings back a mummified version of a dead hero from the Hall of Fame. May be performed several times on the same hero. Undead and lifeless beings cannot be brought back in this way. The hero gets the stats of a mummy, but keeps his or her magic skill, experience, curses, heroic abilities, etc.
Thaum 6	<i>Leprosy</i>	D5	10	4	All units in a province have a 50% chance of becoming diseased. A unit can resist this effect by making a successful magic resistance roll. Undead and lifeless beings are immune to the effects of this spell.
Thaum 8	<i>Stygian Paths</i>	D5	15	10	Transports the caster and all troops under his command to a distant province. En route, all troops are attacked by a dmg: 1 AN attack and a dmg: Death MR attack. These represent attacks by the spirits of the underworld. Stealthy units only have a 20% chance of being hit by the death attack. The caster gains no benefit from stealth: he is leading the army.
Thaum 8	<i>Black Death</i>	D5	15	5	Kills 50% of the population in a province of the caster's choice. It does not affect military units in that province. The effect is reported as a random event and is thus anonymous.

NATURE

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Description</u>
Thaum 3	<i>Haruspex</i>	N2	2	3	Performs a level-9 search for sites of Nature magic in one friendly province of the caster's choice.
Alt 6	<i>Transformation</i>	N2	8		The caster is transformed into a random monster. The possibilities are mostly animals, such as a great eagle, cave drake, bear, wolf, etc. Underwater, of course, the choices are different. The transformation is into a young monster, so it might make sense if a mage is very old. Once transformed, he or she cannot change back. There is a 20% chance of the transformation going wrong, resulting in feeblemind or death.
Conj 5	<i>Vermin Feast</i>	N4	6	4	Vermin will quickly decrease supply stores during siege.
Conj 5	<i>Winged Monkeys</i>	N3S2	10	5	Winged monkeys appear in a distant province and attempt to carry a commander back to the caster's province. But if the target is too heavy, the monkeys abandon their attempt to carry the target off and just attack it instead. The monkeys are afraid of mages and will never target one.
Conj 6	<i>Locust Swarms</i>	N3	8	5	Unleashes locusts at a target of the caster's choice. The locusts cause 100 pounds of gold in damage to crops and increase unrest by 20. This will be reported to the owner of the province as a random event.

Ench 8	<i>Dragon Master</i>	N3	30		Once cast, this mage will summon two extra drakes or wyverns for each of those summoning rituals cast. The title of dragon master is permanent (until death).
Conj 7	Living Castle	N4W1	50	4	Creates a kelp fortress in the caster's province. This spell cannot be cast on land.
Thaum 4	<i>Gift of Reason</i>	N4	20		Grants commander status to one unit. Target must be in same province as the caster and cannot be Mindless.
Ench 5	Faery Trod	N5	20	10	The caster and his army trod the faery path from one forest province to a distant forest province of the caster's choosing. There is a 50% chance of becoming lost on the faery path if the target province is completely surrounded by forests, no chance of becoming lost if there are no forests near the destination province, and everything in between is scaled between these two probabilities. Both the origin and destination provinces must be forests for this spell to work. If an army becomes lost, it will end up in a forest province near the destination province.
Ench 6	<i>Forest Dome</i>	N5	10		Creates a dome of trees over the caster's province to prevent enemy spells from getting in. The dome has a 30% chance of stopping any given spell. However, if a Fire spell is stopped in this manner, there is a 50% chance that the dome will catch fire and be destroyed. The dome is also destroyed if the caster dies.
Thaum 6	<i>Beckoning</i>	N5	20	4	Enemy military units in a forest province chosen by the caster have a chance of disappearing forever into the forest. A unit so targeted must make a successful magic resistance roll or a morale check vs. 16. Creatures with the Forest Survival ability are immune to this spell. The spell targets 50 units plus 5 extra units per extra Nature skill level of the caster.

BLOOD

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Slaves</u>	<u>Rng</u>	<u>Description</u>
Blood 2	Bowl of Blood	B1	5	5	Performs a level-9 search for sites of Blood magic in one friendly province of the caster's choice.
Blood 6	Rejuvenate	B1	10		Each casting of the spell makes the mage ten years younger.
Blood 5	Wrath of Pazuzu	B1A3	15	5	Causes a tempest to occur in the target province. Unrest +35, and kills 4% of the population. This is reported as a random event.

Blood 3	Blood Feast	B2	5		The caster will lose up to 10 afflictions, but it can be fewer. It requires about 500 population in the province to work, 750 to be certain, and these will die. There is a 25% chance of getting a craving for flesh, meaning that the caster will eat 1 pop. per day (30 per month) or get new afflictions.
Blood 4	Blood Fecundity	B2N2	10		Increase Growth scales by 2. Lasts 1 extra turn per extra slave used.
Blood 5	Rain of Toads	B3N1	20	5	The rain in a province of the caster's choosing turns into toads. This causes unrest in the province and may spread disease. Unrest increases by 40, the scales are tilted by 2 to Misfortune, and all units have a 5% chance of contracting a disease. The spell is anonymous and will be reported as a random event.
Blood 7	Send Dream Horror	B3S4	15	6	Causes the horror dreams random event to occur in target province. Unrest +30 and a Defiler of Dreams will be sneaking in the province spreading 20 unrest per turn. It is also quite powerful should you try to find and kill it.
Blood 7	Dome of Corruption	B4S4	20		Creates a dome over the province which has a 75% chance of negating enemy spells cast into the province from outside. If a spell is negated, the enemy mage who cast it will become Feebleminded unless he or she makes a successful magic resistance roll at a -2 penalty. However, because this dome is created by the Horrors, occasionally a horror may descend into the province and kill a mage. The chance to be horror-marked while inside the dome is 7% for mages and 2% for others. Horror-marked units have a +20% chance of being attacked while inside the dome. There is also a 20% chance per month of increasing the magic scale by 1. Attempting to cast a spell out of the dome may drive the casting mage insane. The dome disappears if the caster dies.
Blood 9	Horror Seed	B4S5	20	6	Horror-marks and curses soldiers in a province of the caster's choosing. First, one soldier gets a "parasitic horror." The horror bearer will horror-mark up to five companions per month, and spread up to one horror seed per month. Horror seeds will hatch into lesser horrors in due time. The real horror will emerge when the horror bearer dies.
Blood 3	Infernal Circle	B5	5		Increases range of Blood rituals cast from this province by 1. Lasts 1 extra turn per additional slave used.
Blood 8	Three Red Seconds	B5	120	4	Builds a citadel in a province chosen by the caster.

NATIONALS: Arcosephale, Marverni, Pangaea (all eras)

School	Spell	Path	Gems	Rng	Description																						
Conj 5	Monster Boar	N3	10	5	The spell summons a Monster Boar which appears as a random event.																						
					<table border="1"> <thead> <tr> <th>Unit name</th> <th>HP</th> <th>Str</th> <th>Prt</th> <th>Att</th> <th>Mor</th> <th>Def</th> <th>MR</th> <th>Pre</th> <th>Enc</th> <th>Mv</th> </tr> </thead> <tbody> <tr> <td>Monster Boar x1</td> <td>51</td> <td>20</td> <td>9</td> <td>12</td> <td>15</td> <td>9</td> <td>5</td> <td>5</td> <td>2</td> <td>3/20</td> </tr> </tbody> </table>	Unit name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Monster Boar x1	51	20	9	12	15	9	5	5	2	3/20
Unit name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv																	
Monster Boar x1	51	20	9	12	15	9	5	5	2	3/20																	
					FS																						
					Wpn: Gore																						

NATIONALS: T'ien Ch'i (all eras)

Alt 5	Internal Alchemy	W2S1	10		The caster gets 15 years younger, but in exchange gains a little insanity.
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NATIONALS: T'ien Ch'i (Middle Era)

Const 5	Thousand Year Ginseng	N1	8		The caster gets 5 years younger.
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NATIONALS: R'lyeh (Late Era)

Thaum 6	Dreams of R'lyeh	S4	4	10	The target of this spell has a chance of going insane and a chance of being attacked by the caster. A successful roll against magic resistance for each is required to avoid the effects. If a battle happens, it will take place in The Void.
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NATIONALS: Caelum (Early, mid & late eras), Ragma (Late era)

Thau 7	Call of the Drugvant	D4F1	15	4	Unrest + Daeva attack in a far away province
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SUMMONING SPELLS

The following spells summon one or more creatures as their main effect. The important statistics for each creature are listed, along with the path, school, and gem requirements for each spell, as well as any special information. All of these spells are rituals. Spells that summon creatures during battle are not rituals and are listed under Battlefield Spells. The section entitled "Nationals" means that the spells listed can only be cast by the indicated nation. Spells which are available to more than one nation are repeated under each nation.

Key:

School = school of magic; Alt = Alteration; Conj = Conjunction; Const = Construction; Ench = Enchantment; Thaum = Thaumaturgy
Blood = Blood Magic. There are no Evocation summoning spells.

Path = magical paths: A = Air; S = aStral; B = Blood; D = Death; E = Earth; F = Fire; N = Nature; W = Water

Gems = number of gems required for casting. The type of gem matches the primary path (listed first).

HP = Hit Points; Str = Strength; Att = Attack; Mor = Morale ; Def = Defense; MR = Magic resistance; Pre = Precision;

Enc = Encumbrance. Mv = Movement. For those creatures that have magic skill, H = Holy and ? = random path.

Amph = Amphibian; Aqua = Aquatic; Pamph = Poor Amphibian; NNEat = Need Not Eat; Und = Undead; MagB = Magic Being

CR / FR / PR / SR = Cold / Fire / Poison / Shock Resistance; AP = armor-piercing (protection halved); AN = armor-negating

FS / MS / SS / WS = Forest / Mountain / Swamp / Waste Survival; DV = Darkvision

SIR / PiR / BIR = Slash Resistant / Pierce Resistant / Blunt Resistant; Underlined = Can be targeted at another province

FIRE

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Bind Scorpion Beast	F1E1	2	Scorpion Beast x1 WS, PR 15, DV 100, Undis Wpn: Claw, Scorpion Tail	44	16	16	12	15	7	5	3	2	1/8
Ench 4	Terracotta Army	F1E1	10	Terracotta Soldier x10+ Inanim, Magic, Mind, PAmph, NNEat, FR 20, PR 25, SIR, PiR Wpn: Spear	7	10	10	10	50	10	12	5	0	3/6
Conj 2	Summon Fire Ants	F2N1	10	Fire Ant x10+ WS, Magic, Mind, NNEat, PR 15, Stealthy, Undis Wpn: Sting	21	14	14	11	50	8	5	4	2	3/14
Conj 4	Summon Fire Drake	F2	7	Fire Drake x1 WS, FR 15, Undis Wpn: Bite, Drake Fire	28	15	10	10	14	7	13	8	4	1/9
Conj 6	Summon Fire Snakes	F2	9	Fire Snake x5+ WS, Magic, FR 25, PR 15, Heat 3, Undis, Fire pow 1 Wpn: Fire Flare, Venomous Fangs	25	13	9	13	13	7	15	10	5	1/8
Conj 4	Summon Flame Jelly	F2	6	Flame Jelly x10+ Float, Magic, Mind, Aqua, NNEat, FR 15, PR 15, BIR, PiR Wpn: Flame Sting Tentacles	25	7	0	5	50	5	20	5	0	1/4
Conj 5	Summon Summer Lions	F3	30	Summer Lion x5+ WS, Ethereal, Magic, Mind, NNEat, FR 50, PR 15, Heat 3 Wpn: Bite, Claw	44	17	0	14	50	11	15	5	0	3/18
Conj 6	Summon Flame Spirit	F3	30	Flame Spirit x1 Float, Ethereal, Magic, NNEat, FR 50, CR -10, PR 15, Heat 4, Fire pow 1 Retinue 1d6 Will o' the Wisps, Ldr 40, MagLdr 10 Magic: F3 Wpn: Flame Strike	15	12	0	12	18	12	15	12	0	2/12
Conj 8	King of Elemental Fire	F5	50	King of Magma (x1) Magic, NNEat, FR 25, PR 15, Heat 10, DV 100, Fire pow 1, Ldr 80, MagLdr 40 Wpn: Flame Strike	87	23	10	13	30	9	18	10	0	2/14

AIR

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Cnst 1	Corpse Man Construction	A1D1	1	Corpse Construct x1 Inanim, Und, Mind, PAmph, NNEat, CR 15, SR 15, PR 25 Wpn: Fist	25	15	0	8	50	5	4	5	0	2/6
Conj 3	Call of the Winds	A2	10	Black Hawk x41 FS, MS, Fly, Undis Wpn: Talons	5	5	0	8	8	12	5	8	3	2/4
Conj 3	Summon Amphiptere	A2N1	5	Amphiptere x1 Fly, PR 15, Undis Wpn: Venomous Fangs, Spray Poison	45	17	11	14	14	9	14	10	3	3/10
Conj 4	Summon Wyverns	A2	5	Wyvern x2 MS, WS, Fly, SR 15, PR 15 Wpn: Bite, Barbed Tail	35	15	12	13	13	11	14	10	3	2/7
Conj 4	Summon Gryphons	A2	10	Gryphon x5+ MS, WS, Fly, Undis Wpn: Bite, Claw	44	16	7	14	15	10	13	10	3	2/15
Conj 5	Summon Spring Hawks	A3	20	Spring Hawk x5+ MS, Fly, Ethereal, Magic, Mind, NNEat, SR 15, PR 15 Wpn: Lightning Swarm	7	6	0	15	50	15	15	5	0	3/2
Conj 5	Contact Draconians	A3	45	Draconian Chief x1 MS, Fly, PR 15, Ldr 40 Wpn: Venomous Bite Draconian x15 MS, Fly, PR 15 Wpn: Venomous Bite	52	19	10	13	14	13	14	10	3	2/10
Conj 6	Summon Great Eagles	A3	10	Great Eagle x5+ MS, Fly, Siege +10, Patrol +10 Wpn: Talons, Beak	52	18	7	12	18	11	14	14	3	4/8
Ench 5	Watcher	A3E1	5	Watcher x1 Inanim, Magic, Mind, PAmph, NNEat, PR 25, SIR, PiR, DV 100, Patrol +50 Wpn: Lightning	75	20	20	5	50	0	14	25	0	0/2
Alt 7	Phantasmal Attack	A4	8	Phantasmal Warrior x25+ Ethereal, Inanimate, Magic, Mind, Amph, NNEat, PR 25, DV 100 Wpn: Phantasmal Weapon	1	10	0	10	50	10	10	10	0	3/12
Conj 8	Queen of Elemental Air	A5	50	Queen of Thunder (x1) Fly, Ethereal, Magic, NNEat, SR 15, PR 15, Ldr 80, MagLdr 40 Wpn: Thunder Fist, Lightning Swarm, Lightning Swarm, Lightning Swarm	45	16	0	15	30	13	18	13	0	3/30

WATER

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Ench 3	Claymen	W1E1	5	Clayman x5+ Inanim, Magic, Mind, PAmph, NNEat, PR 25, BIR, PiR, Regen 10 Wpn: Hammer	15	13	6	10	50	9	10	5	0	3/6
Alt 6	Manifest Vitriol	W2F1	2	Green Lion x1 Ethereal, Magic, Mind, NNEat, FR 15, PR 15 Wpn: Bite, Claw, Vitriol Breath	34	16	7	14	50	11	16	12	0	3/18

Conj 3	Summon Yetis	W2A1	15 Yeti x5+	46	22	8	13	15	8	13	8	2 2/14
			MS, CR 25, Chill 3									
			Wpn: Rock, Sticks and Stones									
Conj 4	Summon Ice Drake	W2	7 Ice Drake x1	41	17	13	10	14	7	13	8	4 1/8
			CR 15, Undis									
			Wpn: Bite, Drake Frost									
Conj 4	Summon Sea Serpent	W2	5 Sea Serpent x1	70	18	10	15	14	11	8	10	4 2/20
			Aqua, PR 15, Fear 5, Undis									
			Wpn: Venomous Fangs									
Ench 4	Vile Water	W2	4 Gelatinous Cube x1	50	16	0	8	50	5	13	0	0 1/2
			Mag, Mind, Trmpl, Amph, NNEat, FR 15, CR 5, PR 15, Stealthy, BIR, SIR, PiR									
			Wpn: Acid									
Conj 3	Summon Cave Cows	W2E2	5 Cave Cow x5+	32	15	4	10	10	8	7	10	3 1/8
			NNEat, DV 100, Undis									
			Wpn: Bite, Corrosive Spit									
Conj 3	Call Kraken	W3	3 Kraken x1	60	16	8	10	13	7	5	6	3 1/8
			Recup, Aqua, Stealthy, BIR, DV 100									
			Wpn: Tentacle, Tentacle, Tentacle, Tentacle									
Conj 5	Contact Sea Trolls	W3	15 Sea Troll x5+	52	22	8	9	12	9	14	8	2 2/14
			Amph, NNEat, PR 15, Regen 10, DV 50									
			Wpn: Fist									
Conj 5	Summon Winter Wolves	W3	10 Winter Wolf x5+	13	11	0	12	50	11	15	5	0 3/26
			MS, Ethereal, Magic, Mind, NNEat, CR 25, PR 15, Chill 6									
			Wpn: Bite									
Conj 5	Contact Naiad	W3N1	35 Naiad x1	10	9	0	10	10	9	18	10	2 2/12
			Recup, Amph, Stealthy, Awe 6, Ldr 40									
			Magic: W3N3									
			Wpn: Fist									
Conj 5	Naiad Warriors	W3N1	30 Kydnid x15	10	9	15	11	10	14	15	10	6 2/12
			Recup, Amph, Awe 4									
			Wpn: Bronze Sword									
Conj 6	Sea King's Court	W3	55 Sea King x1	63	24	10	11	14	12	17	8	2 2/14
			Amph, NNEat, PR 15, Regen 15, DV 50, Ldr 40, MagLdr 10									
			Magic: W3									
			Wpn: Mace									
			Sea Troll x15	52	22	8	9	12	9	14	8	2 2/14
			Amph, NNEat, PR 15, Regen 10, DV 50									
			Wpn: Fist									
			Troll Guard x5	58	23	16	9	13	10	14	8	3 2/14
			Amph, NNEat, PR 15, Regen 10, DV 50									
			Wpn: Coral Glaive									
Conj 7	Summon Asp Turtle	W3	13 Asp Turtle x1	91	25	22	9	18	6	13	5	2 1/14
			Trample, Aqua, Fear 5									
			Wpn: Bite									
Conj 7	Summon Catoblepas	W3D2	15 Catoblepas x1	75	24	6	8	16	6	15	5	3 1/6
			SS, Trample, PR 25, Fear 10, Poison cloud 5									
			Wpn: Hoof, Gore, Gaze of Death									

Ench 6	Hidden in Snow	W3D1	75	Unfrozen Lord x1	30	17	11	13	18	14	16	10	0	3/9
				Und, NNEat, CR 25, PR 25, PiR, Chill 3, Cold pow 1, Ldr 40, UndLdr 80										
				Wpn: Bane Blade										
				Unfrozen Mage x1	20	15	12	12	18	14	18	10	0	3/9
				Und, NNEat, CR 25, PR 25, PiR, Chill 3, Cold pow 1, Ldr 10, UndLdr 10										
				Magic: D1?4										
				Wpn: Quarterstaff										
				Unfrozen Warrior x10	28	16	11	12	18	12	16	10	0	3/9
				Und, NNEat, CR 25, PR 25, PiR, Chill 3, Cold pow 1										
				Wpn: Flint Sword										
				Unfrozen x15	25	16	11	11	18	10	16	10	0	3/9
				Und, NNEat, CR 25, PR 25, PiR, Chill 3, Cold pow 1										
				Wpn: Stone Spear										
Conj 6	Summon Bishop Fish	W3	15	Bishop Fish x1	17	9	3	7	9	5	16	7	4	1/10
				Sacred, Aqua, DV 50, Ldr 40										
				Magic: H3										
				Wpn: Fist										
Conj 6	Streams from Hades	W4D1	40	Kokythiad x1	10	9	0	10	10	9	18	10	2	2/12
				Recup, Amph, Stealthy, Fear 5, DV 100, Ldr 40										
				Magic: W3D3										
				Wpn: Fist										
Conj 8	Queen of Elemental Water	W5	50	Queen of the Deeps (x1)	65	18	0	15	30	15	18	10	0	2/10
				Recup, Magic, Aqua, NNEat, CR 15, PR 15, BIR, SIR, PiR, DV 100										
				Ldr 80, MagLdr 40										
				Wpn: Crush										
Conj 9	Call Ancient Presence	W6N4	25	Ancient Presence x1	197	26	6	16	30	7	18	10	0	3/8
				SS, Und, Magic, NNEat, FR -10, PR 25, BIR, PiR, Regen 20, Fear 10										
				Wpn: Devour, Steal Strength										

EARTH

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 2	Summon Ogres	E1	10	Ogre x5+	26	18	11	10	14	9	8	8	3	2/14
				MS, CR 5										
				Wpn: Great Club										
Conj 1	Summon Cave Grubs	E1	8	Cave Grub x5+	52	17	6	10	18	7	7	5	5	1/5
				Magic, NNEat, Undis, Siege +10										
				Wpn: Corrosive Bite										
Conj 3	Summon Cave Crab	E1W1	2	Cave Crab x1	54	20	22	11	15	9	4	5	2	2/10
				Amph, DV 100, Undis										
				Wpn: Crab Claw										
Conj 4	Summon Cave Drake	E2	5	Cave Drake x1	58	19	22	8	14	6	12	5	5	1/7
				MS, DV 50, Undis										
				Wpn: Bite										
Cnst 3	Clockwork Soldiers	E2	8	Clockwork Soldier x5+	7	11	18	10	50	11	12	5	0	3/10
				Inanim, Magic, Mind, PAmph, NNEat, FR 15, CR 15, SR 15, PR 25, Reinv -15										
				Wpn: Broad Sword										
Cnst 5	Clockwork Horrors	E2	10	Clockwork Horror x10+	5	12	18	12	50	10	12	5	0	3/18
				Inanim, Magic, Mind, PAmph, NNEat, FR 15, CR 15, SR 15, PR 25, Reinv -15										
				Wpn: Blade Hand, Blade Hand										

Cnst 7	Mechanical Men	E2	15	Mechanical Man x10+	8	12	18	10	50	14	12	5	0	3/8
				Inanim, Magic, Mind, PAmph, NNEat, FR 15, CR 15, SR 15, PR 25										
				Wpn: Broad Sword										
Alt 6	Iron Pigs	E3N1	10	Iron Pig x7	15	12	20	8	8	7	5	5	5	3/10
				FS, Trample, SR -5, Undis										
				Wpn: Bite										
Conj 5	Summon Fall Bears	E3	20	Fall Bear x5+	53	19	0	10	50	8	15	5	0	3/14
				FS, Ethereal, Magic, Mind, NNEat, PR 15, Regen 10										
				Wpn: Claw										
Conj 5	Contact Trolls	E3	15	Troll x5+	35	22	15	10	12	9	14	8	3	2/14
				MS, NNEat, FR -10, Regen 10, DV 50										
				Wpn: Great Club										
Conj 6	Contact Hill Giant	E3	3	Hill Giant x1	106	28	12	13	16	6	9	8	3	3/18
				MS, Undis										
				Wpn: Grab and Swallow, Great Club										
Conj 6	Troll King's Court	E3	55	Troll King x1	42	24	24	11	14	7	17	8	4	2/14
				MS, NNEat, FR -10, Regen 15, DV 50, Ldr 40, MagLdr 70										
				Magic: E3										
				Wpn: Maul										
				Troll x10	35	22	15	10	12	9	14	8	3	2/14
				MS, NNEat, FR -10, Regen 10, DV 50										
				Wpn: Great Club										
				War Troll x5	38	23	21	10	13	5	14	8	5	2/14
				MS, NNEat, FR -10, Regen 10, DV 50										
				Wpn: Maul										
				Troll Moose Knight x2	40	23	21	11	14	8	14	8	4	3/22
				FS, MS, FR -10, Regen 10, DV 50										
				Wpn: Flail, Moose Kick, Antlers										
Cnst 5	Crusher Construction	E3	15	Crusher x1	110	25	24	8	50	7	12	5	0	3/6
				Inanim, Magic, Mind, PAmph, NNEat, PR 25, SIR, PiR										
				Wpn: Stone Fist										
Cnst 9	Siege Golem	E3	20	Siege Golem x1	165	30	24	9	50	9	12	5	0	3/10
				Inanim, Magic, Mind, PAmph, NNEat, FR 15, CR 15, SR 15, PR 25, Siege +100										
				Wpn: Shatterfist, Shatterfist										
Ench 5	Enliven Gargoyles	E3A1	10	Gargoyle x5+	12	13	20	10	50	10	12	5	0	3/8
				Fly, Inanim, Magic, Mind, PAmph, NNEat, PR 25, SIR, PiR										
				Wpn: Claw, Claw										
Ench 6	Enliven Statues	E3	20	Living Statue x10+	15	15	20	12	50	14	12	5	0	3/10
				Inanim, Magic, Mind, PAmph, NNEat, PR 25, SIR, PiR										
				Wpn: Stone Spear										

Ench 6	Hidden in Sand	E3D1	75	Dust King x1	30	17	10	13	18	16	16	10	0	3/10
WS, Sac, Und, NNEat, FR 25, PR 25, PiR, Heat 3, Fpow 1, Ldr 40, UndLdr 80														
Wpn: Kopesh														
				Dust Priest x1	20	15	10	12	18	15	18	10	0	3/10
WS, Sac, Und, NNEat, FR 25, PR 25, PiR, Heat 3, Fpow 1, Ldr 10, UndLdr 40														
Magic: E1D2H2?3														
Wpn: Quarterstaff														
				Dust Warrior x10	28	16	10	12	18	15	16	10	0	3/10
WS, Und, NNEat, FR 25, PR 25, PiR, Heat 3, Fire pow 1														
Wpn: Kopesh														
				Dust Walker x15	25	16	10	11	18	14	16	10	0	3/10
WS, Und, NNEat, FR 25, PR 25, PiR, Heat 3, Fire pow 1														
Wpn: Spear														
Ench 6	Hidden Underneath	E3D1	75	Released King x1	12	17	27	13	18	15	16	10	0	3/11
Ina, Und, PAmph, NNEat, FR 15, CR 15, PR 25, PiR, Dpow 2, Ldr 40, ULdr 80														
Wpn: Fossilized Hatchet														
				Released Sage x1	8	16	21	11	18	11	18	10	0	3/11
Ina, Und, PAmph, NNEat, FR 15, CR 15, PR 25, PiR, Dpow 2, Ldr 10, Uldr 10														
Magic: E1D2?2														
Wpn: Magic Sceptre														
				Released Warrior x10	10	16	27	12	18	11	16	10	0	3/11
Inanim, Und, PAmph, NNEat, FR 15, CR 15, PR 25, PiR, Dark pow 2														
Wpn: Fossilized Sword, Fossilized Hatchet														
				Released One x15	8	16	27	11	18	13	16	10	0	3/11
Inanim, Und, PAmph, NNEat, FR 15, CR 15, PR 25, PiR, Dark pow 2														
Wpn: Stone Spear														
Cnst 9	Iron Dragon	E4F2	30	Iron Dragon x1	150	25	24	12	50	7	12	10	0	3/7
Fly, Inanim, Magic, Mind, Trample, PAmph, NNEat														
FR 15, CR 15, SR 15, PR 25, Fear 5														
Wpn: Bite, Tail Sweep, Dragon Fire														
Conj 8	<u>Earth Attack</u>	E5	5	Earth Elemental x1	50	24	10	10	50	8	18	3	0	2/14
Inanim, Magic, Mind, Trample, Amph, NNEat, PR 25, Regen 10														
Wpn: Fist, Fist														
Conj 8	King of Elemental Earth	E5	50	King of Mountains (x1)	130	27	20	13	30	8	18	9	0	2/10
MS, Magic, PAmph, NNEat, PR 15, Regen 5, Ldr 80, MagLdr 40														
Wpn: Fist														

ASTRAL

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Cnst 7	Golem Construction	S3E2	30	Golem x1	85	25	6	8	50	7	18	7	0	3/10
Inanim, Magic, Mind, PAmph, NNEat, FR 15, PR 25, SIR, PiR														
Magic: S2														
Wpn: Fist														
Thau 5	Telestic Animation	S3	5	Telestic Animate x1	40	10	12	5	30	0	18	10	0	0/2
Sacred, Inanim, Magic, Amph, NNEat, PR 25, BIR, PiR, MagLdr 40														
Magic: H2														

Conj 6	Ether Gate	S4D1	90	Ether Lord x1	25	16	12	14	15	15	18	15	2	2/15
				Ethereal, Magic, Amph, Ldr 40, MagLdr 40										
				Magic: S3D2?1										
				Wpn: Moon Lance										
				Ether Warrior x15	22	16	19	13	15	12	15	15	5	1/15
				Ethereal, Magic, Amph										
				Wpn: Moon Blade										
Conj 8	Call the Eater of the Dead	S4D4	50	Eater of the Dead (x1)	180	20	4	10	30	4	18	4	0	2/8
				Recup, Und, Trample, PAmph, NNEat, CR 15, PR 25, BIR, Regen 10, Fear 5										
				Wpn: Crush, Steal Strength										
Conj 9	Call Abomination	S5W2	25	Abomination x1	266	20	5	15	18	8	20	8	1	2/6
				Magic, Amph, NNEat, PR 15, BIR, Regen 10, Fear 10, DV 100										
				Wpn: Life Drain Tentacle, Life Drain Tentacle, Life Drain Tentacle, Gaze of Death										
Cnst 9	Juggernaut Construction	S5	25	Juggernaut x1	200	20	20	5	50	5	18	5	0	1/4
				Sacred, Inanim, Magic, Mind, Trample, PAmph, NNEat, PR 25, BIR, PiR										
				Magic: H3										
				Wpn: Buff										

DEATH

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 5	Spirit Mastery	D1	4	Dispossessed Spirit x15+	1	1	0	8	30	8	11	10	0	2/12
				Float, Ethereal, Und, Amph, NNEat, CR 15, PR 25, Stealthy, Undis										
				Wpn: Paralyze										
Ench 1	Reanimation	D1	5	Longdead x10	5	10	8	11	50	9	9	10	0	3/11
				Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25, PiR										
				Wpn: Broad Sword										
Ench 2	Revive King	D1	3	Mound King x1	7	12	12	12	30	15	14	10	0	4/25
				Inanim, Und, PAmph, NNEat, CR 15, PR 25, PiR, Ldr 40, UndLdr 80										
				Wpn: Light Lance, Hoof										
Conj 1	Black Servant	D2	5	Black Servant x1	18	13	0	11	15	11	11	8	0	3/12
				Ethereal, Und, Amph, NNEat, CR 15, PR 25, Stealthy										
				Wpn: Life Drain										
Conj 2	Summon Shades	D2	8	Shade x5+	10	10	0	10	15	12	13	10	0	3/12
				Float, Ethereal, Und, Amph, NNEat, CR 15, PR 25, Stealthy, Dark pow 3										
				Wpn: Steal Strength										
Conj 3	Revive Wights	D2	20	Wight x4	20	16	19	12	17	14	14	10	0	3/10
				Und, PAmph, NNEat, CR 25, PR 25, Chill 3										
				Wpn: Bane Blade										
Conj 3	Revive Bane	D2	7	Bane x1	23	17	19	13	18	13	15	10	0	3/10
				Und, PAmph, NNEat, CR 25, PR 25, Chill 3, Ldr 40, UndLdr 120										
				Wpn: Bane Blade										
Conj 6	Summon Ghosts	D2	14	Ghost x5+	20	12	0	10	18	15	15	12	0	3/12
				Float, Ethereal, Und, PAmph, NNEat, CR 25, PR 25, Stealthy, Fear 5, Chill 3										
				Wpn: Life Drain										
Ench 3	Create Revenant	D2	9	Revenant x1	15	12	0	9	30	7	14	5	0	3/6
				Inanim, Und, PAmph, NNEat, CR 15, PR 25, Ldr 10, UndLdr 80										
				Magic: D1										
				Wpn: Fist										

Ench 6	Reanimate Archers	D2F1	5	Longdead Archer x10	5	10	0	11	50	8	9	10	0	3/11
				Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25, PiR										
				Wpn: Fist, Banefire Bow										
Alt 4	Arouse Hunger	D3	5	Ghoul x9+	10	11	0	10	18	10	8	8	0	2/10
				Und, NNEat, PR 25										
				Wpn: Poisoned Claw										
Conj 4	Summon Shade Beasts	D3	15	Shade Beast x15+	12	10	3	11	30	8	12	0	0	3/18
				Ethereal, Und, PAmph, NNEat, CR 15, PR 25, Stealthy, Dark pow 2										
				Wpn: Venomous Bite										
Conj 6	Summon Spectre	D3	22	Spectral Mage x1	25	13	0	10	18	16	16	12	0	3/12
				Ethereal, Und, PAmph, NNEat, CR 25, PR 25, Stealthy, Fear 5, Chill 3										
				Ldr 10, UndLdr 10										
				Magic: D1?2										
				Wpn: Life Drain										
Conj 7	Summon Mound Fiend	D3	28	Mound Fiend x1	20	12	0	10	15	15	15	12	0	3/12
				Ethereal, Sacred, Und, PAmph, NNEat, CR 25, PR 25, Fear 5, Chill 3										
				Ldr 10, UndLdr 80										
				Magic: D3H2										
				Wpn: Life Drain										
Conj 8	King of Banefires	D3F4	50	King of Banefires (x1)	54	20	0	15	30	9	18	10	0	2/14
				Ethereal, Und, Magic, NNEat, FR 25, PR 25, Fear 5, Heat 5, DV 100										
				Ldr 80, MagLdr 40										
				Wpn: Banefire Strike										
Ench 4	Behemoth	D3	10	Behemoth x1	104	22	7	7	30	6	13	0	0	3/12
				Inanim, Und, Trample, PAmph, NNEat, CR 15, PR 25, Fear 5										
				Wpn: Tusk										
Ench 5	Pale Riders	D3	10	Longdead Horseman x20+	5	10	10	11	50	14	10	10	0	3/25
				Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25, PiR										
				Wpn: Light Lance, Hoof										
Ench 6	Ziz	D3A2	5	Ziz x1	78	20	5	13	30	8	13	13	0	3/6
				Fly, Inanim, Und, NNEat, CR 25, SR 15, PR 25, Fear 5, Chill 10										
				Siege +10, Patrol +10										
				Wpn: Beak, Talons										
Ench 7	<u>Carrion Reanimation</u>	D3	10	Soulless x100	15	12	0	5	50	3	5	4	0	2/6
				Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25, Undis										
				Wpn: Fist										
Ench 7	Leviathan	D3W1	12	Leviathan x1	143	28	19	6	30	3	13	5	0	1/10
				Inanim, Und, Trample, Amph, NNEat, CR 15, PR 25, Fear 10										
				Wpn: Bite										
Conj 5	Revive Bane Lord	D4	12	Bane Lord x1	42	19	20	14	18	14	16	10	0	3/10
				Und, PAmph, NNEat, CR 25, PR 25, Chill 3, Ldr 40, UndLdr 160										
				Wpn: Bane Blade										
Conj 7	Harvester of Sorrows	D4	20	Harvester of Sorrows x1	66	18	0	12	30	15	18	10	0	3/8
				Fly, Ethereal, Und, PAmph, NNEat, CR 15, PR 25, Stealthy, Fear 15										
				Wpn: Life Drain										
Cnst 9	Poison Golem	D4E2	35	Poison Golem x1	85	25	18	8	50	7	18	7	0	3/10
				Inanim, Magic, Mind, PAmph, NNEat, FR 15, PR 25										
				Wpn: Fist										

Conj 7	Call Wraith Lord	D5	40	Wraith Lord x1	33	15	22	16	30	15	17	10	0	3/13
Ethereal, Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Death curse														
Ldr 80, UndLdr 120														
Magic: D3														
Wpn: Bane Blade														
Conj 8	Manifestation	D5	4	Ashen Angel x1	35	16	0	16	30	19	16	16	0	3/14
Fly, Ethereal, Und, Amph, NNEat, CR 15, PR 25, Fear 5														
Wpn: Bane Blade														
Ench 8	Lichcraft	D5	30	Lich x1	15	13	8	10	30	10	18	12	0	3/8
Inanim, Und, PAmph, NNEat, FR -10, CR 15, PR 25, PiR, Ldr 10, UndLdr 80														
Magic: D4														
Wpn: Magic Sceptre														
Ench 9	<u>Army of the Dead</u>	D5	10	Longdead x40+	5	10	12	11	50	11	9	10	0	3/11
Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25, PiR														
Wpn: Spear														
Soulless x20														
15 12 0 5 50 2 5 4 0 2/6														
Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25, Undis														
Wpn: Fist														
Conj 9	<u>Ghost Riders</u>	D6	5	Wraith Lord x1	33	15	22	16	30	15	17	10	0	3/25
Ethereal, Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Death curse														
Ldr 80, UndLdr 120														
Wpn: Lance, Bane Blade, Hoof														
Longdead Horseman x33														
5 10 10 11 50 14 10 10 0 3/25														
Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25, PiR														
Wpn: Light Lance, Hoof														
Conj 9	Legion of Wights	D6	30	Wight x20+	20	16	19	12	17	14	14	10	0	3/10
Und, PAmph, NNEat, CR 25, PR 25, Chill 3														
Wpn: Bane Blade														
Conj 9	Tartarian Gate	D7	10	Tartarian Monstrum x1	310	27	6	13	30	11	18	9	0	3/15
Fly, Und, NNEat, CR 15, PR 25, Fear 10														
Magic: ?4														
Wpn: Stinger, Claw														

NATURE

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 1	Summon Sea Dogs	N1W1	3	Sea Dog x5+	14	10	7	11	11	10	6	5	2	2/12
Amph, Undis														
Wpn: Bite														
Conj 1	Summon Crocodiles	N1W1	4	Crocodile x5+	23	14	12	10	14	6	5	5	3	1/7
SS, Undis														
Wpn: Bite														
Conj 2	Pack of Wolves	N1	2	Wolf x10+	8	9	2	11	12	10	5	5	2	3/26
FS, MS, Stealthy, Undis														
Wpn: Bite														
Conj 2	Summon Horned Serpents	N1	4	Horned Serpent x5+	22	12	11	14	13	7	13	10	3	1/8
FS, SS, PR 15, Undis														
Wpn: Venomous Fangs														
Conj 3	Awaken Vine Men	N1	1	Vine Man x3	17	11	7	9	50	6	5	3	0	2/8
FS, Magic, Mind, PAmph, NNEat, PR 15, BIR, PiR														
Wpn: Fist, Fist														

Cnst 3	Construct Manikin	N1D1	12	Manikin x10+	12	11	0	7	50	7	12	5	0	3/6
				FS, Inanim, Und, Magic, Mind, PAmph, NNEat, PR 25, PiR										
				Wpn: Sleep Vines, Claw										
Conj 1	Summon Animals	N2	10	Wolf x15+	8	9	2	11	12	10	5	5	2	3/26
				FS, MS, Stealthy, Undis										
				Wpn: Bite										
Conj 2	Summon Killer Mantis	N2	8	Killer Mantis x5+	18	14	10	13	50	9	5	4	2	3/16
				WS, Magic, Mind, NNEat, PR 15, Stealthy, Undis										
				Wpn: Mantis Claw, Mantis Claw										
Conj 3	Sloth of Bears	N2	10	Great Bear x10+	40	19	8	9	13	7	5	5	3	3/14
				FS, MS, Undis										
				Wpn: Claw										
Conj 3	Pride of Lions	N2	10	Great Lion x10+	20	15	4	13	13	10	5	5	3	3/20
				Undis										
				Wpn: Bite, Claw										
Conj 3	Ambush of Tigers	N2	10	Tiger x10+	21	15	4	13	13	10	5	5	3	3/20
				FS, Undis										
				Wpn: Bite, Claw										
Conj 3	Summon Bog Beasts	N2W2	8	Bog Beast x5+	32	15	8	10	10	8	7	10	3	1/8
				SS, PR 25, Poison cloud 5, Undis										
				Wpn: Venomous Bite, Poison Spit										
Conj 3	Summon Sea Lions	N2W1	15	Leocampus x10+	27	16	5	13	13	10	6	5	3	2/22
				Aqua, Undis										
				Wpn: Bite, Claw										
Conj 4	Summon Leogryphs	N2	12	Leogryph x10+	23	16	5	14	14	10	12	5	3	3/22
				Undis										
				Wpn: Bite, Claw										
Conj 4	Summon Swamp Drake	N2W1	8	Swamp Drake x1	44	17	14	10	14	7	13	8	4	1/8
				SS, PR 15, Undis										
				Wpn: Venomous Bite, Drake Gas										
Conj 5	Summon Manticore	N2E2	5	Manticore x1	62	20	11	13	14	11	14	12	2	3/18
				MS, WS, Fly, PR 15, Fear 5										
				Wpn: Stinger, Claw, Flick Barbs										
Cnst 5	Construct Mandragora	N2D1	10	Mandragora x5+	25	15	5	9	50	9	14	5	0	3/6
				FS, Inanim, Und, Magic, Mind, PAmph, NNEat, PR 25, PiR										
				Wpn: Sleep Vines, Sleep Vines, Claw										
Conj 4	Awaken Vine Ogres	N3	3	Vine Ogre x2	55	18	9	12	50	5	5	4	0	2/12
				FS, Magic, Mind, PAmph, NNEat, PR 15, BIR, PiR										
				Wpn: Fist, Fist										
Conj 4	Summon Kithaironic Lion	N3E1	3	Kithaironic Lion x1	31	18	18	14	15	11	13	5	1	3/18
				FS, Magic, SIR, PiR, Undis										
				Wpn: Bite, Claw										
Conj 5	Spirits of the Wood	N3	8	Hama Dryad x10+	10	9	0	10	10	10	15	10	3	2/12
				FS, Ethereal, Recup, NNEat, PR 15, Stealthy, Regen 20, Awe 4										
				Wpn: Steal Strength										
Conj 5	Contact Forest Trolls	N3	10	Forest Troll x5+	26	19	11	10	11	9	14	8	3	2/14
				FS, NNEat, FR -5, Regen 10, DV 50										
				Wpn: Great Club										

Conj 6	Forest Troll Tribe	N3	37	Troll Shaman x1	26	19	11	10	11	11	16	8	3	2/14
				FS, NNEat, FR -5, Regen 10, DV 50, Ldr 10										
				Magic: D1N1?1										
				Wpn: Quarterstaff										
				Forest Troll x15	26	19	11	10	11	9	14	8	3	2/14
				FS, NNEat, FR -5, Regen 10, DV 50										
				Wpn: Great Club										
Conj 6	Contact Forest Giant	N3	2	Forest Giant x1	66	24	10	11	15	9	9	8	3	3/16
				FS, Undis										
				Wpn: Great Club										
Conj 6	Contact Lamias	N3	5	Lamia x5+	14	12	5	11	15	9	13	10	3	2/12
				FS, SS, PR 15, Regen 50, Shapechanger										
				Wpn: Claw, Life Drain										
Cnst 5	Wooden Construction	N3	5	Lumber Construct x1	70	20	12	8	50	7	12	5	0	3/7
				Inanim, Magic, Mind, PAmph, NNEat, PR 25, BIR, PiR										
				Wpn: Fist										
Conj 3	Call of the Wild	N4	15	Wolf x30	8	9	2	11	12	10	5	5	2	3/26
				FS, MS, Stealthy, Undis										
				Wpn: Bite										
Conj 5	Awaken Sleeper	N4	10	Sleeper x1	26	17	18	15	18	19	15	15	5	2/15
				Recup, Insp +1, Ldr 120, UndLdr 40, MagLdr 80										
				Wpn: Enchanted Spear, Javelin of Flight										
Conj 7	Animal Horde	N4	25	Wolf x100	8	9	2	11	12	10	5	5	2	3/26
				FS, MS, Stealthy, Undis										
				Wpn: Bite										
Conj 7	Awaken Ivy King	N4	30	Ivy King x1	63	19	7	13	16	7	16	8	0	2/12
				FS, Magic, PAmph, NNEat, PR 15, BIR, PiR, Animal awe 5, Vinemen +3										
				Ldr 40, MagLdr 40										
				Magic: N3										
				Wpn: Fist, Fist										
Conj 6	Contact Lamia Queen	N5D2	25	Lamia Queen x1	15	12	6	11	15	14	17	10	3	2/12
				FS, SS, PR 15, Regen 50, Shapechanger, Ldr 40										
				Magic: D2N1?2										
				Wpn: Oath Rod										
Conj 8	Faerie Court	N5	40	Faery Queen x1	15	11	0	12	7	11	18	15	1	2/12
				FS, Fly, Glamour, Recup, Magic, Stealthy, Dis healer 1, Ldr 40, MagLdr 40										
				Magic: A3N3										
				Wpn: Fist										
				Sprite x15	2	3	0	14	7	18	14	14	1	2/10
				FS, SS, Fly, Glamour, Magic, NNEat, Stealthy										
				Wpn: Useless Kick, Elf Shot										
Ench 7	Awaken Treelord	N5	35	Treelord (x1)	250	14	21	8	30	0	18	8	0	0/2
				FS, NNEat, FR -5, BIR, PiR, Vinemen +3, Retinue 2d6 Great Boars, Ldr 10										
				Wpn: Branch, Branch, Branch										
Thau 8	Call the Worm That Walks	N5	30	Worm Mage x1	10	12	0	11	30	10	18	11	0	2/6
				FS, Recup, NNEat, PR 5, SIR, PiR, Reinvigoration +2, Regen 10, Ldr 10										
				Magic: N3										
				Wpn: Fist										

BLOOD

School	Spell	Path	Slaves	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Blood 1	Bind Shadow Imp	B1	4	Shadow Imp x1 Demon, NNEat, Stealthy, Dark pow 2 Wpn: Pitchfork	7	8	5	11	9	13	13	10	1	2/7
Blood 1	Bind Fiery Imps	B1F1	2	Fiery Imp x5+ Demon, NNEat, FR 15, CR -5 Wpn: Pitchfork, Throw Flames	7	8	5	12	9	12	13	11	1	2/7
Blood 2	Bind Bone Fiends	B1D1	3	Bone Fiend x5+ Inanim, Und, Mind, NNEat, CR 15, PR 25, PiR Wpn: Claw, Claw	15	15	0	13	50	13	13	5	0	3/10
Blood 4	Bind Serpent Fiend	B1	5	Serpent Fiend x1 SS, WS, Fly, Demon, NNEat, PR 15 Wpn: Venomous Fangs	22	12	8	12	16	12	16	10	2	2/14
Blood 5	Awaken Dark Vines	B1N3	12	Dark Vines x2 FS, Magic, Mind, NNEat, PR 15, BIR, PiR Wpn: Tentacle, Tentacle, Tentacle	126	19	9	10	50	5	15	0	0	1/4
Blood 2	Bind Spine Devil	B2	3	Spine Devil x1 Demon, NNEat Wpn: Venomous Claw, Venomous Claw	25	15	13	12	30	12	16	5	2	2/15
Blood 2	Bind Fiend	B2	5	Fiend of Darkness x1 Fly, Demon, NNEat, Stealthy, Dark pow 2 Wpn: Venomous Claw, Venomous Claw	30	15	10	13	30	13	17	10	1	2/13
Blood 3	Bind Devil	B2F2	7	Devil x1 WS, Fly, Demon, NNEat, FR 25, CR -5, Heat 3 Wpn: Trident, Barbed Tail	35	14	8	14	30	12	17	12	2	2/12
Blood 3	Bind Frost Fiend	B2W2	6	Frost Fiend x1 Fly, Demon, NNEat, CR 25, Chill 3, Ice prot 1, Cold pow 1 Wpn: Ice Rod, Frost Blast	25	12	5	12	30	17	17	13	2	2/12
Blood 4	Bind Storm Demon	B2A2	7	Storm Demon x1 Fly, Ethereal, Demon, NNEat, SR 15 Wpn: Thunder Fist, Lightning	20	12	5	10	30	14	17	14	2	3/12
Blood 4	Bind Demon Knight	B2E2	5	Demon Knight x1 Demon, NNEat, FR 15, Fear 5 Wpn: Lance, Broad Sword, Hoof	20	15	22	13	30	17	15	10	1	3/28
Blood 5	<u>Send Lesser Horror</u>	B2S3	9	Brass Claw Horror x1 Magic, PAmph, NNEat, SR 15, PiR, Fear 5, DV 100 Wpn: Venomous Bite, Venomous Bite, Brass Claw, Brass Claw	16	14	14	14	30	12	18	10	0	3/12
Blood 7	Blood Rite	B2D2	33	Vampire x3 Fly, Und, NNEat, FR -5, CR 15, PR 25, Stealthy, BIR, SIR, Regen 10 Wpn: Life Drain	12	13	0	11	15	11	15	11	0	3/14
Blood 6	Bind Ice Devil	B3W3	88	Ice Devil (x1) Sacred, Demon, FR -5, CR 25, Chill 3, Ice prot 3, Cold pow 1 Retinue 2d6 Bone Fiends, Ldr 120, UndLdr 120 Wpn: Magic Staff, Barbed Tail	76	20	15	14	30	18	18	10	1	2/14
Blood 7	Father Illearth	B3E4	85	Father Illearth (x1) MS, Magic, NNEat, PR 15, Regen 15, Fear 5, Ldr 80, MagLdr 40 Wpn: Fist	130	27	13	13	30	8	18	9	0	2/10

Blood 7	Curse of Blood	B3D4	77	Vampire Lord x1	15	15	0	13	15	13	17	13	0	3/14
				Fly, Und, NNEat, FR -5, CR 15, PR 25, Stealthy, BIR, SIR, Regen 10										
				Ldr 80, UndLdr 80										
				Magic: D3B3										
				Wpn: Life Drain										
Blood 8	Send Horror	B3S4	15	Mind Slime Horror x1	28	14	10	18	30	16	18	10	0	3/6
				Float, Ethereal, Magic, Amph, NNEat, Reinvigoration +5, Fear 10, DV 100										
				Magic: S5										
				Wpn: Weakness Tentacle * 5										
Blood 5	Horde from Hell	B4	44	Devil x1	35	14	8	14	30	12	17	12	2	2/12
				WS, Fly, Demon, NNEat, FR 25, CR -5, Heat 3										
				Wpn: Trident, Barbed Tail										
				Imp x25	8	9	6	11	9	15	13	10	1	2/7
				Fly, Demon, NNEat, FR 15, CR -5										
				Wpn: Claws										
Blood 5	Bind Succubus	B4	66	Succubus x1	30	15	0	13	30	13	17	13	1	2/13
				Fly, Demon, NNEat, Stealthy, Dream seduction, Ldr 40, UndLdr 40										
				Wpn: Life Drain										
Blood 7	Bind Arch Devil	B4F2	99	Arch Devil (x1)	62	19	12	15	30	15	18	13	1	2/14
				WS, Fly, Demon, FR 25, CR -5, Heat 3, Ldr 120, UndLdr 120										
				Wpn: Enchanted Sickle, Barbed Tail										
Blood 6	Infernal Disease	B5	5	Disease Demon x1	30	14	6	14	30	12	17	12	2	2/12
				SS, WS, Fly, Ethereal, Demon, NNEat, PR 15										
				Wpn: Touch of Leprosy, Touch of Leprosy										
Blood 6	Ritual of Five Gates	B5	28	Fiend of Darkness x1	30	15	10	13	30	13	17	10	1	2/13
				Fly, Demon, NNEat, Stealthy, Dark pow 2										
				Wpn: Venomous Claw, Venomous Claw										
				Devil x1	35	14	8	14	30	12	17	12	2	2/12
				WS, Fly, Demon, NNEat, FR 25, CR -5, Heat 3										
				Wpn: Trident, Barbed Tail										
				Frost Fiend x1	25	12	5	12	30	17	17	13	2	2/12
				Fly, Demon, NNEat, CR 25, Chill 3, Ice prot 1, Cold pow 1										
				Wpn: Ice Rod, Frost Blast										
				Storm Demon x1	20	12	5	10	30	14	17	14	2	3/12
				Fly, Ethereal, Demon, NNEat, SR 15										
				Wpn: Thunder Fist, Lightning										
				Demon Knight x1	20	15	22	13	30	17	15	10	1	3/28
				Demon, NNEat, FR 15, Fear 5										
				Wpn: Lance, Broad Sword, Hoof										
Blood 8	Bind Heliophagus	B5	111	Heliophagus (x1)	55	17	10	14	30	14	18	14	1	2/14
				Fly, Demon, NNEat, FR 5, PR 15, Stealthy, Fear 5, Dark pow 4										
				Ldr 80, UndLdr 80										
				Wpn: Demon Whip, Barbed Tail										
Blood 9	Infernal Forces	B5F2	50	Devil x7+	35	14	8	14	30	12	17	12	2	2/12
				WS, Fly, Demon, NNEat, FR 25, CR -5, Heat 3										
				Wpn: Trident, Barbed Tail										
				Imp x20	8	9	6	11	9	15	13	10	1	2/7
				Fly, Demon, NNEat, FR 15, CR -5										
				Wpn: Claws										

Blood 9	Infernal Tempest	B5A2	50	Storm Demon x7+	20	12	5	10	30	14	17	14	2	3/12
				Fly, Ethereal, Demon, NNEat, SR 15										
				Wpn: Thunder Fist, Lightning										
Blood 9	Forces of Ice	B5W2	50	Frost Fiend x8+	25	12	5	12	30	17	17	13	2	2/12
				Fly, Demon, NNEat, CR 25, Chill 3, Ice prot 1, Cold pow 1										
				Wpn: Ice Rod, Frost Blast										
Blood 9	Infernal Crusade	B5E2	50	Demon Knight x10+	20	15	22	13	30	17	15	10	1	3/28
				Demon, NNEat, FR 15, Fear 5										
				Wpn: Lance, Broad Sword, Hoof										
Blood 7	Plague of Locusts	B5	88	Demonic Locust x9	29	14	19	15	16	8	16	12	1	3/14
				WS, Fly, Demon, NNEat, FR 5, PR 5, Heretic										
				Wpn: Stinger										
Blood 9	Forces of Darkness	B6	50	Fiend of Darkness x14+	30	15	10	13	30	13	17	10	1	2/13
				Fly, Demon, NNEat, Stealthy, Dark pow 2										
				Wpn: Venomous Claw, Venomous Claw										
Blood 9	Bind Demon Lord	B8	150	Lord of Hell (x1)	177	30	13	15	30	12	18	13	1	3/10
				Fly, Demon, NNEat, FR 15, PR 15, Fear 10, Heretic, Ldr 160, UndLdr 40										
				Wpn: Fist										

NATIONAL SUMMONING SPELLS: EARLY AGE

MARVERNI, TIME OF DRUIDS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 5	Contact Boar of Carnutes	N1E1	7	Great Boar of Carnutes x1	58	21	10	13	15	9	14	5	2	3/20
				FS, Sacred, Trample, Fortune 15, Ldr 40, MagLdr 40										
				Wpn: Gore										
Conj 3	Souder of Boars	N2	20	Great Boar x20	20	15	6	12	13	8	5	5	2	3/16
				FS, Sacred, Trample, Undis										
				Wpn: Gore										

SAUROMATIA, AMAZON QUEENS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 9	Daughter of Typhon	N5D2	30	Daughter of Typhon (x1)	220	19	13	15	30	12	18	5	3	1/10
				SS, Sacred, FR -10, PR 25, BIR, PiR, Regen 10, Fear 10, Poison cloud 12										
				Wpn: Lesser Heads * 4, Immortal Head										

T'IENT CH'I, SPRING AND AUTUMN

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 5	Heavenly Fires	F1S1	10	Demon of Heavenly Fires x3	24	15	0	13	15	10	15	13	1	2/12
				Fly, Sacred, Magic, NNEat, FR 25, Heat 3, Fire pow 1										
				Wpn: Flaming Fist, Flaming Wheel										
Conj 4	Celestial Hounds	A1S1	5	Celestial Hound x2	25	17	7	14	15	10	14	5	1	3/20
				Fly, Sacred, Magic, NNEat, SR 15, Patrol +10										
				Wpn: Bite, Claw										
Conj 6	Call Celestial Soldiers	A2S1	15	Celestial Soldier x5	38	18	18	15	15	14	15	15	4	2/16
				Sacred, Magic, NNEat										
				Wpn: Glaive										

Conj 3	Heavenly Rivers	W1S1	12	Demon of Heavenly Rivers x3	32	20	15	12	15	11	15	10	1	2/12
					Sacred, Magic, Amph, NNEat, Berserker 4									
					Wpn: Great Club									
Conj 1	Celestial Servant	E1S1	3	Celestial Servant x1	48	24	4	9	14	8	14	9	1	2/12
					Sacred, Magic, NNEat, Supply -3									
					Wpn: Rake									
Conj 6	Contact Huli Jing	N2	30	Huli Jing x1	11	9	2	11	8	12	18	13	2	2/8
					FS, Stealthy, Shapechanger, Spy									
					Magic: N3?1									
					Wpn: Dagger									

MACHAKA, LION KINGS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Herd of Elephants	N2	30	Elephant x5+	61	20	11	9	8	8	6	5	3	3/18
					Trample									
					Wpn: Tusk									

MICTLAN, REIGN OF BLOOD

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Summon Jade Serpent	W2	5	Jade Serpent x1	62	17	12	14	15	8	15	10	3	2/10
					FS, SS, Sacred, Amph, PR 15									
					Wpn: Venomous Fangs									
Conj 7	Summon Tlaloque	W4	60	Tlaloque of the South (x1)	48	19	5	12	30	15	18	12	1	2/16
					Sacred, Demon, NNEat, Supply +50, Ldr 40, UndLdr 40									
					Wpn: Quarterstaff									
Conj 1	Summon Jaguar Toad	N1	1	Jaguar Toad x1	21	11	3	7	12	6	5	5	3	2/6
					SS, Sacred, Trample, PR 15, Undis									
					Wpn: Claw, Poison Spit									
Conj 6	Contact Couatl	N1S1	40	Couatl x1	20	11	5	14	14	9	17	12	3	2/10
					FS, SS, Fly, Sacred, Magic, PR 15, Insp +1, Ldr 80, MagLdr 40									
					Magic: S3N3H2									
					Wpn: Venomous Fangs									
Conj 3	Summon Jaguars	N2	25	Jaguar x17	19	15	4	13	13	10	8	5	3	3/20
					FS, Sacred, Stealthy, Undis									
					Wpn: Bite, Claw									
Conj 5	Summon Monster Toad	N2	2	Monster Toad x1	57	17	6	7	14	6	5	5	3	2/7
					SS, Sacred, Trample, PR 25, Poison cloud 5, Undis									
					Wpn: Claw									
Blood 2	Bind Beast Bats	B1	8	Beast Bat x3	19	12	4	11	12	13	15	5	2	3/3
					FS, Fly, Sacred, Demon, NNEat, Stealthy									
					Wpn: Venomous Fangs									
Blood 4	Bind Jaguar Fiends	B1F1	13	Ozelotl x3	33	16	6	13	30	11	16	5	2	3/25
					FS, Fly, Sacred, Demon, NNEat									
					Wpn: Bite, Claw, Claw									
Blood 5	Contact Civateteo	B2D2	25	Civateteo x1	20	13	0	12	30	12	16	12	0	3/14
					Eth., Sacred, Und, NNEat, CR 15, PR 25, Stealthy, Fear 5, Ldr 80, UndLdr 80									
					Magic: D1B1H2									
					Wpn: Life Drain									

Blood 6	Bind Tzitzimitl	B2S2	10	Tzitzimitl x1	43	18	6	13	30	13	18	13	1	2/16
				Fly, Sacred, Demon, NNEat										
				Wpn: Pincer, Scorpion Tail, Stellar Bolt										
Blood 6	Contact Tlahuelpuchi	B2	25	Tlahuelpuchi x1	17	13	0	12	13	12	16	12	0	3/14
				Fly, NNEat, Stealthy, Shapechanger, DV 100, Assassin										
				Magic: D1N1B2										
				Wpn: Life Drain										
Blood 7	Contact Onaqui	B4	101	Onaqui x1	31	14	6	12	14	11	18	5	2	3/15
				FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood search 2										
				Retinue 2 Beast Bats, Ldr 80, UndLdr 40, MagLdr 10										
				Magic: D2N1B3H1?1										
				Wpn: Venomous Fangs, Claw, Claw										
				Beast Bat x8	19	12	4	11	12	13	15	5	2	3/3
				FS, Fly, Sacred, Demon, NNEat, Stealthy										
				Wpn: Venomous Fangs										
Blood 8	Rain of Jaguars	B6F2	40	Ozeloti x14+	33	16	6	13	30	11	16	5	2	3/25
				FS, Fly, Sacred, Demon, NNEat										
				Wpn: Bite, Claw, Claw										

ABYSIA, CHILDREN OF FLAME

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Contact Scorpion Man	E1F1	12	Scorpion Man x1	42	14	21	14	15	14	17	12	5	3/12
				WS, Sacred, Magic, FR 15, PR 15, Fear 5										
				Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear										
Conj 2	Summon Spectral Infantry	D1F1	5	Smoulderghost x5	15	13	0	11	16	10	14	7	0	3/12
				WS, Ethereal, Und, NNEat, FR 25, PR 25, Heat 3										
				Wpn: Spectral Axe										

CAELUM, EAGLE KINGS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 5	Summon Yazatas	S2	15	Yazad x6	16	12	16	13	14	14	14	12	3	2/14
				Fly, Sacred, Magic, CR 5, SR 10, Awe 2										
				Wpn: Magic Lance										
Conj 5	Call Ahurani	S2W1	12	Ahurani x1	14	11	0	13	13	12	16	12	1	2/12
				Fly, Sacred, Recup, Magic, Amph, NNEat, CR 5, PR 15, BIR, SIR, PiR										
				Awe 2, DV 100, Disease healer 1, Ldr 40, MagLdr 10										
				Magic: W2H1										
				Wpn: Fist										
Conj 7	Call Fravashi	S3	30	Ancestral Fravashi x1	35	13	0	13	18	13	18	13	1	4/4
				Fly, Ethereal, Sacred, Magic, NNEat, FR 15, SR 15, Awe 4										
				Magic: A3S2H3										
				Wpn: Sacred Circlet										
Conj 6	Call Celestial Yazad	S4	40	Yazad of Fire x1	16	12	0	13	14	12	17	12	2	2/12
				Fly, Sacred, Magic, FR 15, CR 5, SR 10, Awe 3, Ldr 80, MagLdr 10										
				Magic: F4S2H2										
				Wpn: Magic Spear										
Conj 8	Call Amesha Spenta	S5	60	Spenta of Waters (x1)	39	13	7	14	18	13	18	14	1	3/16
				Fly, Sacred, Recup, Magic, NNEat, SR 15, Awe 5, Ldr 120, MagLdr 80										
				Wpn: Fist										

Conj 5	Call Daevas	D2F1	15	Daeva x3	16	12	12	13	14	14	14	12	3	2/14
				Fly, Sacred, Demon, FR 5, SR 5, Fear 5, Chaos pow 1										
				Wpn: Magic Lance										
Conj 5	Call Jahi	D3F1	15	Jahi x1	14	15	0	12	30	12	17	12	1	2/13
				Fly, Sacred, Demon, NNEat, FR 5, Stealthy, Spy, Dream seduction										
				Chaos pow 1, Ldr 40, UndLdr 40										
				Wpn: Claw										
Conj 6	Call Yata	D3F2	40	Yata x1	16	12	0	12	14	12	17	12	1	2/12
				Fly, Sacred, Demon, FR 5, SR 5, Fear 5, Chaos pow 1, Ldr 80, UndLdr 40										
				Magic: F3D3H2										
				Wpn: Claw										
Conj 8	Call Greater Daeva	D4F2	60	Daeva of Aging (x1)	39	13	7	14	18	13	18	14	1	3/16
				Fly, Sacred, Demon, NNEat, FR 15, Stealthy, Fear 5, Chaos pow 1										
				Ldr 120, UndLdr 80										
				Wpn: Fist										

C'TIS, LIZARD KINGS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Contact Scorpion Man	E1F1	12	Scorpion Man x1	42	14	21	14	15	14	17	12	5	3/12
				WS, Sacred, Magic, FR 15, PR 15, Fear 5										
				Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear										
Conj 7	Contact Couatl	N1S1	40	Couatl x1	20	11	5	14	14	9	17	12	3	2/10
				FS, SS, Fly, Sacred, Magic, PR 15, Insp +1, Ldr 80, MagLdr 40										
				Magic: S3N3H2										
				Wpn: Venomous Fangs										
Conj 5	Sacred Crocodile	N2W2	8	Sacred Crocodile x1	73	21	14	11	15	6	5	5	3	1/7
				SS, Sacred, Undis										
				Wpn: Bite										
Conj 5	Summon Monster Toads	N2	8	Monster Toad x3	57	17	6	7	14	6	5	5	3	2/7
				SS, Sacred, Trample, PR 25, Poison cloud 5, Undis										
				Wpn: Claw										

AGARTHA, PALE ONES

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Rhuax Pact	F1E1	2	Magma Child x5	17	12	8	10	50	8	14	10	0	2/10
				Magic, Mind, NNEat, FR 25, PR 15, Heat 3, DV 100, Fire pow 1										
				Wpn: Flame Strike										
Ench 4	Living Mercury	W1E1	3	Living Mercury x1	48	28	0	14	50	14	18	5	0	2/14
				Inanim, Magic, Mind, Amph, NNEat, PR 25, BIR, SIR, PiR, Poison cloud 5										
				Wpn: Crush, Crush, Crush										
Conj 3	Barathrus Pact	E2	2	Earth Elemental x1	34	18	8	10	50	9	16	3	0	2/10
				Inanim, Magic, Mind, Trample, Amph, NNEat, PR 25, Regen 10										
				Wpn: Fist										
Conj 3	Bind Penumbral	D1E1	1	Penumbral x1	30	15	0	10	18	10	14	8	0	3/12
				Ethereal, Und, Amph, NNEat, CR 15, PR 25, Stealthy										
				Wpn: Life Drain										
Conj 3	Revive Cavern Wights	D1E1	8	Cavern Wight x3	31	17	16	11	17	11	15	7	0	3/10
				Und, Amph, NNEat, CR 25, PR 25, Chill 3										
				Wpn: Glaive										

Conj 5	Bind Umbral	D2E1	2	Umbral x1	68	22	0	12	18	12	16	8	0	3/14
Ethereal, Und, Amph, NNEat, CR 15, PR 25, Stealthy														
Wpn: Life Drain														

TIR NA N'OG, LAND OF THE EVER YOUNG

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Contact Cu Sidhe	N2	10	Cu Sidhe x7	26	15	7	13	14	11	14	5	2	3/28
FS, Sacred, Stealthy, DV 50														
Wpn: Bite														

FOMORIA, THE CURSED ONES

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 2	Summon Black Dogs	D2	10	Black Dog x20	14	13	4	12	13	9	13	5	2	3/24
Stealthy, DV 100, Dark pow 2														
Wpn: Bite														
Conj 4	Summon Barghests	D2	13	Barghest x9	28	16	6	13	14	10	15	5	2	3/26
Sacred, Stealthy, DV 100, Dark pow 3														
Wpn: Venomous Bite														
Conj 6	Summon Morrigan	D2A1	4	Morrigan x1	17	13	14	15	30	20	16	15	0	2/14
Fly, Glamour, Sacred, Und, NNEat, CR 15, PR 25, Stealthy, Fear 5														
Wpn: Spear of the Morrigan														

VANHEIM, AGE OF VANIR

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Awaken Draugar	D2	12	Draug x3	30	14	15	12	17	14	14	10	0	3/10
Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3														
Wpn: Broad Sword														

HELHEIM, DUSK AND DEATH

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Awaken Draugar	D2	12	Draug x3	30	14	15	12	17	14	14	10	0	3/10
Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3														
Wpn: Broad Sword														
Conj 4	Brood of Garm	N2	10	Jotun Wolf x5	30	23	9	13	17	10	14	5	2	3/28
FS, Sacred, CR 15, Fear 5, Berserker 3														
Wpn: Bite, Claw														

NIEFELHEIM, SONS OF WINTER

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Awaken Draugar	D2	12	Draug x3	30	14	15	12	17	14	14	10	0	3/10
Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3														
Wpn: Broad Sword														
Conj 4	Brood of Garm	N2	10	Jotun Wolf x5	30	23	9	13	17	10	14	5	2	3/28
FS, Sacred, CR 15, Fear 5, Berserker 3														
Wpn: Bite, Claw														

KAILASA, RISE OF THE APE KINGS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Apsaras	S2	3	Apsara x3 Sacred, Magic, Awe 4 Wpn: Kick	20	13	1	11	13	15	14	11	1	3/14
Conj 5	Summon Gandharvas	S2	18	Gandharva x6 Sacred, Magic, Awe 2 Wpn: Falchion, Kick	25	15	18	13	15	12	16	11	5	2/14
Conj 6	Summon Kinnara	S3	25	Kinnara x1 Fly, Sacred, Magic, Awe 3, Insp +1, Ldr 40, MagLdr 10 Magic: A2S2H2 Wpn: Kick	30	15	3	11	13	11	17	11	1	3/14
Conj 7	Summon Siddha	S4	35	Siddha x1 Sacred, Magic, Awe 3, Ldr 40, MagLdr 10 Magic: A2S3H3 Wpn: Fist, Kick	20	13	0	9	15	9	18	11	2	10/14
Conj 8	Summon Devata	S5	45	Devata x1 Sacred, Magic, Awe 5, Ldr 120, MagLdr 10 Magic: A3S2H3 Wpn: Spear, Falchion, Axe, Kick	28	17	18	14	18	12	18	11	5	2/14
Conj 9	Summon Devala	S5	55	Devala x1 Sacred, Magic, Awe 4, Insp +1, Ldr 40, MagLdr 10 Magic: S3H4 Wpn: Kick	20	13	1	12	18	15	18	12	1	3/14
Conj 9	Summon Rudra	S5	55	Rudra x1 Fly, Sacred, Magic, FR 15, SR 15, Forge Bonus -5, Fear 5 Magic: F3A3D3H1 Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning	32	18	18	15	18	13	18	13	5	4/14
Conj 4	Contact Yaksha	N2E1	25	Yaksha x1 Sacred, Magic, Awe 1, Ldr 40, MagLdr 10 Magic: E3N1H1?1 Wpn: Falchion, Kick	28	17	5	13	15	11	17	11	2	2/14
Conj 4	Contact Yakshini	N2W1	25	Yakshini x1 Sacred, Magic, Awe 2, Ldr 40, MagLdr 10 Magic: W3N1H1?1 Wpn: Fist, Kick	23	15	2	11	13	12	17	11	2	2/14

LANKA, LAND OF DEMONS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 2	Host of Ganas	D1	12	Gana x20 Ethereal, Und, PAmph, NNEat, CR 15, PR 25 Wpn: Spectral Club	10	10	0	10	15	13	12	10	0	3/12
Conj 5	Summon Vetalas	D2	10	Possessed Corpse x10 Inanim, Und, PAmph, NNEat, CR 15, PR 25 Wpn: Mace	22	16	12	12	18	9	14	9	0	3/9
Blood 1	Summon Rakshasas	B1	10	Rakshasa x3 FS, Sacred, Demon, NNEat, FR -5, Supply -4, Chaos pow 1 Wpn: Claw, Claw	28	19	5	13	14	10	13	9	2	2/10

Blood 2	Feast of Flesh	B1N1	50	Praghasa x15	35	22	4	13	14	10	13	9	4	2/10
				FS, Sacred, Demon, FR -5, Supply -7, Chaos pow 1										
				Wpn: Mace										
Blood 3	Summon Asrapas	B2	11	Asrapa x5	19	13	1	12	14	13	14	11	2	2/14
				Sacred, Demon, Berserker 3, Chaos pow 1										
				Magic: B1H1										
				Wpn: Athame, Kick										
Blood 4	Summon Rakshasa Warriors	B2	25	Rakshasa Warrior x5	30	20	15	13	15	10	13	9	4	2/10
				FS, Sacred, Demon, NNEat, FR -5, Supply -4, Chaos pow 1										
				Wpn: Iron Cudgel										
Blood 5	Summon Sandhyabalas	B2D1	30	Sandhyabala x3	30	20	15	14	15	13	14	9	4	2/10
				FS, Sacred, Demon, NNEat, FR -10, Stealthy, Supply -4, Dark pow 1, Chaos pow 1										
				Wpn: Moon Blade										
Blood 6	Summon Dakini	B2A1	50	Dakini x1	23	15	12	11	13	13	17	11	2	3/14
				Fly, Sacred, Demon, Fear 5, Chaos pow 1, Ldr 40, UndLdr 10, MagLdr 10										
				Magic: A3D1B3H2										
				Wpn: Athame, Kick										
Blood 7	Summon Samanishada	B3D1	35	Samanishada x1	30	20	15	14	15	11	15	9	4	2/10
				FS, Sacred, Demon, NNEat, FR -10, Stealthy, Supply -4, Assassin										
				Dark pow 2, Chaos pow 1, Ldr 10, UndLdr 40										
				Wpn: Moon Blade, Duskdagger										
Blood 8	Summon Mandeha	B5D2	133	Mandeha x1	65	24	15	15	18	10	18	11	2	3/16
				FS, Fly, Sacred, Demon, NNEat, FR -10, Supply -10, Fear 5, Dark pow 3										
				Chaos pow 2, Ldr 40, UndLdr 40										
				Magic: A3D3B2H3										
				Wpn: Flesh Eater										
Blood 8	Summon Danavas	B5	75	Danava x3	92	24	12	13	18	12	18	9	3	3/17
				Sacred, Demon, NNEat, FR -5, Fear 5, Chaos pow 2										
				Magic: H2?2										
				Wpn: Unholy Sword, Unholy Spear, Unholy Axe										

YOMI, ONI KINGS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Konoha Tengus	A1E1	5	Konoha Tengu x5+	12	11	4	12	13	14	14	12	3	2/10
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										
Conj 5	Contact Dai Tengu	A2E1	55	Dai Tengu x1	13	11	5	13	13	16	17	13	3	2/10
				MS, Fly, Sacred, Ldr 80										
				Magic: A3E1N1H2										
				Wpn: Quarterstaff, Lightning										
				Tengu Warrior x10	13	11	12	13	14	13	14	12	6	2/10
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										
				Karasu Tengu x15	13	11	4	14	13	16	13	13	3	2/14
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										
Conj 1	Summon Kappa	W1N1	3	Kappa x3	15	13	15	10	12	9	8	8	3	2/10
				Recup, Amph										
				Wpn: Claw, Koppo										

Conj 5	Contact Nushi	W2N1	25	Nushi x1	10	9	0	8	8	9	17	10	2	2/12
				SS, Awe 3, Shapechanger, Ldr 40 Magic: W3D1N2 Wpn: Claw										
Conj 4	Summon Shikome	D2	8	Shikome x8	15	12	5	13	15	13	15	10	2	2/14
				Sacred, Demon, NNEat, FR 5, CR 5, PR 15, Supply -5, Berserker 4 Wpn: Ghost Rending Claw, Ghost Rending Claw										
Conj 6	Summon Gozu Mezu	D3	7	Ox-head x1	46	20	18	13	15	10	15	13	4	2/16
				Demon, NNEat Wpn: Gore, Soul Catcher										
				Horse-face x1	38	18	18	15	15	13	15	15	4	2/16
				Demon, NNEat Wpn: Soul Catcher										
Conj 4	Ghost General	D3	10	Shura x1	20	16	17	14	18	16	15	11	0	3/12
				Ethereal, Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 80, UndLdr 120 Wpn: Bane Blade										
Conj 2	Summon Karasu Tengus	N1A1	3	Karasu Tengu x3	13	11	4	14	13	16	13	13	3	2/14
				MS, Fly, Sacred Wpn: Katana, Lightning Strike										

HINNOM, SONS OF THE FALLEN

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Mazzikim	N1	3	Mazzik x8	9	9	6	11	9	15	13	10	1	3/14
				WS, Fly, Demon, NNEat, Stealthy Wpn: Claws										
Conj 5	Summon Lilot	N4	25	Lilot x1	22	13	0	12	30	12	17	12	1	2/13
				WS, Fly, Demon, Stealthy, Dream seduction, Ldr 40, UndLdr 40 Wpn: Life Drain										
Blood 3	Summon Se'irim	B2	33	Se'ir x8	28	16	7	13	30	11	15	9	2	2/16
				WS, Sacred, Demon, NNEat, Berserker 4 Wpn: Claw, Claw, Gore										
Blood 4	Summon Shedim	B3A1	32	Shed x3	40	15	8	13	30	12	17	11	2	3/12
				Fly, Demon, NNEat, SR 15 Wpn: Thunder Fist, Lightning										
Blood 9	Release Lord of Civilization	B8	177	Grigori (x1)	77	21	0	15	30	14	18	15	1	5/16
				Fly, Sacred, Demon, Magic, NNEat, FR 15, SR 15, PR 15, Stealthy, Fear 10 Ldr 120, MagLdr 80 Wpn: Fist										

BERYTOS, THE PHOENIX EMPIRE

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Summon Telkhine	W5A2	69	Telkhine x1	53	19	9	14	30	13	18	14	1	3/16
				Amph, SR 15, PR 15, Water +1, Air +1, Fear 5, Sailing (999/4) Shapechanger, Ldr 80, UndLdr 80, MagLdr 40 Magic: F2A3W3E3D2?1 Wpn: Bite										
Conj 3	Summon Mazzikim	N1	3	Mazzik x8	9	9	6	11	9	15	13	10	1	3/14
				WS, Fly, Demon, NNEat, Stealthy Wpn: Claws										

Conj 3	Herd of Elephants	N2	30	Elephant x5+	61	20	11	9	8	8	6	5	3	3/18
				Trample										
				Wpn: Tusk										
Conj 5	Summon Lilot	N4	25	Lilot x1	22	13	0	12	30	12	17	12	1	2/13
				WS, Fly, Demon, Stealthy, Dream seduction, Ldr 40, UndLdr 40										
				Wpn: Life Drain										
Blood 3	Scapegoats	B1	8	Se'ir x2	28	16	7	13	30	11	15	9	2	2/16
				WS, Sacred, Demon, NNEat, Berserker 4										
				Wpn: Claw, Claw, Gore										
Blood 6	Call Melqart	B3F2	99	Melqart x1	69	24	19	15	15	18	18	12	5	3/18
				WS, Sacred, NNEat, FR 8, Blood Sacrifice Bonus +1, Supply -20, Fear 5										
				Blood search 3, Ldr 160										
				Magic: B3H3?2										
				Wpn: Dawn Blade, Gore										
Blood 4	Summon Shedim	B3A1	32	Shed x3	40	15	8	13	30	12	17	11	2	3/12
				Fly, Demon, NNEat, SR 15										
				Wpn: Thunder Fist, Lightning										

XIBALBA, VIGIL OF THE SUN

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Summon Chaac	A4	75	Chaac of the West (x1)	32	18	3	14	30	14	18	14	2	3/16
				Fly, Sacred, NNEat, SR 15, Supply +25, Ldr 40, UndLdr 40										
				Wpn: Thunder Axe, Lightning										
Conj 3	Summon Sacred Scorpion	E1D1	2	Sacred Scorpion x1	48	17	17	13	15	7	12	3	2	1/8
				WS, Sacred, PR 15, DV 100, Undis										
				Wpn: Claw, Scorpion Tail										
Conj 3	Summon Jaguars	N2	25	Jaguar x17	19	15	4	13	13	10	8	5	3	3/20
				FS, Sacred, Stealthy, Undis										
				Wpn: Bite, Claw										
Conj 7	Summon Balam	N4	60	Balam of the East (x1)	49	17	6	14	14	11	15	5	3	3/24
				FS, Sacred, Stealthy, Shapechanger, Ldr 80, UndLdr 10, MagLdr 10										
				Wpn: Bite, Claw										
Blood 2	Bind Beast Bats	B1	8	Beast Bat x3	19	12	4	11	12	13	15	5	2	3/3
				FS, Fly, Sacred, Demon, NNEat, Stealthy										
				Wpn: Venomous Fangs										
Blood 4	Bind Jaguar Fiends	B1F1	13	Ozelotl x3	33	16	6	13	30	11	16	5	2	3/25
				FS, Fly, Sacred, Demon, NNEat										
				Wpn: Bite, Claw, Claw										
Blood 7	Contact Onaqui	B4	101	Onaqui x1	31	14	6	12	14	11	18	5	2	3/15
				FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood search 2										
				Retinue 2 Beast Bats, Ldr 80, UndLdr 40, MagLdr 10										
				Magic: D2N1B3H1?1										
				Wpn: Venomous Fangs, Claw, Claw										
				Beast Bat x8	19	12	4	11	12	13	15	5	2	3/3
				FS, Fly, Sacred, Demon, NNEat, Stealthy										
				Wpn: Venomous Fangs										
Blood 8	Rain of Jaguars	B6F2	40	Ozelotl x14+	33	16	6	13	30	11	16	5	2	3/25
				FS, Fly, Sacred, Demon, NNEat										
				Wpn: Bite, Claw, Claw										

ATLANTIS, EMERGENCE OF THE DEEP ONES

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 6	Summon Monster Fish	W3	10	Monster Fish x1	128	25	12	12	18	6	13	5	2	1/16
				Aqua, Fear 5, Undis										
				Wpn: Swallow										

THERODOS, THELKHINE SPECTRE

Conj 8	Summon Telkhine	W5A2	69	Telkhine x1	53	19	8	14	30	13	18	14	1	3/16
				Amph, SR 15, PR 15, Water +1, Air +1, Fear 5, Sailing (999/4), Shapechanger, Ldr 80, UndLdr 80, MagLdr 40										
				Magic: F2A3W3E3D2?1										
				Wpn: Bite										
Conj 0	Call Ephor	D1	8	Ephor x1	7	8	0	8	9	8	14	10	0	3/10
				Float, Ethereal, Sacred, Und, Amph, NNEat, CR 15, PR 25, Ldr 40, UndLdr 40										
				Magic: H1										
				Wpn: Paralyze										
Conj 0	Call Spectral Philosopher	D1	8	Spectral Philosopher x1	7	8	0	8	8	8	14	10	0	3/10
				Float, Ethereal, Und, Amph, NNEat, CR 15, PR 25, Ldr 10, UndLdr 10										
				Wpn: Paralyze										

NATIONAL SUMMONING SPELLS: MIDDLE AGE

ERMOR, ASHEN EMPIRE

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 0	Revive Lictor	D2	3	Lictor x1	20	16	16	12	18	10	14	10	0	3/12
				Sacred, Und, NNEat, CR 25, PR 25, Chill 3										
				Wpn: Battleaxe										
Conj 0	Revive Censor	D2	4	Censor x1	23	17	16	13	18	11	15	10	0	3/12
				Sacred, Und, NNEat, CR 25, PR 25, Chill 3, Ldr 10, UndLdr 120										
				Wpn: Battleaxe										
Conj 0	Revive Acolyte	D2	10	Acolyte of Eldregate x1	20	16	5	12	18	12	15	10	0	3/8
				Sacred, Und, NNEat, CR 25, PR 25, Chill 3, Ldr 10, UndLdr 80										
				Magic: H1										
				Wpn: Poisoned Claw										
Conj 0	Revive Bishop	D2	16	Bishop of Eldregate x1	23	17	5	13	18	13	16	10	0	3/8
				Sacred, Und, NNEat, CR 25, PR 25, Chill 3, Ldr 10, UndLdr 120										
				Magic: H2										
				Wpn: Poisoned Claw										
Conj 0	Revive Spectator	D2	12	Spectator x1	25	13	0	10	18	16	16	12	0	3/12
				Ethereal, Und, PAmph, NNEat, CR 25, PR 25, Stealthy, Fear 5, Chill 3										
				Ldr 10, UndLdr 10										
				Magic: D2										
				Wpn: Life Drain										
Conj 2	Revive Wailing Lady	D2	15	Wailing Lady x1	20	12	0	10	18	15	15	12	0	3/12
				Ethereal, Sacr, Und, PAmph, NNEat, CR 25, PR 25, Stealthy, Fear 10, Chill 3										
				Wpn: Wail										

Conj 3	Lictorian Guard	D2	10	Lictor x5	20	16	16	12	18	10	14	10	0	3/12
				Sacred, Und, NNEat, CR 25, PR 25, Chill 3										
				Wpn: Battleaxe										
Conj 0	Revive Arch Bishop	D3	23	Arch Bishop of Eldregate x1	25	18	5	13	18	13	17	10	0	3/8
				Sacred, Und, NNEat, CR 25, PR 25, Chill 3, Ldr 10, UndLdr 160										
				Magic: H3										
				Wpn: Rod of Death										
Conj 0	Revive Dusk Elder	D3	20	Dusk Elder x1	30	14	0	10	16	17	17	12	0	3/12
				Ethereal, Und, PAmph, NNEat, CR 25, PR 25, Stealthy, Fear 5, Chill 3										
				Ldr 10, UndLdr 40										
				Magic: F1S1D3?1										
				Wpn: Life Drain										
Conj 5	Lamentation	D3	50	Wailing Lady x5	20	12	0	10	18	15	15	12	0	3/12
				Ethereal, Sacr, Und, PAmph, NNEat, CR 25, PR 25, Stealthy, Fear 10, Chill 3										
				Wpn: Wail										
Conj 8	Lictorian Legion	D4	35	Lictor x25	20	16	16	12	18	10	14	10	0	3/12
				Sacred, Und, NNEat, CR 25, PR 25, Chill 3										
				Wpn: Battleaxe										
Ench 6	Ermorian Legion	D4	15	Longdead Legionnaire x50	5	11	10	11	50	13	10	10	0	3/11
				Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25, PiR										
				Wpn: Spear, Javelin										
Conj 7	Great Lamentation	D5	66	Wailing Lady x14	20	12	0	10	18	15	15	12	0	3/12
				Ethereal, Sacr, Und, PAmph, NNEat, CR 25, PR 25, Stealthy, Fear 10, Chill 3										
				Wpn: Wail										

PYTHIUM, EMERALD EMPIRE

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 7	Heavenly Wrath	S3F1	35	Angel of Fury x1	49	17	0	14	30	12	18	15	1	3/16
				Fly, Sacred, NNEat, FR 5, SR 5, Fear 5										
				Wpn: Holy Scourge										
Conj 6	Contact Harbinger	S4	25	Harbinger x1	35	14	0	12	18	11	18	15	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5, Ldr 80, MagLdr 40										
				Magic: A3H2										
				Wpn: Fist, Heavenly Horn										
Conj 7	<u>Angelic Host</u>	S5	50	Angel of the Host x6	17	13	0	13	18	15	17	15	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5										
				Wpn: Flambeau										
Conj 9	Heavenly Choir	S7F2	144	Seraph x1	77	21	0	15	30	14	18	15	1	7/16
				Fly, Sacred, Magic, NNEat, FR 15, SR 15, PR 15, Awe 7, Ldr 160, MagLdr 80										
				Magic: F4A4S4H4										
				Wpn: Fist										
				Angel of the Heavenly Choir x	14	12	0	11	18	12	16	13	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5										
				Magic: H2										
				Wpn: Fist										
				Harbinger x3	35	14	0	12	18	11	18	15	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5										
				Magic: A3H2										
				Wpn: Fist, Heavenly Horn										

MAN, TOWER OF AVALON

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 2	Summon Black Dogs	D2	10	Black Dog x20	14	13	4	12	13	9	13	5	2	3/24
				Stealthy, DV 100, Dark pow 2										
				Wpn: Bite										
Conj 4	Summon Barghests	D2	13	Barghest x9	28	16	6	13	14	10	15	5	2	3/26
				Sacred, Stealthy, DV 100, Dark pow 3										
				Wpn: Venomous Bite										
Conj 3	Summon Cu Sidhe	N2	10	Cu Sidhe x7	26	15	7	13	14	11	14	5	2	3/28
				FS, Sacred, Stealthy, DV 50										
				Wpn: Bite										

ERIU, LAST OF THE TUATHA

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Contact Cu Sidhe	N2	10	Cu Sidhe x7	26	15	7	13	14	11	14	5	2	3/28
				FS, Sacred, Stealthy, DV 50										
				Wpn: Bite										

ULM, THE FORGES OF ULM

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Contact Iron Angel	E5S2	25	Iron Angel x1	63	22	26	16	30	14	20	12	5	3/16
				Fly, NNEat, FR 5, SR 5, Reinvigoration +4, Magic -10, Halt heretic 9										
				Wpn: Sword of Sharpness, Divine Grasp										

MARIGNON, FIERY JUSTICE

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 7	Heavenly Wrath	S3F1	35	Angel of Fury x1	49	17	0	14	30	12	18	15	1	3/16
				Fly, Sacred, NNEat, FR 5, SR 5, Fear 5										
				Wpn: Holy Scourge										
Conj 6	Contact Harbinger	S4	25	Harbinger x1	35	14	0	12	18	11	18	15	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5, Ldr 80, MagLdr 40										
				Magic: A3H2										
				Wpn: Fist, Heavenly Horn										
Conj 7	Angelic Host	S5	50	Angel of the Host x6	17	13	0	13	18	15	17	15	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5										
				Wpn: Flambeau										
Conj 9	Heavenly Choir	S7F2	144	Seraph x1	77	21	0	15	30	14	18	15	1	7/16
				Fly, Sacred, Magic, NNEat, FR 15, SR 15, PR 15, Awe 7, Ldr 160, MagLdr 80										
				Magic: F4A4S4H4										
				Wpn: Fist										
				Angel of the Heavenly Choir x	14	12	0	11	18	12	16	13	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5										
				Magic: H2										
				Wpn: Fist										
				Harbinger x3	35	14	0	12	18	11	18	15	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5										
				Magic: A3H2										
				Wpn: Fist, Heavenly Horn										

MICTLAN, REIGN OF THE LAWGIVER

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Summon Jade Serpent	W2	5	Jade Serpent x1 FS, SS, Sacred, Amph, PR 15 Wpn: Venomous Fangs	62	17	12	14	15	8	15	10	3	2/10
Conj 7	Summon Tlaloque	W4	60	Tlaloque of the East (x1) Sacred, Demon, NNEat, Supply +50, Ldr 40, UndLdr 40 Wpn: Quarterstaff	48	19	5	12	30	15	18	12	1	2/16
Conj 1	Summon Jaguar Toad	N1	1	Jaguar Toad x1 SS, Sacred, Trample, PR 15, Undis Wpn: Claw, Poison Spit	21	11	3	7	12	6	5	5	3	2/6
Conj 6	Contact Couatl	N1S1	40	Couatl x1 FS, SS, Fly, Sacred, Magic, PR 15, Insp +1, Ldr 80, MagLdr 40 Magic: S3N3H2 Wpn: Venomous Fangs	20	11	5	14	14	9	17	12	3	2/10
Conj 3	Summon Jaguars	N2	25	Jaguar x17 FS, Sacred, Stealthy, Undis Wpn: Bite, Claw	19	15	4	13	13	10	8	5	3	3/20
Conj 5	Summon Monster Toad	N2	2	Monster Toad x1 SS, Sacred, Trample, PR 25, Poison cloud 5, Undis Wpn: Claw	57	17	6	7	14	6	5	5	3	2/7
Blood 2	Bind Beast Bats	B1	8	Beast Bat x3 FS, Fly, Sacred, Demon, NNEat, Stealthy Wpn: Venomous Fangs	19	12	4	11	12	13	15	5	2	3/3
Blood 4	Bind Jaguar Fiends	B1F1	13	Ozlotl x3 FS, Fly, Sacred, Demon, NNEat Wpn: Bite, Claw, Claw	33	16	6	13	30	11	16	5	2	3/25
Blood 5	Contact Civateteo	B2D2	25	Civateteo x1 Ethereal, Sacred, Und, NNEat, CR 15, PR 25, Stealthy, Fear 5, Ldr 80, UndLdr 80 Magic: D1B1H2 Wpn: Life Drain	20	13	0	12	30	12	16	12	0	3/14
Blood 6	Contact Tlahuelpuchi	B2	25	Tlahuelpuchi x1 Fly, NNEat, Stealthy, Shapechanger, DV 100, Assassin Magic: D1N1B2 Wpn: Life Drain	17	13	0	12	13	12	16	12	0	3/14
Blood 7	Contact Onaqui	B4	101	Onaqui x1 FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood search 2 Retinue 2 Beast Bats, Ldr 80, UndLdr 40, MagLdr 10 Magic: D2N1B3H1?1 Wpn: Venomous Fangs, Claw, Claw	31	14	6	12	14	11	18	5	2	3/15
				Beast Bat x8 FS, Fly, Sacred, Demon, NNEat, Stealthy Wpn: Venomous Fangs	19	12	4	11	12	13	15	5	2	3/3
Blood 8	Rain of Jaguars	B6F2	40	Ozlotl x14+ FS, Fly, Sacred, Demon, NNEat Wpn: Bite, Claw, Claw	33	16	6	13	30	11	16	5	2	3/25

T'IENT CH'I, IMPERIAL BUREAUCRACY

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Celestial Hounds	A1S1	5	Celestial Hound x2	25	17	7	14	15	10	14	5	1	3/20
				Fly, Sacred, Magic, NNEat, SR 15, Patrol +10										
				Wpn: Bite, Claw										
Conj 6	Call Celestial Soldiers	A2S1	15	Celestial Soldier x5	38	18	18	15	15	14	15	15	4	2/16
				Sacred, Magic, NNEat										
				Wpn: Glaive										
Ench 4	Living Mercury	W1E1	3	Living Mercury x1	48	28	0	14	50	14	18	5	0	2/14
				Inanim, Magic, Mind, Amph, NNEat, PR 25, BIR, SIR, PiR, Poison cloud 5										
				Wpn: Crush, Crush, Crush										
Conj 1	Celestial Servant	E1S1	3	Celestial Servant x1	48	24	4	9	14	8	14	9	1	2/12
				Sacred, Magic, NNEat, Supply -3										
				Wpn: Rake										
Conj 6	Contact Huli Jing	N2	30	Huli Jing x1	11	9	1	11	8	12	18	13	2	2/8
				FS, Stealthy, Shapechanger, Spy										
				Magic: N3?1										
				Wpn: Dagger										

MACHAKA, REIGN OF SORCERERS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Herd of Elephants	N2	30	Elephant x5+	61	20	11	9	8	8	6	5	3	3/18
				Trample										
				Wpn: Tusk										

AGARTHA, GOLEM CULT

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Rhuax Pact	F1E1	2	Magma Child x5	17	12	8	10	50	8	14	10	0	2/10
				Magic, Mind, NNEat, FR 25, PR 15, Heat 3, DV 100, Fire pow 1										
				Wpn: Flame Strike										
Conj 4	Olm Conclave	W1E1	20	Olm Sage x1	24	11	6	8	12	8	16	12	4	2/7
				Sacred, Amph, NNEat, CR 5, PR 15, Fortune 5, Ldr 40, MagLdr 40										
				Magic: W2E1										
				Wpn: Life Drain, Mind Blast										
				Great Olm x10	23	11	5	8	12	8	14	12	4	2/7
				Sacred, Amph, NNEat, CR 5, PR 15										
				Wpn: Life Drain, Mind Blast										
Ench 4	Living Mercury	W1E1	3	Living Mercury x1	48	28	0	14	50	14	18	5	0	2/14
				Inanim, Magic, Mind, Amph, NNEat, PR 25, BIR, SIR, PiR, Poison cloud 5										
				Wpn: Crush, Crush, Crush										
Conj 3	Barathrus Pact	E2	2	Earth Elemental x1	34	18	8	10	50	9	16	3	0	2/10
				Inanim, Magic, Mind, Trample, Amph, NNEat, PR 25, Regen 10										
				Wpn: Fist										
Ench 1	Attentive Statues	E2	4	Attentive Statue x2	13	13	22	12	50	14	12	5	0	3/10
				Inanim, Magic, Mind, PAmph, NNEat, PR 25, SIR, PiR, DV 100, Patrol +5										
				Wpn: Granite Sword										
Ench 3	Enliven Sentinel	E2	3	Sentinel x1	25	16	22	12	50	10	13	5	0	3/8
				Sacred, Inanim, Magic, Mind, PAmph, NNEat, PR 25, SIR, PiR, DV 100, Patrol +10										
				Wpn: Granite Glaive										

Ench 5	Enliven Granite Guard	E3	12	Granite Guardian x1	75	22	22	12	50	10	14	5	0	3/8
				Sacred, Inanim, Magic, Mind, PAmph, NNEat, PR 25, SIR, PiR, DV 100, Patrol +10										
				Wpn: Granite Glaive										
Ench 6	Enliven Marble Oracle	E3D1	35	Marble Oracle x1	85	22	22	12	50	10	16	5	0	3/8
				Sacred, Inanim, Magic, Mind, PAmph, NNEat, PR 25, SIR, PiR, DV 100, Fortune 10										
				Magic: H2										
				Wpn: Stone Club										
Ench 8	Hall of Statues	E5	30	Sentinel x20+	25	16	22	12	50	10	13	5	0	3/8
				Sacred, Inanim, Magic, Mind, PAmph, NNEat, PR 25, SIR, PiR, DV 100, Patrol +10										
				Wpn: Granite Glaive										
Conj 3	Awaken Shard Wights	D1E1	15	Shard Wight x5+	35	17	16	11	17	10	15	7	0	3/10
				Und, Amph, NNEat, CR 25, PR 25, Chill 3										
				Wpn: Shard Glaive										
Conj 3	Summon Penumbrales	D1E1	6	Penumbrales x4	30	15	0	10	18	10	14	8	0	3/12
				Ethereal, Und, Amph, NNEat, CR 15, PR 25, Stealthy										
				Wpn: Life Drain										
Conj 5	Summon Umbrals	D2E1	8	Umbral x4	68	22	0	12	18	12	16	8	0	3/14
				Ethereal, Und, Amph, NNEat, CR 15, PR 25, Stealthy										
				Wpn: Life Drain										

ABYSIA, BLOOD AND FIRE

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Contact Scorpion Man	E1F1	12	Scorpion Man x1	42	14	21	14	15	14	17	12	5	3/12
				WS, Sacred, Magic, FR 15, PR 15, Fear 5										
				Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear										
Conj 2	Summon Spectral Infantry	D1F1	5	Smoulderghost x5	15	13	0	11	16	10	14	7	0	3/12
				WS, Ethereal, Und, NNEat, FR 25, PR 25, Heat 3										
				Wpn: Spectral Axe										

CAELUM, REIGN OF THE SERAPHIM

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 5	Summon Yazatas	S2	15	Yazad x6	16	12	16	13	14	14	14	12	3	2/14
				Fly, Sacred, Magic, CR 5, SR 10, Awe 2										
				Wpn: Magic Lance										
Conj 5	Call Ahurani	S2W1	12	Ahurani x1	14	11	0	13	13	12	16	12	1	2/12
				Fly, Sacred, Recup, Magic, Amph, NNEat, CR 5, PR 15, BIR, SIR, PiR										
				Awe 2, DV 100, Disease healer 1, Ldr 40, MagLdr 10										
				Magic: W2H1										
				Wpn: Fist										
Conj 7	Call Fravashi	S3	30	Ancestral Fravashi x1	35	13	0	13	18	13	18	13	1	4/4
				Fly, Ethereal, Sacred, Magic, NNEat, FR 15, SR 15, Awe 4										
				Magic: A3S2H3										
				Wpn: Sacred Circlet										
Conj 6	Call Celestial Yazad	S4	40	Yazad of the Sky x1	16	12	0	13	14	13	17	12	1	2/12
				Fly, Sacred, Magic, CR 5, SR 15, Awe 3, Ldr 80, MagLdr 10										
				Magic: A4S2H2										
				Wpn: Magic Spear										
Conj 8	Call Amesha Spenta	S5	60	Spenta of Waters (x1)	39	13	7	14	18	12	18	14	1	3/16
				Fly, Sacred, Recup, Magic, NNEat, SR 15, Awe 5, Ldr 120, MagLdr 80										
				Wpn: Fist										

Conj 5	Call Daevas	D2F1	15	Daevas x3	16	12	12	13	14	14	14	12	3	2/14
				Fly, Sacred, Demon, FR 5, SR 5, Fear 5, Chaos pow 1										
				Wpn: Magic Lance										
Conj 5	Call Jahi	D3F1	15	Jahi x1	14	15	0	12	30	12	17	12	1	2/13
				Fly, Sacred, Demon, NNEat, FR 5, Stealthy, Spy, Dream seduction										
				Chaos pow 1, Ldr 40, UndLdr 40										
				Wpn: Claw										
Conj 6	Call Yata	D3F2	40	Daevas of Shooting Stars x1	17	12	0	13	14	13	17	12	1	2/12
				Fly, Sacred, Demon, FR 5, SR 5, Fear 5, Chaos pow 1, Ldr 80, UndLdr 40										
				Magic: S3D3H2										
				Wpn: Claw, Stellar Bolt										
Conj 8	Call Greater Daevas	D4F2	60	Daevas of Oppression (x1)	44	14	0	14	18	18	18	14	1	3/16
				Fly, Sacred, Demon, NNEat, FR 15, Fear 5, Ldr 120, UndLdr 80										
				Wpn: Magic Staff										

C'TIS, MIASMA

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Contact Scorpion Man	E1F1	12	Scorpion Man x1	42	14	21	14	15	14	17	12	5	3/12
				WS, Sacred, Magic, FR 15, PR 15, Fear 5										
				Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear										
Conj 7	Contact Couatl	N1S1	40	Couatl x1	20	11	5	14	14	9	17	12	3	2/10
				FS, SS, Fly, Sacred, Magic, PR 15, Insp +1, Ldr 80, MagLdr 40										
				Magic: S3N3H2										
				Wpn: Venomous Fangs										
Conj 5	Sacred Crocodile	N2W2	8	Sacred Crocodile x1	73	21	14	11	15	6	5	5	3	1/7
				SS, Sacred, Undis										
				Wpn: Bite										
Conj 5	Summon Monster Toads	N2	8	Monster Toad x3	57	17	6	7	14	6	5	5	3	2/7
				SS, Sacred, Trample, PR 25, Poison cloud 5, Undis										
				Wpn: Claw										

ASPHODEL, CARRION WOODS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Ench 0	Carrion Centaur	N1D1	8	Carrion Centaur x1	24	15	2	7	15	11	14	7	0	3/20
				FS, Sacred, Recup, Inanim, Und, Magic, PAmph, NNEat, PR 25, PiR										
				Ldr 40, UndLdr 120, MagLdr 10										
				Magic: H1										
				Wpn: Sleep Vines, Sleep Vines, Hoof										
Ench 0	Carrion Lady	N1D1	16	Carrion Lady x1	15	11	0	9	10	11	16	9	0	3/10
				FS, Sacred, Recup, Inanim, Und, Magic, PAmph, NNEat, PR 25, Stealthy, PiR										
				Ldr 10, UndLdr 80										
				Magic: N1H2										
				Wpn: Sleep Vines, Hoof										
Ench 0	Carrion Lord	N3D2	35	Carrion Lord x1	53	19	2	8	16	8	18	8	0	3/9
				FS, Sacred, Recup, Inanim, Und, Magic, PAmph, NNEat, PR 25, Stealthy, PiR										
				Fear 5, Ldr 10, UndLdr 160										
				Magic: D2N3H3										
				Wpn: Sleep Vines, Sleep Vines, Club										

VANHEIM, ARRIVAL OF MAN

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Awaken Draugar	D2	12	Draug x3	30	14	15	12	17	14	14	10	0	3/10
				Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3										
				Wpn: Broad Sword										

JOTUNHEIM, IRON WOODS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Awaken Draugar	D2	12	Draug x3	30	14	15	12	17	14	14	10	0	3/10
				Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3										
				Wpn: Broad Sword										
Conj 3	Summon Glosos	D2	13	Gloso x9	28	15	8	13	14	9	13	5	2	3/18
				FS, Sacred, Trample, FR 25, Stealthy, Heat 3, DV 100										
				Wpn: Poisonous Gore										
Conj 4	Brood of Garm	N2	10	Jotun Wolf x5	30	23	9	13	17	10	14	5	2	3/28
				FS, Sacred, CR 15, Fear 5, Berserker 3										
				Wpn: Bite, Claw										

VANARUS, LAND OF THE CHUDES

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Firebird	F1S1	2	Firebird x1	8	7	2	12	13	13	15	14	3	3/6
				FS, MS, Fly, Magic, FR 15, Bringer of fortune 2										
				Wpn: Claw, Flame Burst										
Conj 5	Summon Zmey	F2	8	Zmey x1	45	16	13	13	15	9	14	12	3	2/7
				MS, Fly, FR 15										
				Wpn: Bite, Bite, Bite, Fire Breath										
Conj 2	Summon Simargl	A1	1	Simargl x1	13	11	7	12	13	10	12	5	2	3/12
				Fly, Patrol +10										
				Wpn: Bite										
Conj 5	Send Lady Midday	A1D1	10	Lady Midday x1	7	9	0	10	10	10	15	10	2	2/20
				Fly, Ethereal, Magic, Stealthy, Fear 5, Assassin										
				Wpn: Plague Scythe										
Conj 7	Contact Cloud Vila	A4	40	Cloud Vila x1	15	11	0	12	13	13	17	13	2	3/14
				MS, Fly, Sacred, CR 5, SR 15, Stealthy, Seduction										
				Magic: A3S1N2										
				Wpn: Fist, Lightning Strike										
Conj 4	Summon Rusalka	W1D1	16	Rusalka x1	8	9	0	10	10	11	15	10	0	2/12
				Und, Amph, CR 15, PR 25, Stealthy, Seduction, Ldr 10, UndLdr 10										
				Magic: W1D1										
				Wpn: Fist										
Conj 4	Send Vodyanoy	W2	20	Vodyanoy x1	16	12	0	10	11	9	14	10	3	1/20
				Aqua, Stealthy										
				Magic: W3N1										
				Wpn: Fist										
Conj 6	Contact Beregina	W3E1	35	Beregina x1	8	9	1	10	10	11	18	10	2	2/12
				Magic, Amph, Awe 3, Ldr 40, MagLdr 10										
				Magic: W3E1N2										
				Wpn: Fist										

Conj 5	Send Bukavac	W4	5	Bukavac x1	112	22	15	12	18	7	14	5	2	1/12
				Magic, Trample, Aqua, Fear 5 Wpn: Gore, Tentacle, Tentacle										
Conj 3	Contact Sirin	S2	8	Sirin x1	12	8	0	10	13	13	14	12	3	3/5
				Fly, Sacred, Stealthy, Dream seduction, Ldr 40 Wpn: Claw, Claw										
Conj 4	Contact Alkonost	S2	15	Alkonost x1	12	8	0	8	13	12	16	12	3	3/5
				Fly, Sacred, SR 15, Awe 5, Insp +2, Ldr 40 Magic: H3 Wpn: Claw, Claw										
Conj 5	Contact Gamayun	S3	25	Gamayun x1	12	8	0	8	13	12	16	13	3	3/5
				Fly, Sacred, Awe 3, Research +6, Fortune 10, Ldr 40 Magic: A2S2H2 Wpn: Claw, Claw										
Conj 4	Summon Likho	D1	10	Likho x1	14	12	0	8	8	8	15	8	4	2/8
				FS, Stealthy Wpn: Claw, Curse										
Conj 4	Awaken Draugar	D2	12	Draug x3	30	14	15	12	17	14	14	10	0	3/10
				Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3 Wpn: Broad Sword										
Conj 7	Contact Mountain Vila	N4	40	Mountain Vila x1	15	11	0	12	13	16	17	13	2	3/28
				FS, MS, Sacred, CR 5, SR 15, Stealthy, Seduction Magic: A2S1N3 Wpn: Fist, Vine Bow										
Conj 8	Contact Leshiy	N6	60	Leshiy x1	24	14	6	12	12	11	14	8	2	3/14
				FS, Magic, CR 5, Magic -1, Ldr 10, MagLdr 10 Magic: A2W1E2N3 Wpn: Gore, Fist										

BANDAR LOG, LAND OF THE APES

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Nagas	W2E1	20	Naga Warrior x6	19	13	17	11	12	11	13	10	8	2/10
				SS, Sacred, Magic, Amph, PR 10, DV 75 Wpn: Falchion, Venomous Fangs, Hypnotize, Poison Spit										
Conj 4	Contact Nagini	W2E1	25	Nagini x1	18	12	6	11	13	11	17	12	4	2/8
				SS, Sacred, Magic, Amph, PR 10, Water +1, Shape, DV 75, Ldr 40, MagLdr 10 Magic: W1E1N1H1?1 Wpn: Fist, Venomous Bite, Hypnotize, Poison Spit										
Conj 5	Contact Nagaraja	W2E2	30	Nagaraja x1	25	14	18	12	14	11	17	12	8	2/10
				SS, Sacred, Magic, Amph, PR 10, Water +1, Shape, DV 75, Ldr 80, MagLdr 10 Magic: W1E1N1H2 Wpn: Falchion, Venomous Bite, Hypnotize, Poison Spit										
Conj 6	Contact Nagarishi	W3E3	40	Nagarishi x1	22	13	8	11	13	12	18	12	4	2/10
				SS, Sacred, Magic, Amph, PR 10, Water +1, Shape, DV 75, Ldr 10, MagLdr 10 Magic: W2E3S1N1H1?1 Wpn: Kryss, Venomous Bite, Hypnotize, Poison Spit										
Conj 3	Summon Apsaras	S2	3	Apsara x3	20	13	1	11	13	15	14	11	1	3/14
				Sacred, Magic, Awe 4 Wpn: Kick										

Conj 5	Summon Gandharvas	S2	18	Gandharva x6	25	15	18	13	15	12	16	11	5	2/14
				Sacred, Magic, Awe 2										
				Wpn: Falchion, Kick										
Conj 6	Summon Kinnara	S3	25	Kinnara x1	30	15	3	11	13	11	17	11	1	3/14
				Fly, Sacred, Magic, Awe 3, Insp +1, Ldr 40, MagLdr 10										
				Magic: A2S2H2										
				Wpn: Kick										
Conj 7	Summon Siddha	S4	35	Siddha x1	20	13	0	9	15	9	18	11	2	10/14
				Sacred, Magic, Awe 3, Ldr 40, MagLdr 10										
				Magic: A2S3H3										
				Wpn: Fist, Kick										
Conj 8	Summon Devata	S5	45	Devata x1	28	17	18	14	18	12	18	11	5	2/14
				Sacred, Magic, Awe 5, Ldr 120, MagLdr 10										
				Magic: A3S2H3										
				Wpn: Spear, Falchion, Axe, Kick										
Conj 9	Summon Devala	S5	55	Devala x1	20	13	1	12	18	15	18	12	1	3/14
				Sacred, Magic, Awe 4, Insp +1, Ldr 40, MagLdr 10										
				Magic: S3H4										
				Wpn: Kick										
Conj 9	Summon Rudra	S5	55	Rudra x1	32	18	18	15	18	13	18	13	5	4/14
				Fly, Sacred, Magic, FR 15, SR 15, Forge Bonus -5, Fear 5										
				Magic: F3A3D3H1										
				Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning										
Conj 2	Host of Ganas	D1	12	Gana x20	10	10	0	10	15	13	12	10	0	3/12
				Ethereal, Und, PAmph, NNEat, CR 15, PR 25										
				Wpn: Spectral Club										
Conj 5	Summon Vetalas	D2	10	Possessed Corpse x10	22	16	12	12	18	9	14	9	0	3/9
				Inanim, Und, PAmph, NNEat, CR 15, PR 25										
				Wpn: Mace										
Conj 4	Contact Yaksha	N2E1	25	Yaksha x1	28	17	5	13	15	11	17	11	2	2/14
				Sacred, Magic, Awe 1, Ldr 40, MagLdr 10										
				Magic: E3N1H1?1										
				Wpn: Falchion, Kick										
Conj 4	Contact Yakshini	N2W1	25	Yakshini x1	23	15	1	11	13	12	17	11	2	2/14
				Sacred, Magic, Awe 2, Ldr 40, MagLdr 10										
				Magic: W3N1H1?1										
				Wpn: Fist, Kick										
Blood 1	Summon Rakshasas	B1	10	Rakshasa x3	28	19	5	13	14	10	13	9	2	2/10
				FS, Sacred, Demon, NNEat, FR -5, Supply -4, Chaos pow 1										
				Wpn: Claw, Claw										
Blood 2	Feast of Flesh	B1N1	50	Praghasa x15	35	22	4	13	14	10	13	9	4	2/10
				FS, Sacred, Demon, FR -5, Supply -7, Chaos pow 1										
				Wpn: Mace										
Blood 3	Summon Asrapas	B2	11	Asrapa x5	19	13	1	12	14	13	14	11	2	2/14
				Sacred, Demon, Berserker 3, Chaos pow 1										
				Magic: B1H1										
				Wpn: Athame, Kick										
Blood 4	Summon Rakshasa Warriors	B2	25	Rakshasa Warrior x5	30	20	15	13	15	10	13	9	4	2/10
				FS, Sacred, Demon, NNEat, FR -5, Supply -4, Chaos pow 1										
				Wpn: Iron Cudgel										

Blood 5	Summon Sandhyabalas	B2D1	30	Sandhyabala x3	30	20	15	14	15	13	14	9	4	2/10
				FS, Sacred, Demon, NNEat, FR -10, Stealthy, Supply -4, Dark pow 1, Chaos pow 1										
				Wpn: Moon Blade										
Blood 6	Summon Dakini	B2A1	50	Dakini x1	23	15	12	11	13	13	17	11	2	3/14
				Fly, Sacred, Demon, Fear 5, Chaos pow 1, Ldr 40, UndLdr 10, MagLdr 10										
				Magic: A3D1B3H2										
				Wpn: Athame, Kick										
Blood 7	Summon Samanishada	B3D1	35	Samanishada x1	30	20	15	14	15	11	15	9	4	2/10
				FS, Sacred, Demon, NNEat, FR -10, Stealthy, Supply -4, Assassin										
				Dark pow 2, Chaos pow 1, Ldr 10, UndLdr 40										
				Wpn: Moon Blade, Duskdagger										
Blood 8	Summon Mandeha	B5D2	133	Mandeha x1	65	24	15	15	18	10	18	11	2	3/16
				FS, Fly, Sacred, Demon, NNEat, FR -10, Supply -10, Fear 5										
				Dark pow 3, Chaos pow 2, Ldr 40, UndLdr 40										
				Magic: A3D3B2H3										
				Wpn: Flesh Eater										
Blood 8	Summon Danavas	B5	75	Danava x3	92	24	12	13	18	12	18	9	3	3/17
				Sacred, Demon, NNEat, FR -5, Fear 5, Chaos pow 2										
				Magic: H2??										
				Wpn: Unholy Sword, Unholy Spear, Unholy Axe										

SHINUYAMA, LAND OF THE BAKEMONO

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Aka-Oni	F1D1	10	Aka-Oni x4+	14	13	4	11	14	10	14	8	1	2/10
				MS, Demon, NNEat, FR 5, Supply -2, Pillager 1, Undis, Chaos pow 1										
				Wpn: Great Club, Throw Flames										
Conj 3	Summon Konoha Tengu	A1E1	5	Konoha Tengu x5+	12	11	4	12	13	14	14	12	3	2/10
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										
Conj 5	Contact Dai Tengu	A2E1	55	Dai Tengu x1	13	11	5	13	13	16	17	13	3	2/10
				MS, Fly, Sacred, Ldr 80										
				Magic: A3E1N1H2										
				Wpn: Quarterstaff, Lightning										
				Tengu Warrior x10	13	11	12	13	14	13	14	12	6	2/10
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										
				Karasu Tengu x15	13	11	4	14	13	16	13	13	3	2/14
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										
Conj 2	Summon Ao-Oni	W1D1	10	Ao-Oni x5+	14	13	4	11	14	10	14	8	1	2/10
				MS, Demon, NNEat, CR 5, Supply -2, Pillager 1, Undis, Chaos pow 1										
				Wpn: Great Club, Cold										
Conj 5	Contact Nushi	W2N1	25	Nushi x1	10	9	0	8	8	9	17	10	2	2/12
				SS, Awe 3, Shapechanger, Ldr 40										
				Magic: W3D1N2										
				Wpn: Claw										
Conj 4	Summon Oni	E1D1	12	Oni x5+	24	16	6	12	15	13	15	9	1	2/14
				MS, Demon, NNEat, Supply -3, Pillager 1, Undis, Chaos pow 1										
				Wpn: No-Dachi, Javelin										

Conj 1	Summon Ko-Oni	D1	7	Ko-Oni x5+	9	10	3	11	9	12	13	10	1	2/7
				MS, Demon, NNEat, Supply -1, Pillager 1, Undis, Chaos pow 1 Wpn: Club										
Conj 5	Summon Kuro-Oni	D2F1	10	Kuro-Oni x4	24	16	6	12	15	13	15	9	1	2/14
				MS, Demon, NNEat, FR 5, PR 5, Supply -3, Pillager 2, Undis, Chaos pow 1 Wpn: No-Dachi, Throw Flames, Poison Spit										
Conj 6	Summon Oni General	D2F1	20	Oni General x1	30	17	21	13	18	11	16	9	5	2/14
				MS, Sacred, Demon, NNEat, FR 5, PR 5, Supply -3, Pillager 3, Chaos pow 1 Retinue 1d6 Wolves, Ldr 10, UndLdr 40 Magic: D2?1 Wpn: No-Dachi, Throw Flames, Javelin										
Conj 6	Summon Gozu Mezu	D3	7	Ox-head x1	46	20	18	13	15	10	15	13	4	2/16
				Demon, NNEat Wpn: Gore, Soul Catcher										
				Horse-face x1	38	18	18	15	15	13	15	15	4	2/16
				Demon, NNEat Wpn: Soul Catcher										
Conj 4	Ghost General	D3	10	Shura x1	20	16	17	14	18	16	15	11	0	3/12
				Ethereal, Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 80, UndLdr 120 Wpn: Bane Blade										
Conj 8	Summon Dai Oni	D4F1	45	Dai Oni x1	50	20	21	14	18	12	18	9	5	2/16
				MS, Sacred, Demon, NNEat, FR 5, PR 5, Supply -5, Fear 5, Pillager 5 Chaos pow 1, Retinue 1d6 Wolves, Ldr 10, UndLdr 120 Magic: F2E2D3H1?1 Wpn: No-Dachi, Throw Flames, Javelin										
Conj 2	Summon Karasu Tengus	N1A1	3	Karasu Tengu x3	13	11	4	14	13	16	13	13	3	2/14
				MS, Fly, Sacred Wpn: Katana, Lightning Strike										
Conj 6	Contact Kitsune	N2	30	Kitsune x1	5	5	2	11	7	14	18	13	2	3/28
				FS, MS, Stealthy, Shapechanger Magic: N3?1 Wpn: Bite										

ASHDOD, REIGN OF THE ANAKIM

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Call Malakh	S2	9	Malakh x1	13	12	0	11	15	11	15	13	1	4/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Stealthy, Awe 4 Magic: H1 Wpn: Fist										
Conj 6	Call Hashmal	S3F1	21	Hashmal x1	27	14	0	14	18	14	18	14	1	3/16
				Fly, Ethereal, Sacred, Magic, NNEat, FR 25, SR 5, Awe 5, Inquisitor, Ldr 120, MagLdr 80 Magic: H2 Wpn: Flame Strike										
Conj 7	Call Arel	S4N1	39	Arel x1	33	14	0	8	10	13	18	9	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, PR 15, Awe 6, Ldr 80, MagLdr 40 Magic: N3H3 Wpn: Fist										

Conj 8	Call Ophan	S5F2	49	Ophan x1	55	20	21	14	30	14	18	14	1	5/27
					Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, FR 15, SR 15, PR 25, Awe 6, Patrol +50 Magic: H3 Wpn: Flame Strike									
Conj 9	Call Merkavah	S7F3	222	Chayot x1	55	18	0	15	30	14	18	15	1	6/16
					Fly, Sacred, Magic, NNEat, FR 15, SR 15, PR 15, Astral +6, Magic -6, Awe 7, Shapechanger, Ldr 160, MagLdr 80 Magic: F4A4E4S4H10 Wpn: Fist									
				Ophan x4	55	20	21	14	30	14	18	14	1	5/27
					Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, FR 15, SR 15, PR 25, Awe 6, Patrol +50 Magic: H3 Wpn: Flame Strike									
Conj 6	Dirge for the Dead	D3H1	25	Ditanu x1	53	24	18	14	30	17	18	12	0	3/18
					WS, Ethereal, Sacred, Und, NNEat, FR 6, CR 15, PR 25, PiR, Fear 5, Ldr 80, UndLdr 40 Magic: D1H1?1 Wpn: Dawn Blade, Gore									
Conj 8	Banquet for the Dead	D4H1	55	Malik x1	63	24	17	15	30	18	18	12	0	3/18
					WS, Ethereal, Sacred, Und, NNEat, FR 8, CR 15, PR 25, PiR, Fear 10, Ldr 120, UndLdr 120 Magic: D2B2H2?2 Wpn: Dawn Blade, Gore									
				Ditanu x4	53	24	19	14	30	17	18	12	0	3/18
					WS, Ethereal, Sacred, Und, NNEat, FR 6, CR 15, PR 25, PiR, Fear 5 Magic: D1H1?1 Wpn: Dawn Blade, Gore									
Conj 3	Summon Mazzikim	N1	3	Mazzik x8	9	9	6	11	9	15	13	10	1	3/14
					WS, Fly, Demon, NNEat, Stealthy Wpn: Claws									
Conj 5	Summon Lilot	N4	25	Lilot x1	22	13	0	12	30	12	17	12	1	2/13
					WS, Fly, Demon, Stealthy, Dream seduction, Ldr 40, UndLdr 40 Wpn: Life Drain									
Blood 3	Summon Se'irim	B2	33	Se'ir x8	28	16	7	13	30	11	15	9	2	2/16
					WS, Sacred, Demon, NNEat, Berserker 4 Wpn: Claw, Claw, Gore									
Blood 4	Summon Shedim	B3A1	32	Shed x3	40	15	8	13	30	12	17	11	2	3/12
					Fly, Demon, NNEat, SR 15 Wpn: Thunder Fist, Lightning									

NAZCA, KINGDOM OF THE SUN

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Condors	A2	9	Condor x10+	18	12	4	13	13	10	8	14	2	3/6
					MS, Fly, Sacred, SR 15, Stealthy, Siege +5, Patrol +20 Wpn: Talons, Beak									

Conj 5	Summon Huacas	S2	15	Huaca x5	16	12	15	13	14	14	14	12	3	2/14
				Fly, Sacred, Magic, FR 5, CR 5, SR 10, Awe 2										
				Wpn: Magic Lance										
Conj 5	Summon Supayas	D2	10	Supaya x5	10	10	0	13	15	16	14	12	0	3/14
				Fly, Float, Ethereal, Sacred, Und, Amph, NNEat, CR 15, PR 25										
				Wpn: Spectral Spear										

XIBALBA, FLOODED CAVES

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Summon Chaac	A4	75	Chaac of the South (x1)	32	18	3	14	30	14	18	14	2	3/16
				Fly, Sacred, NNEat, SR 15, Supply +25, Ldr 40, UndLdr 40										
				Wpn: Thunder Axe, Lightning										
Conj 4	Summon Jade Serpent	W2	5	Jade Serpent x1	62	17	12	14	15	8	15	10	3	2/10
				FS, SS, Sacred, Amph, PR 15										
				Wpn: Venomous Fangs										
Conj 1	Summon Jaguar Toad	N1	1	Jaguar Toad x1	21	11	3	7	12	6	5	5	3	2/6
				SS, Sacred, Trample, PR 15, Undis										
				Wpn: Claw, Poison Spit										
Conj 5	Summon Monster Toad	N2	2	Monster Toad x1	57	17	6	7	14	6	5	5	3	2/7
				SS, Sacred, Trample, PR 25, Poison cloud 5, Undis										
				Wpn: Claw										
Conj 7	Summon Balam	N4	60	Balam of the West (x1)	49	17	6	14	14	11	15	5	3	3/24
				FS, Sacred, Stealthy, Shapechanger, Ldr 80, UndLdr 10, MagLdr 10										
				Wpn: Bite, Claw										

ATLANTIS, KINGS OF THE DEEP

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 6	Summon Monster Fish	W3	10	Monster Fish x1	128	25	12	12	18	6	13	5	2	1/16
				Aqua, Fear 5, Undis										
				Wpn: Swallow										

PELAGIA, TRITON KINGS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 6	Summon Daktyl	E3A1	30	Daktyl x1	9	13	6	10	12	10	17	10	2	2/6
				Sacred, Magic, Amph, Ldr 10, UndLdr 10, MagLdr 10										
				Magic: A1W1E2?1										
				Wpn: Enchanted Hammer										
Conj 5	Summon Hekateride	N3W1	30	Hekateride x1	15	11	1	11	12	11	18	10	2	2/12
				Sacred, Recup, Magic, Amph, Supply +20, Awe 6, Insp +2, Ldr 40, UndLdr 80, MagLdr 40										
				Magic: W2N3H2?1										
				Wpn: Fist										

NATIONAL SUMMONING SPELLS: LATE AGE
PYTHIUM, SERPENT CULT

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 9	Daughter of Typhon	N5D2	30	Daughter of Typhon (x1)	220	19	13	15	30	12	18	5	3	1/10
				SS, Sacred, FR -10, PR 25, BIR, PiR, Regen 10, Fear 10, Poison cloud 12										
				Wpn: Lesser Heads * 4, Immortal Head										
Blood 1	Orgy	B1N1	1	Satyr x1	15	12	2	12	11	12	13	10	3	3/15
				FS, Recup, Stealthy, Berserker 3, Seduction, Ldr 40										
				Wpn: Fist, Hoof										
				Maenad x6	10	10	0	10	15	10	10	10	2	2/12
				FS, Berserker 1, Undis										
				Wpn: Claw										

LEMURIA, SOUL GATES

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 0	Revive Shadow Tribune	D1	8	Shadow Tribune x1	6	6	0	10	13	15	15	10	0	3/12
				Float, Ethereal, Sacred, Und, Amph, NNEat, CR 15, PR 25,										
				Dark pow 2, Ldr 80, UndLdr 80										
				Magic: H1										
				Wpn: Paralyze										
Conj 0	Revive Lemur Centurion	D1	5	Lemur Centurion x1	25	13	19	14	17	15	15	10	0	3/12
				Ethereal, Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3,										
				Ldr 80, UndLdr 120										
				Wpn: Short Sword										
Conj 0	Revive Lemur Senator	D2	15	Lemur Senator x1	28	14	8	15	14	15	16	10	0	3/12
				Ethereal, Sacred, Und, Amph, NNEat, CR 25, PR 25, Fear 5,										
				Chill 3, Ldr 80, UndLdr 120										
				Magic: H2										
				Wpn: Steal Strength										
Conj 0	Revive Lemur Acolyte	D2	15	Lemur Acolyte x1	20	12	0	10	17	15	15	12	0	3/12
				Ethereal, Sacred, Und, PAmph, NNEat, CR 25, PR 25, Stealthy,										
				Fear 5, Chill 3, Ldr 10, UndLdr 10										
				Magic: D1H1										
				Wpn: Life Drain										
Conj 0	Revive Lemur Consul	D3	25	Lemur Consul x1	33	15	19	16	30	17	17	10	0	3/12
				Ethereal, Sacred, Und, Amph, NNEat, CR 25, PR 25, Fear 5,										
				Chill 3, Ldr 120, UndLdr 160										
				Magic: H3										
				Wpn: Short Sword										
Conj 0	Revive Lemur Thaumaturg	D3	30	Lemur Thaumaturg x1	25	12	0	10	18	16	17	12	0	3/12
				Ethereal, Sacred, Und, PAmph, NNEat, CR 25, PR 25, Stealthy,										
				Fear 5, Chill 3, Ldr 10, UndLdr 10										
				Magic: S1D2H2										
				Wpn: Life Drain										
Conj 0	Revive Grand Lemur	D3	50	Grand Lemur x1	25	12	0	10	18	20	18	12	0	3/12
				Ethereal, Sacred, Und, PAmph, NNEat, CR 25, PR 25, Stealthy,										
				Fear 5, Chill 3, Ldr 10, UndLdr 10										
				Magic: S2D3H3?1										
				Wpn: Magic Staff, Life Drain										

MAN, TOWERS OF CHELMS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 5	Summon Bean Sidhe	D1	25	Bean Sidhe x1	13	12	0	12	12	14	14	12	0	2/13
				FS, Ethereal, Glamour, Und, NNEat, CR 15, PR 25, Stealthy, Fear 5, Assassin Magic: A1D1?1 Wpn: Claw, Wail of Doom										
Conj 2	Summon Black Dogs	D2	10	Black Dog x20	14	13	4	12	13	9	13	5	2	3/24
				Stealthy, DV 100, Dark pow 2 Wpn: Bite										
Conj 4	Summon Barghests	D2	13	Barghest x9	28	16	6	13	14	10	15	5	2	3/26
				Sacred, Stealthy, DV 100, Dark pow 3 Wpn: Venomous Bite										
Conj 3	Summon Cu Sidhe	N2	10	Cu Sidhe x7	26	15	7	13	14	11	14	5	2	3/28
				FS, Sacred, Stealthy, DV 50 Wpn: Bite										

ULM, BLACK FOREST

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Blood 0	Sanguine Heritage	B3D3	44	Vampire Count x1	14	14	0	12	14	12	16	12	0	3/14
				Fly, Und, NNEat, FR -5, CR 15, PR 25, Stealthy, BIR, SIR, Regen 10, Ldr 80, UndLdr 80, MagLdr 40 Magic: D2B2 Wpn: Life Drain										

MARIGNON, CONQUERORS OF THE SEA

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 7	Heavenly Wrath	S3F1	35	Angel of Fury x1	49	17	0	14	30	12	18	15	1	3/16
				Fly, Sacred, NNEat, FR 5, SR 5, Fear 5 Wpn: Holy Scourge										
Conj 6	Contact Harbinger	S4	25	Harbinger x1	35	14	0	12	18	11	18	15	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5, Ldr 80, MagLdr 40 Magic: A3H2 Wpn: Fist, Heavenly Horn										
Conj 7	<u>Angelic Host</u>	S5	50	Angel of the Host x6	17	13	0	13	18	15	17	15	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5 Wpn: Flambeau										
Conj 9	Heavenly Choir	S7F2	144	Seraph x1	77	21	0	15	30	14	18	15	1	7/16
				Fly, Sacred, Magic, NNEat, FR 15, SR 15, PR 15, Awe 7, Ldr 160, MagLdr 80 Magic: F4A4S4H4 Wpn: Fist										
				Angel of the Heavenly Choir x	14	12	0	11	18	12	16	13	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5 Magic: H2 Wpn: Fist										
				Harbinger x3	35	14	0	12	18	11	18	15	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Awe 5 Magic: A3H2 Wpn: Fist, Heavenly Horn										

Blood 1	Bind Harlequin	B1	1	Demon Jester x1	16	12	5	11	14	12	14	10	2	2/8
				Fly, Demon, NNEat										
				Wpn: Claws, Sticks and Stones										
Blood 7	Reascendance	B4S1	88	Fallen Angel x1	49	14	0	14	18	16	18	15	1	3/16
				Fly, Sacred, Demon, Magic, NNEat, FR 15, Fear 5, Ldr 120,										
				UndLdr 80, MagLdr 40										
				Magic: F3D3B3										
				Wpn: Dark Fire Sword										

MICTLAN, BLOOD AND RAIN

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Summon Jade Serpent	W2	5	Jade Serpent x1	62	17	12	14	15	8	15	10	3	2/10
				FS, SS, Sacred, Amph, PR 15										
				Wpn: Venomous Fangs										
Conj 7	Summon Tlaloque	W4	60	Tlaloque of the North (x1)	48	19	5	12	30	15	18	12	1	2/16
				Sacred, Demon, NNEat, Supply +50, Ldr 40, UndLdr 40										
				Wpn: Quarterstaff										
Conj 1	Summon Jaguar Toad	N1	1	Jaguar Toad x1	21	11	3	7	12	6	5	5	3	2/6
				SS, Sacred, Trample, PR 15, Undis										
				Wpn: Claw, Poison Spit										
Conj 6	Contact Couatl	N1S1	40	Couatl x1	20	11	5	14	14	9	17	12	3	2/10
				FS, SS, Fly, Sacred, Magic, PR 15, Insp +1, Ldr 80, MagLdr 40										
				Magic: S3N3H2										
				Wpn: Venomous Fangs										
Conj 3	Summon Jaguars	N2	25	Jaguar x17	19	15	4	13	13	10	8	5	3	3/20
				FS, Sacred, Stealthy, Undis										
				Wpn: Bite, Claw										
Conj 5	Summon Monster Toad	N2	2	Monster Toad x1	57	17	6	7	14	6	5	5	3	2/7
				SS, Sacred, Trample, PR 25, Poison cloud 5, Undis										
				Wpn: Claw										
Blood 2	Bind Beast Bats	B1	8	Beast Bat x3	19	12	4	11	12	13	15	5	2	3/3
				FS, Fly, Sacred, Demon, NNEat, Stealthy										
				Wpn: Venomous Fangs										
Blood 4	Bind Jaguar Fiends	B1F1	13	Ozlotl x3	33	16	6	13	30	11	16	5	2	3/25
				FS, Fly, Sacred, Demon, NNEat										
				Wpn: Bite, Claw, Claw										
Blood 5	Contact Civateteo	B2D2	25	Civateteo x1	20	13	0	12	30	12	16	12	0	3/14
				Ethereal, Sacred, Und, NNEat, CR 15, PR 25, Stealthy, Fear 5,										
				Ldr 80, UndLdr 80										
				Magic: D1B1H2										
				Wpn: Life Drain										
Blood 6	Bind Tzitzimtl	B2S2	10	Tzitzimtl x1	43	18	6	13	30	13	18	13	1	2/16
				Fly, Sacred, Demon, NNEat										
				Wpn: Pincer, Scorpion Tail, Stellar Bolt										
Blood 6	Contact Tlahuelpuchi	B2	25	Tlahuelpuchi x1	17	13	0	12	13	12	16	12	0	3/14
				Fly, NNEat, Stealthy, Shapechanger, DV 100, Assassin										
				Magic: D1N1B2										
				Wpn: Life Drain										

Blood 7	Contact Onaqui	B4	101	Onaqui x1	31	14	6	12	14	11	18	5	2	3/15
				FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood search 2, Retinue 2 Beast Bats, Ldr 80, UndLdr 40, MagLdr 10 Magic: D2N1B3H1?1 Wpn: Venomous Fangs, Claw, Claw										
				Beast Bat x8	19	12	4	11	12	13	15	5	2	3/3
				FS, Fly, Sacred, Demon, NNEat, Stealthy Wpn: Venomous Fangs										
Blood 8	Rain of Jaguars	B6F2	40	Ozelotl x14+	33	16	6	13	30	11	16	5	2	3/25
				FS, Fly, Sacred, Demon, NNEat Wpn: Bite, Claw, Claw										

T'IENT CH'I, BARBARIAN KINGS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Celestial Hounds	A1S1	5	Celestial Hound x2	25	17	7	14	15	10	14	5	1	3/20
				Fly, Sacred, Magic, NNEat, SR 15, Patrol +10										
				Wpn: Bite, Claw										
Conj 6	Call Celestial Soldiers	A2S1	15	Celestial Soldier x5	38	18	18	15	15	14	15	15	4	2/16
				Sacred, Magic, NNEat										
				Wpn: Glaive										
Conj 1	Celestial Servant	E1S1	3	Celestial Servant x1	48	24	4	9	14	8	14	9	1	2/12
				Sacred, Magic, NNEat, Supply -3										
				Wpn: Rake										

JOMON, HUMAN DAIMYOS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Aka-Oni	F1D1	10	Aka-Oni x4+	14	13	4	11	14	10	14	8	1	2/10
				MS, Demon, NNEat, FR 5, Supply -2, Pillager 1, Undis, Chaos pow 1										
				Wpn: Great Club, Throw Flames										
Conj 3	Summon Konoha Tengus	A1E1	5	Konoha Tengu x5+	12	11	4	12	13	14	14	12	3	2/10
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										
Conj 5	Contact Dai Tengu	A2E1	55	Dai Tengu x1	13	11	5	13	13	16	17	13	3	2/10
				MS, Fly, Sacred, Ldr 80										
				Magic: A3E1N1H2										
				Wpn: Quarterstaff, Lightning										
				Tengu Warrior x10	13	11	12	13	14	13	14	12	6	2/10
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										
				Karasu Tengu x15	13	11	4	14	13	16	13	13	3	2/14
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										
Conj 1	Summon Kappa	W1N1	3	Kappa x3	15	13	15	10	12	9	8	8	3	2/10
				Recup, Amph										
				Wpn: Claw, Koppo										
Conj 2	Summon Ao-Oni	W1D1	10	Ao-Oni x5+	14	13	4	11	14	10	14	8	1	2/10
				MS, Demon, NNEat, CR 5, Supply -2, Pillager 1, Undis, Chaos pow 1										
				Wpn: Great Club, Cold										
Conj 5	Contact Nushi	W2N1	25	Nushi x1	10	9	0	8	8	9	17	10	2	2/12
				SS, Awe 3, Shapechanger, Ldr 40										
				Magic: W3D1N2										
				Wpn: Claw										
Conj 5	Contact Kaijin	W3	25	Kaijin x1	19	12	7	13	15	13	18	13	2	2/12
				Ethereal, Sacred, Magic, Amph, NNEat, FR 5, Ldr 10, MagLdr 10										
				Magic: W3E1N2										
				Wpn: Enchanted Net, Mighty Yari										
Conj 5	Summon Ujigami	E1S1	8	Ujigami x1	22	14	17	14	15	13	16	13	6	2/12
				Ethereal, Sacred, Magic, NNEat, Fortune 2, Insp +1, Ldr 120, MagLdr 80										
				Magic: H2										
				Wpn: Katana										

Conj 4	Summon Oni	E1D1	12	Oni x5+	24	16	6	12	15	13	15	9	1	2/14
				MS, Demon, NNEat, Supply -3, Pillager 1, Undis, Chaos pow 1										
				Wpn: No-Dachi, Javelin										
Conj 6	Contact Tatsu	E3	19	Tatsu x1	42	17	13	13	15	11	16	12	2	4/14
				MS, Fly, FR 5, SR 5, PR 15, Ldr 40										
				Magic: ?2										
				Wpn: Venomous Fangs, Claw, Spray Poison										
Conj 7	Contact Yama-no-kami	E4	28	Yama-no-kami x1	29	18	16	12	13	14	18	12	2	2/12
				MS, Ethereal, Sacred, Magic, NNEat, Regen 10, Retinue 1d6 Wolves, Ldr 40, MagLdr 10										
				Magic: A2E3N2										
				Wpn: Quarterstaff										
Conj 6	Summon Kenzoku	S1E1	9	Kenzoku x1	26	15	17	15	16	15	15	13	5	2/12
				Ethereal, Sacred, Magic, NNEat, Awe 2, Ldr 80, MagLdr 80										
				Wpn: Enchanted Katana										
Conj 1	Summon Ko-Oni	D1	7	Ko-Oni x5+	9	10	3	11	9	12	13	10	1	2/7
				MS, Demon, NNEat, Supply -1, Pillager 1, Undis, Chaos pow 1										
				Wpn: Club										
Conj 5	Summon Kuro-Oni	D2F1	10	Kuro-Oni x4	24	16	6	12	15	13	15	9	1	2/14
				MS, Demon, NNEat, FR 5, PR 5, Supply -3, Pillager 2, Undis, Chaos pow 1										
				Wpn: No-Dachi, Throw Flames, Poison Spit										
Conj 6	Summon Oni General	D2F1	20	Oni General x1	30	17	21	13	18	11	16	9	5	2/14
				MS, Sacred, Demon, NNEat, FR 5, PR 5, Supply -3, Pillager 3, Chaos pow 1, Retinue 1d6 Wolves, Ldr 10, UndLdr 40										
				Magic: D2?1										
				Wpn: No-Dachi, Throw Flames, Javelin										
Conj 6	Summon Gozu Mezu	D3	7	Ox-head x1	46	20	18	13	15	10	15	13	4	2/16
				Demon, NNEat										
				Wpn: Gore, Soul Catcher										
				Horse-face x1	38	18	18	15	15	13	15	15	4	2/16
				Demon, NNEat										
				Wpn: Soul Catcher										
Conj 4	Ghost General	D3	10	Shura x1	20	16	17	14	18	16	15	11	0	3/12
				Ethereal, Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3, Ldr 80, UndLdr 120										
				Wpn: Bane Blade										
Conj 8	Summon Dai Oni	D4F1	45	Dai Oni x1	50	20	21	14	18	12	18	9	5	2/16
				MS, Sacred, Demon, NNEat, FR 5, PR 5, Supply -5, Fear 5, Pillager 5, Chaos pow 1, Retinue 1d6 Wolves, Ldr 10, UndLdr 120										
				Magic: F2E2D3H1?1										
				Wpn: No-Dachi, Throw Flames, Javelin										
Conj 4	Contact Jigami	N1	10	Jigami x1	16	12	0	11	9	14	15	11	1	2/12
				Ethereal, Sacred, Magic, NNEat, Supply +25, Ldr 10, MagLdr 10										
				Magic: N2										
				Wpn: Quarterstaff										
Conj 2	Summon Karasu Tengus	N1A1	3	Karasu Tengu x3	13	11	4	14	13	16	13	13	3	2/14
				MS, Fly, Sacred										
				Wpn: Katana, Lightning Strike										

Conj 6	Contact Kitsune	N2	30	Kitsune x1	5	5	2	11	7	14	18	13	2	3/28
				FS, MS, Stealthy, Shapechanger										
				Magic: N3?1										
				Wpn: Bite										
Conj 5	Contact Mori-no-kami	N3	21	Mori-no-kami x1	9	9	0	11	9	11	14	12	1	2/10
				FS, Ethereal, Sacred, Magic, NNEat, Magic -1, Ldr 50, MagLdr 10										
				Magic: E1N3										
				Wpn: Dagger, Small Bow										

AGARTHA, KTONIAN DEAD

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Ench 4	Flame Corpse Construction	F1D1	1	Flame Corpse x1	14	14	15	8	50	11	5	5	0	3/6
				Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25										
				Wpn: Short Sword, Short Sword										
Ench 5	Nightmare Construction	F1D1	2	Flame Barrel Nightmare x1	12	16	15	11	50	9	10	5	0	3/24
				Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25, PiR										
				Wpn: Hoof										
Ench 2	Iron Corpse Reanimation	E1D1	2	Iron Corpse x5+	15	12	16	8	50	11	7	5	0	3/6
				Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25										
				Wpn: Short Sword, Short Sword										
Ench 2	Reanimate Ancestor	E2D2	3	Iron Ancestor x1	25	14	19	11	30	12	14	5	0	3/6
				Inanim, Und, PAmph, NNEat, CR 15, PR 25, Ldr 10, UndLdr 40										
				Wpn: Short Sword, Short Sword										
Ench 6	Ktonian Legion	E2D2	15	Iron Corpse x30+	15	12	16	8	50	9	7	5	0	3/6
				Inanim, Und, Mind, PAmph, NNEat, CR 15, PR 25										
				Wpn: Short Sword, Short Sword										
Conj 3	Awaken Shard Wights	D1E1	15	Shard Wight x5+	35	17	16	11	17	10	15	7	0	3/10
				Und, Amph, NNEat, CR 25, PR 25, Chill 3										
				Wpn: Shard Glaive										
Conj 3	Summon Penumbrales	D1E1	6	Penumbrales x4	30	15	0	10	18	10	14	8	0	3/12
				Ethereal, Und, Amph, NNEat, CR 15, PR 25, Stealthy										
				Wpn: Life Drain										
Conj 5	Awaken Sepulchral	D2E1	4	Sepulchral x1	69	24	16	12	17	12	15	7	0	3/12
				Sacred, Und, Amph, NNEat, CR 25, PR 25, Chill 3										
				Wpn: Obsidian Glaive										
Conj 5	Summon Umbrals	D2E1	8	Umbral x4	68	22	0	12	18	12	16	8	0	3/14
				Ethereal, Und, Amph, NNEat, CR 15, PR 25, Stealthy										
				Wpn: Life Drain										
Conj 6	Awaken Tomb Oracle	D3E2	30	Tomb Oracle x1	85	24	4	10	18	13	18	7	0	3/10
				Sacred, Und, Amph, NNEat, CR 25, PR 25, Chill 3, Fortune 10, Ldr 40, UndLdr 80, MagLdr 10										
				Magic: E3D3H3										
				Wpn: Quarterstaff										
Conj 8	Hall of the Dead	D5E1	25	Shard Wight x20+	35	17	16	11	17	10	15	7	0	3/10
				Und, Amph, NNEat, CR 25, PR 25, Chill 3										
				Wpn: Shard Glaive										

ABYSIA, BLOOD OF HUMANS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Contact Scorpion Man	E1F1	12	Scorpion Man x1	42	14	21	14	15	14	17	12	5	3/12
				WS, Sacred, Magic, FR 15, PR 15, Fear 5										
				Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear										
Ench 5	Reawaken Fossil	E2D1	10	Fossilized Giant x5+	17	22	26	12	50	7	14	5	0	3/12
				Inanim, Und, Magic, Mind, PAmph, NNEat, FR 5, CR 5, PR 25, PiR										
				Wpn: Fossilized Sword										
Conj 2	Summon Abysian Ancestors	D1F1	5	Smoulderghost x5	15	13	0	11	16	10	14	7	0	3/12
				WS, Ethereal, Sacred, Und, NNEat, FR 25, PR 25, Heat 3										
				Wpn: Spectral Axe										

CAELUM, RETURN OF THE RAPTORS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 5	Summon Yazatas	S2	15	Yazad x6	16	12	16	13	14	14	14	12	3	2/14
				Fly, Sacred, Magic, CR 5, SR 10, Awe 2										
				Wpn: Magic Lance										
Conj 5	Call Ahurani	S2W1	12	Ahurani x1	14	11	0	13	13	12	16	12	1	2/12
				Fly, Sacred, Recup, Magic, Amph, NNEat, CR 5, PR 15, BIR, SIR, PiR, Awe 2, DV 100, Disease healer 1, Ldr 40, MagLdr 10										
				Magic: W2H1										
				Wpn: Fist										
Conj 7	Call Fravashi	S3	30	Ancestral Fravashi x1	35	13	0	13	18	13	18	13	1	4/4
				Fly, Ethereal, Sacred, Magic, NNEat, FR 15, SR 15, Awe 4										
				Magic: A3S2H3										
				Wpn: Sacred Circlet										
Conj 6	Call Celestial Yazad	S4	40	Yazad of the Stars x1	16	12	0	13	14	13	17	12	1	2/12
				Fly, Sacred, Magic, CR 5, SR 10, Awe 3, Ldr 80, MagLdr 10										
				Magic: A2S4H2										
				Wpn: Magic Spear										
Conj 8	Call Amesha Spenta	S5	60	Spenta of Sky and Metals (x1)	44	14	3	14	18	18	18	14	1	3/16
				Fly, Sacred, Magic, NNEat, SR 15, Awe 5, Ldr 120, MagLdr 80										
				Wpn: Magic Staff										
Conj 5	Call Daevas	D2F1	15	Daeva x3	16	12	12	13	14	14	14	12	3	2/14
				Fly, Sacred, Demon, FR 5, SR 5, Fear 5, Chaos pow 1										
				Wpn: Magic Lance										
Conj 5	Call Jahi	D3F1	15	Jahi x1	14	15	0	12	30	12	17	12	1	2/13
				Fly, Sacred, Demon, NNEat, FR 5, Stealthy, Spy, Dream seduction, Chaos pow 1, Ldr 40, UndLdr 40										
				Wpn: Claw										
Conj 6	Call Yata	D3F2	40	Yata x1	16	12	0	12	14	12	17	12	1	2/12
				Fly, Sacred, Demon, FR 5, SR 5, Fear 5, Chaos pow 1, Ldr 80, UndLdr 40										
				Magic: F3D3H2										
				Wpn: Claw										
Conj 8	Call Greater Daeva	D4F2	60	Daeva of Destruction (x1)	39	13	10	14	18	12	18	14	2	3/16
				Fly, Sacred, Recup, Demon, NNEat, FR 15, Fear 5, Chaos pow 1, Ldr 120, UndLdr 80										
				Wpn: Fist										

C'TIS, DESERT TOMBS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Contact Scorpion Man	E1F1	12	Scorpion Man x1	42	14	21	14	15	14	17	12	5	3/12
				WS, Sacred, Magic, FR 15, PR 15, Fear 5										
				Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear										
Ench 0	Revive Grave Consort	D1	10	Grave Consort x1	35	16	10	11	30	7	17	8	0	3/8
				Sacred, Inanim, Und, NNEat, CR 15, PR 25										
				Magic: H1										
				Wpn: Claw										
Ench 0	Revive Tomb Priest	D2	16	Tomb Priest x1	40	16	11	11	30	7	18	8	0	3/8
				Sacred, Inanim, Und, NNEat, CR 15, PR 25, Ldr 10, UndLdr 120										
				Magic: H2										
				Wpn: Claw										
Ench 0	Revive Tomb King	D3	23	Tomb King x1	50	18	11	14	30	17	18	8	0	3/8
				Sacred, Inanim, Und, NNEat, CR 15, PR 25, Ldr 80, UndLdr 160										
				Magic: H3										
				Wpn: Snake Staff										
Conj 7	Contact Couatl	N1S1	40	Couatl x1	20	11	5	14	14	9	17	12	3	2/10
				FS, SS, Fly, Sacred, Magic, PR 15, Insp +1, Ldr 80, MagLdr 40										
				Magic: S3N3H2										
				Wpn: Venomous Fangs										
Conj 5	Sacred Crocodile	N2W2	8	Sacred Crocodile x1	73	21	14	11	15	6	5	5	3	1/7
				SS, Sacred, Undis										
				Wpn: Bite										

MIDGÅRD, AGE OF MEN

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Awaken Draugar	D2	12	Draug x3	30	14	15	12	17	14	14	10	0	3/10
				Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3										
				Wpn: Broad Sword										

UTGÅRD, WELL OF URD

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Awaken Draugar	D2	12	Draug x3	30	14	15	12	17	14	14	10	0	3/10
				Und, Amph, NNEat, CR 25, PR 25, Fear 5, Chill 3										
				Wpn: Broad Sword										
Conj 3	Summon Glosos	D2	13	Gloso x9	28	15	8	13	14	9	13	5	2	3/18
				FS, Sacred, Trample, FR 25, Stealthy, Heat 3, DV 100										
				Wpn: Poisonous Gore										
Conj 4	Brood of Garm	N2	10	Jotun Wolf x5	30	23	9	13	17	10	14	5	2	3/28
				FS, Sacred, CR 15, Fear 5, Berserker 3										
				Wpn: Bite, Claw										

BOGARUS, AGE OF HEROES

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Firebird	F1S1	2	Firebird x1	8	7	2	12	13	13	15	14	3	3/6
				FS, MS, Fly, Magic, FR 15, Bringer of fortune 2										
				Wpn: Claw, Flame Burst										

Conj 5	Summon Zmey	F2	8	Zmey x1	45	16	13	13	15	9	14	12	3	2/7
				MS, Fly, FR 15										
				Wpn: Bite, Bite, Bite, Fire Breath										
Conj 2	Summon Simargl	A1	1	Simargl x1	13	11	7	12	13	10	12	5	2	3/12
				Fly, Patrol +10										
				Wpn: Bite										
Conj 5	<u>Send Lady Middyay</u>	A1D1	10	Lady Middyay x1	7	9	0	10	10	10	15	10	2	2/20
				Fly, Ethereal, Magic, Stealthy, Fear 5, Assassin										
				Wpn: Plague Scythe										
Conj 7	Contact Cloud Vila	A4	40	Cloud Vila x1	15	11	0	12	13	13	17	13	2	3/14
				MS, Fly, Sacred, CR 5, SR 15, Stealthy, Seduction										
				Magic: A3S1N2										
				Wpn: Fist, Lightning Strike										
Conj 4	Summon Rusalka	W1D1	16	Rusalka x1	8	9	0	10	10	11	15	10	0	2/12
				Und, Amph, CR 15, PR 25, Stealthy, Seduction, Ldr 10, UndLdr 10										
				Magic: W1D1										
				Wpn: Fist										
Conj 4	<u>Send Vodyanoy</u>	W2	20	Vodyanoy x1	16	12	0	10	11	9	14	10	3	1/20
				Aqua, Stealthy										
				Magic: W3N1										
				Wpn: Fist										
Conj 6	Contact Beregina	W3E1	35	Beregina x1	8	9	1	10	10	11	18	10	2	2/12
				Magic, Amph, Awe 3, Ldr 40, MagLdr 10										
				Magic: W3E1N2										
				Wpn: Fist										
Conj 5	<u>Send Bukavac</u>	W4	5	Bukavac x1	112	22	15	12	18	7	14	5	2	1/12
				Magic, Trample, Aqua, Fear 5										
				Wpn: Gore, Tentacle, Tentacle										
Conj 3	Contact Sirin	S2	8	Sirin x1	12	8	0	10	13	13	14	12	3	3/5
				Fly, Sacred, Stealthy, Dream seduction, Ldr 40										
				Wpn: Claw, Claw										
Conj 4	Contact Alkonost	S2	15	Alkonost x1	12	8	0	8	13	12	16	12	3	3/5
				Fly, Sacred, SR 15, Awe 5, Insp +2, Ldr 40										
				Magic: H3										
				Wpn: Claw, Claw										
Conj 5	Contact Gamayun	S3	25	Gamayun x1	12	8	0	8	13	12	16	13	3	3/5
				Fly, Sacred, Awe 3, Research +6, Fortune 10, Ldr 40										
				Magic: A2S2H2										
				Wpn: Claw, Claw										
Conj 4	Summon Likho	D1	10	Likho x1	14	12	0	8	8	8	15	8	4	2/8
				FS, Stealthy										
				Wpn: Claw, Curse										
Conj 7	Contact Mountain Vila	N4	40	Mountain Vila x1	15	11	0	12	13	16	17	13	2	3/28
				FS, MS, Sacred, CR 5, SR 15, Stealthy, Seduction										
				Magic: A2S1N3										
				Wpn: Fist, Vine Bow										
Conj 8	Contact Leshiy	N6	60	Leshiy x1	24	14	6	12	12	11	14	8	2	3/14
				FS, Magic, CR 5, Magic -1, Ldr 10, MagLdr 10										
				Magic: A2W1E2N3										
				Wpn: Gore, Fist										

PATALA, REIGN OF THE NAGAS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Apsaras	S2	3	Apsara x3 Sacred, Magic, Awe 4 Wpn: Kick	20	13	1	11	13	15	14	11	1	3/14
Conj 5	Summon Gandharvas	S2	18	Gandharva x6 Sacred, Magic, Awe 2 Wpn: Falchion, Kick	25	15	18	13	15	12	16	11	5	2/14
Conj 6	Summon Kinnara	S3	25	Kinnara x1 Fly, Sacred, Magic, Awe 3, Insp +1, Ldr 40, MagLdr 10 Magic: A2S2H2 Wpn: Kick	30	15	3	11	13	11	17	11	1	3/14
Conj 7	Summon Siddha	S4	35	Siddha x1 Sacred, Magic, Awe 3, Ldr 40, MagLdr 10 Magic: A2S3H3 Wpn: Fist, Kick	20	13	0	9	15	9	18	11	2	10/14
Conj 8	Summon Devata	S5	45	Devata x1 Sacred, Magic, Awe 5, Ldr 120, MagLdr 10 Magic: A3S2H3 Wpn: Spear, Falchion, Axe, Kick	28	17	18	14	18	12	18	11	5	2/14
Conj 9	Summon Devala	S5	55	Devala x1 Sacred, Magic, Awe 4, Insp +1, Ldr 40, MagLdr 10 Magic: S3H4 Wpn: Kick	20	13	1	12	18	15	18	12	1	3/14
Conj 9	Summon Rudra	S5	55	Rudra x1 Fly, Sacred, Magic, FR 15, SR 15, Forge Bonus -5, Fear 5 Magic: F3A3D3H1 Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning	32	18	18	15	18	13	18	13	5	4/14
Conj 2	Host of Ganas	D1	12	Gana x20 Ethereal, Und, PAmph, NNEat, CR 15, PR 25 Wpn: Spectral Club	10	10	0	10	15	13	12	10	0	3/12
Conj 5	Summon Vetalas	D2	10	Possessed Corpse x10 Inanim, Und, PAmph, NNEat, CR 15, PR 25 Wpn: Mace	22	16	12	12	18	9	14	9	0	3/9
Conj 4	Contact Yaksha	N2E1	25	Yaksha x1 Sacred, Magic, Awe 1, Ldr 40, MagLdr 10 Magic: E3N1H1?1 Wpn: Falchion, Kick	28	17	4	13	15	11	17	11	2	2/14
Conj 4	Contact Yakshini	N2W1	25	Yakshini x1 Sacred, Magic, Awe 2, Ldr 40, MagLdr 10 Magic: W3N1H1?1 Wpn: Fist, Kick	23	15	1	11	13	12	17	11	2	2/14
Blood 1	Summon Rakshasas	B1	10	Rakshasa x3 FS, Sacred, Demon, NNEat, FR -5, Supply -4, Chaos pow 1 Wpn: Claw, Claw	28	19	5	13	14	10	13	9	2	2/10
Blood 2	Feast of Flesh	B1N1	50	Praghasa x15 FS, Sacred, Demon, FR -5, Supply -7, Chaos pow 1 Wpn: Mace	35	22	4	13	14	10	13	9	4	2/10

Blood 3	Summon Asrapas	B2	11	Asrapa x5	19	13	1	12	14	13	14	11	2	2/14
				Sacred, Demon, Berserker 3, Chaos pow 1										
				Magic: B1H1										
				Wpn: Athame, Kick										
Blood 4	Summon Rakshasa Warriors	B2	25	Rakshasa Warrior x5	30	20	15	13	15	10	13	9	4	2/10
				FS, Sacred, Demon, NNEat, FR -5, Supply -4, Chaos pow 1										
				Wpn: Iron Cudgel										
Blood 5	Summon Sandhyabalas	B2D1	30	Sandhyabala x3	30	20	15	14	15	13	14	9	4	2/10
				FS, Sacred, Demon, NNEat, FR -10, Stealthy, Supply -4, Dark pow 1, Chaos pow 1										
				Wpn: Moon Blade										
Blood 6	Summon Dakini	B2A1	50	Dakini x1	23	15	12	11	13	13	17	11	2	3/14
				Fly, Sacred, Demon, Fear 5, Chaos pow 1, Ldr 40, UndLdr 10, MagLdr 10										
				Magic: A3D1B3H2										
				Wpn: Athame, Kick										
Blood 7	Summon Samanishada	B3D1	35	Samanishada x1	30	20	15	14	15	11	15	9	4	2/10
				FS, Sacred, Demon, NNEat, FR -10, Stealthy, Supply -4, Assassin, Dark pow 2, Chaos pow 1, Ldr 10, UndLdr 40										
				Wpn: Moon Blade, Duskdagger										
Blood 8	Summon Mandeha	B5D2	133	Mandeha x1	65	24	15	15	18	10	18	11	2	3/16
				FS, Fly, Sacred, Demon, NNEat, FR -10, Supply -10, Fear 5, Dark pow 3, Chaos pow 2, Ldr 40, UndLdr 40										
				Magic: A3D3B2H3										
				Wpn: Flesh Eater										
Blood 8	Summon Danavas	B5	75	Danava x3	92	24	12	13	18	12	18	9	3	3/17
				Sacred, Demon, NNEat, FR -5, Fear 5, Chaos pow 2										
				Magic: H2??										
				Wpn: Unholy Sword, Unholy Spear, Unholy Axe										

GATH, LAST OF THE GIANTS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Call Malakh	S2	9	Malakh x1	13	12	0	11	15	11	15	13	1	4/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, Stealthy, Awe 4										
				Magic: H1										
				Wpn: Fist										
Conj 6	Call Hashmal	S3F1	21	Hashmal x1	27	14	0	14	18	14	18	14	1	3/16
				Fly, Ethereal, Sacred, Magic, NNEat, FR 25, SR 5, Awe 5, Inquisitor, Ldr 120, MagLdr 80										
				Magic: H2										
				Wpn: Flame Strike										
Conj 7	Call Arel	S4N1	39	Arel x1	33	14	0	8	10	13	18	9	1	3/16
				Fly, Sacred, Magic, NNEat, FR 5, SR 5, PR 15, Awe 6, Ldr 80, MagLdr 40										
				Magic: N3H3										
				Wpn: Fist										
Conj 8	Call Ophan	S5F2	49	Ophan x1	55	20	21	14	30	14	18	14	1	5/27
				Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, FR 15, SR 15, PR 25, Awe 6, Patrol +50										
				Magic: H3										
				Wpn: Flame Strike										

Conj 9	Call Merkavah	S7F3	222	Chayot x1	55	18	0	15	30	14	18	15	1	6/16
				Fly, Sacred, Magic, NNEat, FR 15, SR 15, PR 15, Astral +6, Magic -6, Awe 7, Shapechanger, Ldr 160, MagLdr 80 Magic: F4A4E4S4H10 Wpn: Fist										
				Ophan x4	55	20	21	14	30	14	18	14	1	5/27
				Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, FR 15, SR 15, PR 25, Awe 6, Patrol +50 Magic: H3 Wpn: Flame Strike										
Ench 5	Memories of Stone	D2E1	10	Fossil Warrior x5+	17	22	26	12	18	7	15	5	0	3/12
				Inanim, Und, Magic, PAmph, NNEat, FR 5, CR 5, PR 25, PiR Wpn: Fossilized Sword										
Conj 3	Summon Mazzikim	N1	3	Mazzik x8	9	9	6	11	9	15	13	10	1	3/14
				WS, Fly, Demon, NNEat, Stealthy Wpn: Claws										
Conj 5	Summon Lilot	N4	25	Lilot x1	22	13	0	12	30	12	17	12	1	2/13
				WS, Fly, Demon, Stealthy, Dream seduction, Ldr 40, UndLdr 40 Wpn: Life Drain										
Blood 3	Scapegoats	B1	8	Se'ir x2	28	16	7	13	30	11	15	9	2	2/16
				WS, Sacred, Demon, NNEat, Berserker 4 Wpn: Claw, Claw, Gore										
Blood 4	Summon Shedim	B3A1	32	Shed x3	40	15	8	13	30	12	17	11	2	3/12
				Fly, Demon, NNEat, SR 15 Wpn: Thunder Fist, Lightning										

RAGHA, DUAL KINGDOM

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 5	Summon Yazatas	S2	15	Yazad x6	16	12	16	13	14	14	14	12	3	2/14
				Fly, Sacred, Magic, CR 5, SR 10, Awe 2 Wpn: Magic Lance										
Conj 5	Call Ahurani	S2W1	12	Ahurani x1	14	11	0	13	13	12	16	12	1	2/12
				Fly, Sacred, Recup, Magic, Amph, NNEat, CR 5, PR 15, BIR, SIR, PiR, Awe 2, DV 100, Disease healer 1, Ldr 40, MagLdr 10 Magic: W2H1 Wpn: Fist										
Conj 7	Call Fravashi	S3	30	Ancestral Fravashi x1	35	13	0	13	18	13	18	13	1	4/4
				Fly, Ethereal, Sacred, Magic, NNEat, FR 15, SR 15, Awe 4 Magic: A3S2H3 Wpn: Sacred Circlet										
Conj 6	Call Celestial Yazad	S4	40	Yazad of the Earth x1	14	11	3	13	14	13	17	12	1	2/12
				Fly, Sacred, Magic, CR 5, SR 10, Awe 3, Ldr 80, MagLdr 10 Magic: E3S2N2H2 Wpn: Magic Spear										
Conj 8	Call Amesha Spenta	S5	60	Spenta of Waters (x1)	39	13	7	14	18	12	18	14	1	3/16
				Fly, Sacred, Recup, Magic, NNEat, SR 15, Awe 5, Ldr 120, MagLdr 80 Wpn: Fist										
Conj 5	Call Daevas	D2F1	15	Daeva x3	16	12	12	13	14	14	14	12	3	2/14
				Fly, Sacred, Demon, FR 5, SR 5, Fear 5, Chaos pow 1 Wpn: Magic Lance										

Conj 5	Call Jahi	D3F1	15	Jahi x1	14	15	0	12	30	12	17	12	1	2/13
				Fly, Sacred, Demon, NNEat, FR 5, Stealthy, Spy, Dream seduction, Chaos pow 1, Ldr 40, UndLdr 40										
				Wpn: Claw										
Conj 6	Call Yata	D3F2	40	Daeva of Frost and Snow x1	16	12	0	13	14	13	17	12	1	2/12
				Fly, Sacred, Demon, CR 15, Fear 5, Chaos pow 1, Ldr 80, UndLdr 40										
				Magic: W3D3H2										
				Wpn: Claw										
Conj 8	Call Greater Daeva	D4F2	60	Daeva of Frozen Minds (x1)	44	14	0	14	18	18	18	14	1	3/16
				Fly, Sacred, Demon, NNEat, FR 15, Fear 5, Heretic, Chaos pow 1, Ldr 120, MagLdr 80										
				Wpn: Magic Staff										
Conj 3	Herd of Elephants	N2	30	Elephant x5+	61	20	11	9	8	8	6	5	3	3/18
				Trample										
				Wpn: Tusk										

XIBALBA, RETURN OF THE ZOTZ

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 8	Summon Chaac	A4	75	Chaac of the North (x1)	32	18	3	14	30	14	18	14	2	3/16
				Fly, Sacred, NNEat, SR 15, Supply +25, Ldr 40, UndLdr 40										
				Wpn: Thunder Axe, Lightning										
Conj 4	Summon Jade Serpent	W2	5	Jade Serpent x1	62	17	12	14	15	8	15	10	3	2/10
				FS, SS, Sacred, Amph, PR 15										
				Wpn: Venomous Fangs										
Conj 3	Summon Sacred Scorpion	E1D1	2	Sacred Scorpion x1	48	17	17	13	15	7	12	3	2	1/8
				WS, Sacred, PR 15, DV 100, Undis										
				Wpn: Claw, Scorpion Tail										
Conj 1	Summon Jaguar Toad	N1	1	Jaguar Toad x1	21	11	3	7	12	6	5	5	3	2/6
				SS, Sacred, Trample, PR 15, Undis										
				Wpn: Claw, Poison Spit										
Conj 3	Summon Jaguars	N2	25	Jaguar x17	19	15	4	13	13	10	8	5	3	3/20
				FS, Sacred, Stealthy, Undis										
				Wpn: Bite, Claw										
Conj 5	Summon Monster Toad	N2	2	Monster Toad x1	57	17	6	7	14	6	5	5	3	2/7
				SS, Sacred, Trample, PR 25, Poison cloud 5, Undis										
				Wpn: Claw										
Conj 7	Summon Balam	N4	60	Balam of the East (x1)	49	17	6	14	14	11	15	5	3	3/24
				FS, Sacred, Stealthy, Shapechanger, Ldr 80, UndLdr 10, MagLdr 10										
				Wpn: Bite, Claw										
Blood 2	Bind Beast Bats	B1	8	Beast Bat x3	19	12	4	11	12	13	15	5	2	3/3
				FS, Fly, Sacred, Demon, NNEat, Stealthy										
				Wpn: Venomous Fangs										
Blood 4	Bind Jaguar Fiends	B1F1	13	Ozelotl x3	33	16	6	13	30	11	16	5	2	3/25
				FS, Fly, Sacred, Demon, NNEat										
				Wpn: Bite, Claw, Claw										

Blood 7	Contact Onaqui	B4	101	Onaqui x1	31	14	6	12	14	11	18	5	2	3/15
FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood search 2, Retinue 2 Beast Bats, Ldr 80, UndLdr 40, MagLdr 10 Magic: D2N1B3H1?1 Wpn: Venomous Fangs, Claw, Claw														
Beast Bat x8					19	12	4	11	12	13	15	5	2	3/3
FS, Fly, Sacred, Demon, NNEat, Stealthy Wpn: Venomous Fangs														
Blood 8	Rain of Jaguars	B6F2	40	Ozelotl x14+	33	16	6	13	30	11	16	5	2	3/25
FS, Fly, Sacred, Demon, NNEat Wpn: Bite, Claw, Claw														

ATLANTIS, FROZEN SEA

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 6	Summon Monster Fish	W3	10	Monster Fish x1	128	25	12	12	18	6	13	5	2	1/16
Aqua, Fear 5, Undis Wpn: Swallow														
Ench 5	Send Tupilak	D3W1	5	Tupilak x1	62	22	6	12	50	6	13	5	0	3/12
Fly, Inanim, Und, Mind, Amph, NNEat, CR 15, PR 25, Fear 5 Wpn: Bite, Claw														

R'LYEH, DREAMLANDS

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 6	Contact Void Spectre	S3	25	Void Spectre x1	16	15	0	12	15	14	20	14	0	2/8
Float, Ethereal, Und, Amph, NNEat, CR 15, PR 25, Fear 5, Ldr 10, UndLdr 40 MagLdr 80 Magic: S4 Wpn: Life Drain, Mind Blast														

GLOBAL ENCHANTMENTS

The following spells are global enchantments, and thus are classified as rituals. The gem requirements listed are minimums: players can choose to use more gems when casting, which makes globals harder to dispel.

Spells that are italicized can be cast underwater. All others cannot, with the exception of Lure of the Deep, which must be cast in an underwater lab.

FIRE

<u>School</u>	<u>Spell Name</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Ench 6	Eternal Pyre	F6	80	Generates 20 Fire gems per turn for the caster's nation.
Thau 7	Purgatory	F6	60	Each turn, undead creatures in the caster's dominion are attacked, with attacks being more powerful the higher the dominion.
Conj 8	<i>The Kindly Ones</i>	F6N4	40	Summons three avengers to hunt those with blood on their hands. One avenger attacks blood mages, one attacks commanders with many kills, and one attacks a target of his choosing.
Evo 8	<i>Second Sun</i>	F8	80	Each turn increases Heat scales throughout the world. Death scales are also increased, but at a slower rate.

AIR

<u>School</u>	<u>Spell Name</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Evo 6	<i>Perpetual Storm</i>	A5	70	Disrupts income by 20% in all land provinces throughout the world. All battles are fought as if under the effect of the Storm battle enchantment.
Thau 7	Dark Skies	A5	50	Lowers opponents' morale by 1 for each point of friendly dominion in a province.
Thau 8	Gale Gate	A5	60	Generates 20 Air gems per turn for the caster's nation.
Alt 8	<i>Fata Morgana</i>	A7	90	Unrest decreases in all friendly provinces. All provinces have their province defence reinforced by phantasmal warriors (2 per point of PD). Scout reports from provinces under this spell will be very inaccurate and are not likely to be of any use.

WATER

<u>School</u>	<u>Spell Name</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Ench 7	<i>Ghost Ship Armada</i>	W4D3	60	The famous Admiral Torgrin and his armada will attack enemy coastal provinces at random, until defeated or the spell is interrupted. Torgrin's armada works like provincial defense: if it isn't completely destroyed in battle, it will be back to full strength the next time, although not in the same place.
Ench 8	<i>Wrath of the Sea</i>	W5	70	Coastal provinces and provinces with lakes and rivers are flooded and have their income reduced by 30%.
Ench 9	<i>Thetis' Blessing</i>	W5	50	Allows all troops in the world (of all nations) to enter the sea. If the spell is terminated for any reason while troops are using it to breathe underwater, those troops drown.
Evo 8	<i>Maelstrom</i>	W6	80	Generates 15 Water and 5 Astral and 3 Air and 1 gem of every other magic path (except Blood) per turn for the caster's nation.
Alt 7	<i>Sea of Ice</i>	W6	80	Movement between sea and land provinces becomes impossible due to proliferation of ice. Units can still move from sea province to sea province because they are going under the ice. The ability to sail across the seas is canceled while the spell is in effect. This applies to any nation with inherent sailing ability as well as any commanders with the pocket ship.

Conj 8	<i>Guardians of the Deep</i>	W6	60	Any underwater province with a friendly provincial defense of at least 1 is augmented by random types of all kinds of underwater beasts such as sea serpents, lobsters, sharks, sometimes a few sea trolls, in deep sea some krakens, and sometimes a monster fish. In shallow seas a few sea stags, sea lions, sea dogs, and sometimes an asp turtle. There is also a chance that monsters will randomly attack sea provinces in your dominion and take control for you.
Thau 8	<i>Lure of the Deep</i>	W6	70	Mermaids start emerging from the oceans and lure soldiers to drown. The practical effects are that enemy armies in coastal and sea provinces with the caster's dominion will suffer casualties each turn. This spell must be cast in an underwater laboratory.
Thau 7	Vengeful Water	W7	50	Enemy commanders in your dominion will be attacked by water elementals at random. The size of the water elemental is determined by the availability of water.
Evo 9	Celestial Rainbow	W7N5	80	Brings about 500 gold per month and raises the Luck scale by 2 in all your provinces. Provinces with luck have a chance of negating spells cast at them.

EARTH

School	Spell Name	Path	Gems	Description
Const 7	<i>Forge of the Ancients</i>	E5	80	Ancient forge reduces the number of gems required to forge magic items and increases a mage's magic skill by 1 in paths already known, for forging purposes only.
Const 9	<i>Mechanical Militia</i>	E5	80	Any province with a friendly provincial defense is augmented by Mechanical Men (1 per point of PD) plus one Mechanical Man commander. See summoning spell of the same name for stats.
Ench 6	<i>Riches from Beneath</i>	E5	70	Increases resources in provinces under friendly dominion by 10% per dominion level.
Ench 7	Earth Blood Deep Well	E6	80	Generates 20 Earth gems each turn for the caster's nation.

ASTRAL

School	Spell Name	Path	Gems	Description
Ench 5	<i>The Eyes of God</i>	S5	50	Lifts much of the fog of war on all provinces on the map. Enemy dominion, discovered magic sites, scoregraphs, and incomes are all revealed. Within friendly dominion, enemy stealth units are easier to find and illusionary beings are dispelled.
Ench 7	Stellar Focus	S5	30	Generates 5 Astral gems per turn for the caster's nation.
Evo 6	<i>The Wrath of God</i>	S5A3	70	Each turn, enemy units will be attacked by powerful lightning strikes. These can occur anywhere but are more likely (and more powerful) in provinces with strong friendly dominion.
Evo 9	<i>Strands of Arcane Power</i>	S7	70	Caster can potentially detect mages and magic sites in all provinces with friendly dominion. Magic site detection is more difficult than mage detection and good results require a stronger mage. Any Astral mages detected enter into a Mind Duel with the caster, but the loser only becomes Feebleminded. Non-Astral mages suffer a Mind Burn attack. This is a complicated spell.
Ench 9	<i>Arcane Nexus</i>	S8	150	A very powerful spell collects one quarter of all gems (except Astral pearls and Blood slaves) used in the world each turn for casting or item forging and adds them to the national gem inventory of the nation that cast Arcane Nexus.

DEATH

<u>School</u>	<u>Spell Name</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Thau 5	<i>Burden of Time</i>	D5	70	Causes greatly increased aging for units. Increases unrest across the world each turn. Also kills about 2% of the world's population each month. Population in provinces with a Death scale die a little more swiftly.
Thau 6	Foul Air	D5A1	75	Any unit that gets wounded will automatically gain the Diseased affliction. Unrest increases worldwide.
Conj 8	<i>Well of Misery</i>	D6	80	Generates 20 Death gems per turn for the caster's nation. Tax income is increased by 10% throughout the entire world.
<u>School</u>	<u>Spell Name</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Alt 9	<i>Utterdark</i>	D9	100	Plunges the world into utter darkness. Income and resources in all provinces except caves and deep seas are reduced by 90%. All units except undead and blind units have their combat values decreased by 6. Units with Darkvision are less affected according to the extent of their Darkvision attribute. For example, Agartha Pale Ones have Darkvision 100 and are thus unaffected. Agartha humans have Darkvision 50 and suffer only 50% of the penalty (so their combat values are decreased by 3). Enemy provinces are subject to random attack by shades.

NATURE

<u>School</u>	<u>Spell Name</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Alt 5	Mother Oak	N5	50	Generates 10 Nature gems per turn for the caster's nation.
Ench 7	<i>Gift of Health</i>	N6	50	Increases hit points of friendly units depending on the amount of friendly dominion in the province. Units in friendly dominion heal afflictions and only age half as quickly.
Ench 8	Haunted Forest	N5D1	60	Every killed being in the caster's dominion is converted into Manikins, which fight any enemy units that province (they disappear after the battle).
Conj 7	<i>Wild Hunt</i>	N6	50	The Lord of the Hunt roams the forests battling enemy priests until slain or the spell is interrupted. He has an entourage and there are also lesser hunts to help him, so there might be several attacks in a turn, but only one of them with the Lord. These hunts will only occur in forests.
Conj 9	Enchanted Forests	N7	90	All forests will start to spread your dominion. Once you have dominion in a forest it may get attacked by forest creatures if it is owned by the enemy
Ench 9	<i>Gift of Nature's Bounty</i>	N7	70	Increases income in provinces under friendly dominion by 20% per dominion level.

BLOOD

<u>School</u>	<u>Spell Name</u>	<u>Path</u>	<u>Slaves</u>	<u>Description</u>
Blood 7	Astral Corruption	B6S6	166	Once this spell has been cast, upon the casting of any non-Blood ritual or forging of a non-Blood Magic item there is a chance that the mage performing that action will be attacked by a Horror. The more gems spent on a spell or item increases the chance of being attacked. For example: 5 gems is a bit risky, 20 is definitely unsafe, and 100 is certain death.
Blood 8	Blood Vortex	B7	166	People from all over the world will travel to the Blood Vortex. People already there will throw themselves into the vortex unless they are suitable as blood slaves. Population dies around the Vortex and around the world, but many blood slaves are gained.
Blood 9	The Looming Hell	B8	150	Enemy soldiers may decide to attack their commanders. Up to 5 attempts occur, and are randomly distributed among enemies in the caster's dominion. A soldier must take a morale check if the commander has Fear or is Sacred. The attacking soldier is accompanied by a devil.

NATIONALS: Niefelheim (Early Era); Jotunheim (Middle Era); Utgård (Late Era)

Blood 6	Illwinter	B5W3	120	All provinces have their Cold scales increased by 2, and unrest increased by 1d4 (open-ended). Up to 2 provinces may be attacked by wolves or even giants. Provinces with Heat scales are immune to wolf/giant attack as long as they stay hot.
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BATTLEFIELD SPELLS

These spells can only be cast in battle. Any summons gained through battle magic exist only as long as the battle lasts - they are not permanent. Stats for these summoned creatures are listed immediately below the spell statistics.

Spells in the Divine school require no research. They are available to all nations with priests. The Holy level of the spell corresponds to the level of the priest needed to cast it. There are a few national spells (such as those of Ulm and Jomon) that require both skill in Holy magic and another magic path. In these cases, the caster must meet both requirements.

Key:

Fat = Fatigue; Rng = Range; AoE = Area of Effect; Pre= Precision; Dmg = Damage; NoE = Number of Effects

AN = armor-negating (ignores protection); AP = armor-piercing (uses half protection); NUW = not castable underwater

MR = magic resistance negates; MR- = magic resistance negates easily (target gets +4 to roll)

BF = entire battlefield affected; Mun = Mundane (non-magical for purposes of hitting ethereal beings).

BE = Battlefield Enchantment. This differs from a spell with the BF effect in that a battlefield enchantment is canceled if the caster dies.

MI = mindless immune; UI = undead immune; II = inanimate immune

Spells costing 100 fatigue or greater require one gem of the primary path. For every full 100 additional fatigue, a spell requires another gem. So for a spell costing 700 fatigue, like Arcane Domination, 7 gems are required (plus several more are probably advisable just for fatigue reduction).

FIRE

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Evo 0	Fire Flies	F1	20	25+	0	-1	6	6	AP, NUW		
		Ranged attack with six projectiles that are only effective against unarmored units due to the low Damage number, but due to it being a fire attack it is armor-piercing.									
Evo 1	Burning Hands	F1	5	1	1	0	13+	1	AP, NUW		
		Mage attacks and adjacent square with an armor-piercing attack.									
Evo 1	Fire Darts	F1	20	25+	0	4	10	3+	AP, NUW		
		Multiple-projectile, armor-piercing, ranged attack with high Precision but low Damage.									
Alt 2	Combustion	F1	10	25	0	100	0	1	NUW		
		Sets target on fire, and afterward is subject to normal fire effects (burning).									
Alt 2	Resist Cold	F1	10	0	0	0	0	1			
		Gives the caster +5 Cold Resistance.									
Alt 6	Blindness	F1	20	15	0	100	0	1	MR		
		Causes the target to get permanent Blindness affliction.									
Conj 3	Summon Lesser Fire Elemental	F1	100	1	0	0	0	1	NUW		
		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
	<i>Fire Elemental x1</i>	11	14	0	10	50	8	15	5	0	2/7
		Inanimate, NNEat, FR 50, CR -5, PR 25									
		Wpn: Flame Strike									
Conj 5	Will o' the Wisp	F1	100	0	0	0	0	2	NUW		
		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
	<i>Will o' the Wisp x2</i>	3	3	0	20	50	20	12	5	0	3/22
		SS, Float, NNEat, FR 15, PR 15									
		Wpn: Flame Burst									
Ench 1	Protection from Fire	F1	5	0	0	0	0	1			
		Gives the caster 10 Fire Resistance.									
Ench 3	Fire Shield	F1	20	0	0	0	0	1	NUW		
		The caster is surrounded by a ring of fire that will strike units attacking the mage. Basic damage is 7 AP, +1 per level of caster Fire magic above 1. Damage to attackers is reduced by 1 for each unit of attacker's weapon Length.									

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 2	Bonds of Fire	F1	20	15	0	3	0	1	NUW
									Traps a single unit in fiery bonds. The unit cannot move until it frees itself. Freeing oneself requires passing a Morale check against 20. Upon freeing, the bonds do d4 AN damage.
Evo 1	Flame Bolt	F2	20	40+	0	2	22+	1	AP, NUW
									A ranged, armor-piercing fire attack with a single target.
Evo 2	Fire Blast	F2	20	5	1	0	14+	1	AP, NUW
									Shorter range and less Precision than the Flame Blot, but affects the entire square.
Evo 2	Sulphur Haze	F2A1	20	25	4+	0	2	1	AN, NUW
									Creates several clouds of toxic vapor which last for 4 combat rounds. Units in these clouds suffer 2 Poison AN damage. Fire resistance helps against this spell as well.
Evo 3	Fireball	F2	20	30+	1	1	16+	1	AP, NUW
									The quintessential Dungeons & Dragons spell, unless you count Magic Missile.
Evo 6	Flame Eruption	F2	30	5	15	0	14+	1	AP, NUW
									Same as Burning Hands but with a much larger area of effect.
Evo 8	Pillar of Fire	F2	20	100	1	0	34+	1	AP, NUW
									Massive ranged attack on a single square. Adjacent squares may also be set on fire.
Alt 3	Immolation	F2	20	0	7	0	12+	1	AP, NUW
									The area of effect of this spell surrounds the caster.
Alt 7	Phoenix Pyre	F2	20	0	0	0	0	1	NUW
									The caster gains limited Immortality for the duration of the battle, and will reappear elsewhere on the battlefield if he/she is slain, as long as he/she has less than 100 Fatigue. However, there is a Fatigue penalty of 30+d20 associated with each reappearance. Also, the caster will explode every time he or she dies, doing 50 armor-piercing points of damage in a 10-square area.
Alt 8	Conflagration	F2	20	25	10	100	0	1	NUW
									This sets a lot of units on fire, like a multi-unit Combustion.
Conj 3	Phoenix Power	F2	20	0	0	0	0	1	NUW
									The caster gains +1 Fire skill for the duration of the battle, as well as +5 Fire Resistance.
Ench 5	Flame Ward	F2	100	5	15	0	0	1	
									Targets get +5 Fire Resistance.
Thau 3	Rage	F2	20	25	0	100	0	1	MR, MI
									Confusion effect on all units.
Thau 8	Hydrophobia	F2	100	25	5	100	0	1	MR, UI, II, MI, NUW
									Affected units will attack the nearest unit, even if it is friendly. Only living units can be affected by this spell.
Evo 2	Flare	F3	50	40+	1	1	19+	1	AP, NUW
									A long-range armor-piercing fire attack that affects a single square.
Evo 4	Fire Cloud	F3	20	25	3+	1	8	1	AP, NUW
									Three clouds of fire are created on the battlefield. Any units caught in them suffer damage as per the spell stats. Passing through the cloud does NO damage if you do not stop movement there. Clouds last two rounds.
Evo 5	Falling Fires	F3	20	25	3+	1	15	1	AP, NUW
									A ranged, armor-piercing attack.
Alt 5	Cold Resistance	F3	100	5	15	0	0	1	
									Gives the targets 5 Cold Resistance.
Alt 5	Incinerate	F3	20	25	0	100	18+	1	AN
									A long-range spell that ignores armor. Affects a single target.
Alt 5	Solar Eclipse	F3S1	100	0	0	0	0	1	BE, NUW
									Shrouds the battlefield in darkness giving most units a -3 penalty to Att, Def and Prec. Units with Darkvision ignore some or all of this penalty according to their Darkvision level.
Alt 6	Boil	F3W1	20	25	1	100	9+	1	AN
									A ranged, armor-negating fire attack that can only be cast underwater, which is rare.

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Conj 5	Summon Fire Elemental	F3	100	1	0	0	0	1	NUW		
		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
	<i>Fire Elemental x1</i>	20	20	0	10	50	8	18	5	0	2/10
	Inanimate, NNEat, FR 50, CR -5, PR 25										
	Wpn: Flame Strike										
Thau 4	Prison of Fire	F3	30	25	3+	2	0	1	NUW		
	This is like Bonds of Fire but with an area of effect.										
Alt 8	Warriors of Muspelheim	F4	200	0	BF	0	0	1			
	All friendly units on the battlefield get the Fire Fend spell effect.										
Conj 7	Living Fire	F4	200	1	0	0	0	4+	NUW		
		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
	<i>Fire Elemental x4+</i>	14	16	0	10	50	8	16	5	0	2/8
	Inanimate, NNEat, FR 50, CR -5, PR 25										
	Wpn: Flame Strike										
Ench 4	Flaming Arrows	F4	100	0	BF	0	0	1	NUW		
	All friendly archers on the battlefield gain flaming arrows. Anyone hit with a flaming arrow has a chance of catching fire. Flaming arrows also get an extra dmg: 8 AP attack of fire damage. Flaming arrows are considered magical for the purpose of hitting ethereal beings.										
Ench 6	Heat from Hell	F4	200	0	0	0	0	1	BE, NUW		
	Does stun damage equal to 5 + Heat scale (-3 if raining) and hits 50% of units per round.										
Ench 8	Fire Fend	F4	100	0	BF	0	0	1			
	Targets gain +5 Fire Resistance.										
Evo 7	Fire Storm	F5	500	0	0	0	0	1	BE, NUW		
	The entire battlefield (enemy units as well as friendly units) is attacked by flames. Damage is 6 AP, and 50% of all units are hit per round. Lasts until the battle end or the mage dies.										
Evo 9	Flame Storm	F5	100	35+	40	0	15+	1	AP, NUW		
	An armor-piercing ranged attack which has a very large area of effect.										

AIR

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Alt 0	Air Shield	A1	10	0	0	0	0	1	NUW		
	Gives the target 80% resistance to missiles.										
Evo 1	Shocking Grasp	A1	3	1	0	0	18+	1	AN		
	An electrical attack that ignores armor. Caster must touch the target.										
Evo 5	Orb Lightning	A1	10	15	0	2	10	1+	AN		
Alt 1	Charge Body	A1	5	0	0	0	0	1			
	Striking the mage in combat causes 20 AN damage to both the mage and his/her attacker.										
	The spell works only once and then must be recast.										
Alt 1	Aim	A1	5	5+	1	5	0	1			
	Increases the target's Precision by 5.										
Alt 2	Phantasmal Warrior	A1	10	5	0	0	0	1			
		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
	<i>Phantasmal Warrior x1</i>	1	10	0	10	50	10	10	10	0	3/12
	Inanimate, Amph, NNEat, PR 25										
	Wpn: Phantasmal Weapon										
Alt 2	Mirror Image	A1	10	0	0	0	0	1	AN		
	The mage becomes more difficult to hit in combat by gaining 2 mirror images per Air skill. A strike on such a mage has a chance of hitting a mirror image, whereupon the strike is negated. The mirror images disappear when the real image is hit.										

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Conj 2	Summon Storm Power	A1	10	0	0	0	0	1	NUW		
	Gives the caster +1 bonus to Air magic skill, but can only be cast during a Storm.										
Conj 3	Summon Lesser Air Elemental	A1	100	1	0	0	0	1	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Air Elemental x1</i>	8	9	0	13	50	13	15	5	0	3/24
	Fly, Inanimate, NNEat, SR 15, PR 25										
	Wpn: Lightning Swarm										
Ench 1	Windrunner	A1	10	0	0	0	0	1	AN		
	Makes the caster run faster on the battlefield. It does not affect the number of attacks made.										
Ench 1	Protection from Lightning	A1	5	0	0	0	0	1			
	Gives the target 10 Shock Resistance.										
Ench 2	Flight	A1	20	0	0	0	0	1	NUW		
	Grants the Flying ability to the caster for the duration of the battle.										
Thau 2	Steal Breath	A1	20	25	0	5	40+	1	MR, UI, II		
	Gives a large amount of fatigue to a single target										
Evo 2	Lightning Bolt	A2	10	35+	0	4	14+	1	AN		
	Shoots a lightning bolt at the target. Spell has good Precision and ignores armor.										
Evo 2	Shock Wave	A2	10	2	6	0	9+	1	AN		
	Does lightning damage to a six-square area adjacent to the caster. Unlucky casters (or those with low Precision) can sometimes hit themselves due to the fact that the area of effect is larger than the range.										
Alt 1	False Fetters	A2	10	10	2+	0	0	1	MR		
	Entraps units so that they may not move or fight until they overcome the fetters. A DRN is generated each turn, and the DRN + the unit's MR must exceed 20.										
Alt 3	Mistform	A2	10	0	0	0	0	1			
	Any successful strike on the target is reduced to 1 point of damage. The mistform is canceled by any hit that does 25 or more points of damage after armor. It is also canceled by any hit from a magical weapon. Mistform also has a simple 1% chance of expiring on any hit. The damage reduction occurs even on a hit which causes the mistform to expire.										
Alt 4	Wind Guide	A2	100	0	BF	0	0	1	NUW		
	Increases Precision of all friendly units on the battlefield by 5.										
Ench 3	Gift of Flight	A2	20	5	1	0	0	1	NUW		
	Gives the Flight ability to one square of units for the duration of the battle.										
Ench 5	Thunder Ward	A2	100	5	15	0	0	1			
	Increases the targets' Lightning Resistance by 5										
Evo 3	Mist	A3	100	0	0	0	0	1	BE, NUW		
	Casts a mist across the battlefield, reducing the Precision of all units by half.										
Evo 4	Thunder Strike	A3	50	100	1	2	26+	1	AN, NUW		
	This is a long-range thunderbolt that also has secondary stun effects on adjacent units.										
Alt 3	Ghost Wolves	A3	10	5	0	0	0	2			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Phantasmal Wolf x2</i>	1	9	0	10	50	10	10	10	0	3/26
	Inanimate, Amph, NNEat, PR 25										
	Wpn: Phantasmal Weapon										
Alt 6	False Horror	A3	10	5	0	0	0	1			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>False Horror x1</i>	1	10	0	10	50	13	10	10	0	3/4
	Fly, Inanimate, Amph, NNEat, PR 25										
	Wpn: Phantasmal Claw, Phantasmal Claw										

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Conj 5	Summon Air Elemental	A3	100	1	0	0	0	1	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Air Elemental x1</i>	1	10	0	10	50	13	10	10	0	3/4
		Fly, Inanimate, NNEat, SR 15, PR 25									
		Wpn: Lightning Swarm									
Ench 6	Arrow Fend	A3	100	0	BF	0	0	1	NUW		
		Gives all friendly units on the battlefield an Air Shield 80%.									
Thau 5	Confusion	A3	10	25	1	3	0	1	MR, MI		
		A unit in the area of effect has a 50% chance each turn of becoming confused. Confused units will make a random move and attack someone within range, be it enemy or friendly. Confusion is checked each turn, regardless of the previous turn's confusion.									
Evo 5	Storm	A4	100	0	0	0	0	1	BE, NUW		
		Creates a rainstorm or snowstorm. Flying is impossible and all missile fire is hampered: all Precision is halved and there is a 50% chance that a given missile will be lost altogether. A rainstorm causes all Fire spells to cost double fatigue. Whether the storm consists of rain or snow depends on the Heat/Cold scales in that province.									
Alt 5	Phantasmal Army	A4	100	4+	0	0	0	25+			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Phantasmal Warrior x25+</i>	1	10	0	10	50	10	10	10	0	3/12
		Inanimate, Amph, NNEat, PR 25									
		Wpn: Phantasmal Weapon									
Conj 7	Living Clouds	A4	200	1	0	0	0	4+	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Air Elemental x4+</i>	10	11	0	14	50	14	16	5	0	3/26
		Fly, Inanimate, NNEat, SR 15, PR 25									
		Wpn: Lightning Swarm									
Ench 7	Mass Flight	A4	200	0	BF	0	0	1	NUW		
		Gives all friendly units on the battlefield the Flying ability.									
Ench 8	Thunder Fend	A4	100	0	BF	0	0	1			
		Gives all friendly units on the battlefield Shock Resistance 5.									
Evo 6	Wrathful Skies	A5	200	0	0	0	0	1	BE, NUW		
		Random lightning strikes occur on the battlefield. On a normal battlefield, 5% of the squares will be struck. Twice this number will be struck during a Storm.									
Alt 7	Fog Warriors	A5	300	1	BF	0	0	1			
		Gives all friendly troops the Mistform spell effect.									
Evo 7	Shimmering Fields	A6	200	20	50	0	10+	1	AN		
		Creates a 50-square charged field that does lightning damage to any unit in its AoE, including friendly units.									
Ench 8	Mists of Deception	A6	200	0	0	0	0	1	BE, NUW		
		Same as the Mist spell with the additional effect that one random phantasm per level of caster will appear on the battlefield.									

WATER

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Evo 0	Freezing Touch	W1	10	1	0	0	9+	1	AN, NUW		
		An armor-negating attack that requires the caster to touch the target.									
Evo 1	Slime	W1	20	25+	1	2	0	1	MR, NUW		
		Units in the area of effect have Action Points, Defense, and Attack halved.									
Evo 1	Geyser	W1F1	5	15+	1	3	6+	1	AP		
		A ranged, armor-piercing attack that affects one square.									
Evo 1	Water Strike	W1	20	30+	0	2	13+	1			
		A ranged attack on one target that only works underwater.									
Alt 2	Resist Fire	W1	10	0	0	0	0	1			
		Confers 5 Fire Resistance on the caster.									
Alt 2	Quicken Self	W1	20	0	0	0	0	1			
		The caster can make two attacks per turn, and gains +3 Att and +3 Def. Spellcasting is still limited to one per turn.									
Alt 2	Ice Shield	W1	20	0	0	0	0	1			
		A magic shield (Protection 20) that will parry 50% of all attacks.									
Alt 4	Liquid Body	W1	20	0	0	0	0	1			
		Caster gains slash, blunt and pierce resistance. Loses 4 Str and 25% movement speed.									
Alt 6	Frozen Heart	W1	20	20+	0	100	10+	1	AN, II		
		A very precise ranged attack that ignores armor and does cold damage.									
Conj 2	Summon Water Power	W1	20	0	0	0	0	1			
		Caster gains a +1 bonus to Water magic skill for the duration of the battle.									
Conj 3	Summon Lesser Water Elemental	W1	100	1	0	0	0	1			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Water Elemental x1</i>	21	14	0	11	50	11	15	5	0	2/9
		Inanimate, Amph, NNEat, FR 6, PR 25									
		Wpn: Crush, Crush									
Ench 1	Protection from Cold	W1	5	0	0	0	0	1			
		Gives the caster 10 cold resistance.									
Ench 2	Water Shield	W1	20	0	0	0	0	1			
		Gives the caster +5 Defense. Can only be cast underwater.									
Ench 2	Breath of Winter	W1	20	0	0	0	0	1			
		Grants the caster Chill +6. Caster gains 100% Cold Resistance during spellcasting only.									
Ench 6	Water Ward	W1	100	0	25	0	0	1			
		Same as Water Shield but effect is 25 squares.									
Evo 1	Cold Bolt	W2	20	45+	0	3	19+	1	NUW		
		A long-ranged cold attack that affects a single target.									
Evo 1	Acid Spray	W2F1	20	2	3	0	10	1	AP, NUW		
		A short-ranged armor-piercing attack. The area of effect is larger than the range is long, so an inaccurate mage may hit himself as well. Anyone hit by acid suffers the Rust effect.									
Evo 2	Cold Blast	W2	20	5	1	0	19+	1	NUW		
		A short-ranged cold attack.									
Evo 2	Rain	W2	100	0	0	0	0	1	BE, NUW		
		The entire battlefield is affected by rain. Units that radiate heat have this effect reduced by -3 and the fatigue cost of all Fire spells is doubled. Flying incurs double fatigue.									
Evo 3	Acid Bolt	W2F1	30	30+	1	3	16+	1	AP, NUW		
		A ranged, armor-piercing attack that affects one square, plus the Rust effect.									
Evo 6	Cleansing Water	W2	20	25+	4+	0	5+	1	AN, NUW		
		An armor-negating area attack that only affects demons and undead.									
Evo 7	Ice Strike	W2	20	25	22+	1	18	1	NUW		
		A ranged attack that ignores Cold Resistance.									

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Alt 3	Numbness	W2	20	20	1	100	0	1			
		The target suffers the Frozen effect.									
Alt 4	Quickness	W2	20	15	1	1	0	1			
		Same as Quicken Self, except the area of effect is one square instead of the caster.									
Alt 4	Encase in Ice	W2	20	20	1	100	0	1			
		Encases one square in ice, which does no direct damage but traps each unit in an ice block of 10 encase points. Each encase point grants +1 Protection. (The ice is thick!) The victim takes d8 stun damage per round. Each round, the victim makes a Str + DRN roll against 12 + DRN. The difference, if positive, is the number of encase points removed. When encase points are reduced to zero, the target is freed.									
Alt 8	Quickening	W2	100	15	9+	0	0	1			
		Gives the effect of Quicken Self to all units in its area of effect.									
Conj 4	School of Sharks	W2	100	0	0	0	0	10+			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Small Shark x10+</i>	2	1	0	13	30	12	4	10	3	1/14
		Aqua, NNEat Wpn: Bite									
Ench 5	Winter Ward	W2	100	5	15	0	0	1			
		Confers +5 Cold Resistance to all units in area of effect.									
Thau 1	Desiccation	W2	20	25	1	100	0	1	AN, MR, UI, II, NUW		
		Units in the area of effect become dehydrated. The result is that thirst inflict 2d8 stun dmg per round. To get rid of thirst, a unit must pass a check of MR + DRN that exceeds 22.									
Evo 3	Freezing Mist	W3A1	20	25	4+	1	1	1	AN, NUW		
		Creates a large cloud of cold which does cold damage to units caught in it. Ignores armor. Lasts 3 rounds.									
Evo 4	Acid Rain	W3F1	30	25	4+	3	12	1	AP, NUW		
		A ranged, armor-piercing acid attack with larger area of effect.									
Evo 5	Falling Frost	W3	20	25	5+	0	17+	1	NUW		
		Area of effect is struck by multiple bolts doing cold damage.									
Alt 5	Fire Resistance	W3	100	5	15	0	0	1			
		Gives the targets Fire Resistance 10.									
Alt 5	Bone Melter	W3N2	20	20	1	3	Death	1	MR		
		Attacks a single square. Each occupant of the square must pass a Magic Resistance roll or be instantly killed. Because this attack is Mundane, Ethereal units resist 75% of the time.									
Alt 6	Wave Warriors	W3	100	10	5	0	0	1			
		Targets gain Slash, Blunt and Pierce resistance. Lose 4 Str and 25% movement speed.									
Alt 7	Prison of Sedna	W3	100	20	6+	100	0	1			
		Same as Encase in Ice but with a larger area of effect.									
Conj 5	Summon Water Elemental	W3	100	1	0	0	0	1			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Water Elemental x1</i>	30	20	0	14	50	14	18	5	0	2/14
		Inanimate, Amph, NNEat, FR 15, PR 25 Wpn: Crush, Crush, Crush, Crush									
Conj 6	Shark Attack	W3	300	1	0	0	0	1	BE		
		Each time a unit is wounded, there is a chance that a shark will smell the blood and join the battle. The sharks are likely, but not guaranteed, to attack enemies.									
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>A shark</i>	45	20	6	10	15	9	4	5	3	2/20
		Stealthy, Aqua, NNEat Wpn: Bite									

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Ench 5	Friendly Currents	W3	100	0	0	0	0	1	BE		
		The water currents flow so as to aid friends and hinder enemies. Friendly units gain +4 Action Points and -2 Enc. Enemies suffer the opposite effect (-4 AP, +2 Enc).									
Thau 3	Sailors' Death	W3	20	25	1	1	14+	1	AN, MR, UI, II, NUW		
		A ranged attack that affects one square and ignores armor									
Thau 4	Curse of the Desert	W3	30	25	5	100	0	1	AN, MR, UI, II, NUW		
		Same as Dessication, but with a larger area of effect.									
Evo 7	Acid Storm	W4F1	300	0	0	0	0	1	BE, NUW		
		Acid starts to rain on the battlefield. Corrosion + 50% chance of 4 AP dmg each round									
Alt 8	Liquify	W4	20	25	3	100	Death	1	MR-		
		Kills targets unless they resist. If they resist they are likely to be crippled instead.									
Alt 8	Warriors of Niefelheim	W4	200	0	BF	0	0	1			
		Confers 5 Cold Resistance on the caster's army for the duration of the battle.									
Conj 7	Living Water	W4	200	1	0	0	0	4+			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Water Elemental x4+</i>	24	16	0	12	50	12	16	5	0	2/10
		Inanimate, Amph, NNEat, FR 9, PR 25									
		Wpn: Crush, Crush, Crush									
Ench 5	Quagmire	W4	100	0	0	0	0	1	BE, NUW		
		Turns the battlefield into a swamp. All units suffer -1 Att, -1 Def, and +2 Enc. Units with the Swamp Survival ability are not affected.									
Ench 6	Grip of Winter	W4	200	0	0	0	0	1	BE		
		All units including the caster have a 50% chance of suffering 5 AN stun damage.									
Ench 8	Frost Fend	W4	100	0	BF	0	0	1			
		Cold resistance 5 to all friendly units on battlefield.									
Evo 9	Niefel Flames	W5	200	35+	25+	0	10	1	AN, NUW		
		A long-ranged cold attack with a large area of effect which ignores armor.									
Ench 9	Demon Cleansing	W5	100	0	0	0	0	1	BE		
		All demons on the battlefield suffer double damage from attacks while this spell is in effect.									

EARTH

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 0	Flying Shards	E1	30	25+	0	0	10	4+	NUW
		A low-damage attack with the number of missiles depending on the caster's level.							
Alt 1	Fists of Iron	E1	30	1	0	5	16+	1+	NUW
		Delivers a powerful attack to an adjacent target. The number of attacks and the damage from each attack increase with the caster's skill in Earth magic.							
Alt 1	Earth Grip	E1	10	15	0	5	0	1	
		Entraps a single unit, rendering it unable to move. It can break free with a Str + DRN that that exceeds 22.							
Alt 2	Resist Lightning	E1	10	0	0	0	0	1	
		Caster gains 5 Shock Resistance.							
Alt 2	Stoneskin	E1	10	0	0	0	0	1	
		Increases the caster's Protection to 15, or by 2 if it was already 15 or greater. Caster suffers 5 cold vulnerability.							
Alt 2	Armor of Achilles	E1	40	15	1	3	0	1	
		Destroys the target's armor, reducing its Protection. Magical armor is immune to this spell. Units without armor are unaffected. This exemption also applies to units with high natural Protection but no armor per se, such as a Cave Drake.							

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special			
Alt 3	Ironskin	E1	20	0	0	0	0	1				
									Increases the caster's Protection to 20, or by 3 if it was already 20 or greater. Caster suffers 5 shock vulnerability.			
Alt 4	Temper Flesh	E1	20	0	0	0	0	1				
									Caster gains Slash, Blunt, Pierce Resistance and +5 Fire Resistance.			
Conj 3	Summon Lesser Earth Elemental	E1	100	1	0	0	0	1				
									HP Str Prt Att Mor Def MR Pre Enc Mv			
	<i>Earth Elemental x1</i>		26	15	7	10	50	9	15	3	0	2/8
												Inanimate, Amph, NNEat, PR 25
												Wpn: Fist
Thau 3	Iron Will	E1	20	20	1	100	0	1	MI			
												Increases the target's Magic Resistance by 4.
Ench 2	Flying Shield	E1A1	20	0	0	0	0	1	NUW			
												A magic shield (Protection 20) that will parry 50% of all attacks.
Evo 3	Magma Bolts	E1F1	20	25+	0	2	25+	3				
												A powerful ranged attack with three projectiles of magma. Despite the magma it is not a Fire attack and thus is not armor-piercing.
Evo 2	Rust Mist	E2W1	30	25	6+	0	52+	1	NUW			
												All armor in the area of effect becomes rusty. When struck (and after damage is calculated) the armor has a 50% chance of becoming "broken" and conferring no Protection bonus. Broken armor has the same effect as Armor of Achilles. Spell lasts 4 rounds.
Alt 1	Earth Might	E2	20	15	1	0	0	1				
												Affected units have their Strength increased by +4.
Alt 2	Earth Meld	E2	60	20	5	3	0	1				
												Area-effect version of the spell Earth Grip.
Alt 5	Iron Warriors	E2	40	10	1	2	0	1				
												Gives the Ironskin effect to one square of friendly units.
Conj 3	Summon Earthpower	E2	20	0	0	0	0	1				
												Caster gains a bonus of +1 to Earth magic skill, as well as Reinvigoration +4.
Thau 1	Farstrike	E2S1	5	50	0	5	17+	1				
												A ranged sttack on a single unit that adds the caster's Strength to the Damage.
Evo 4	Blade Wind	E3	80	30+	0	0	14	40+	NUW			
												Hurls a large number of missiles at the enemy. Most effective against unarmored or lightly armored troops due to the damage number.
Evo 5	Gifts from Heaven	E3S1	50	100	1	-3	150	3	NUW			
												A massive ranged attack on three separate squares. The only problem is the low Precision.
Evo 6	Magma Eruption	E3F1	30	25	5+	0	23+	1	NUW			
												A powerful attack, but is not Fire damage.
Evo 7	Rain of Stones	E3A1	100	0	BF	0	14	1	NUW			
												Stones strike the entire battlefield. Damage is identical to Blade Wind.
Alt 4	Destruction	E3	40	25	6	3	0	1				
												Area-effect version of Armor of Achilles.
Alt 4	Curse of Stones	E3	300	0	BF	0	0	1	MR-			
												Units suffer an extra d6 of Fatigue when attacking, and an extra d4 of Fatigue for moving one square, and each square costs an additional Action Point.
Alt 5	Lightning Resistance	E3	100	5	15	0	0	1				
												All units in target area gain 5 Shock Resistance.
Alt 5	Maws of the Earth	E3	100	25+	7+	3	15+	1	AP			
												Flying and floating units are immune to this armor-piercing attack spell.

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Alt 5	Shatter	E3	20	10	0	100	35+	1	AN		
		A powerful ranged attack against inanimate beings that ignores armor. Non-inanimate units are immune to this spell.									
Alt 6	Iron Bane	E3	100	0	BF	0	0	1			
		This affects the entire battlefield with the Rust Mist spell. All units are affected, including friendly ones.									
Alt 7	Marble Warriors	E3	100	10	25	0	0	1			
		All units in the area of effect are granted the Stoneskin effect.									
Conj 5	Summon Earth Elemental	E3	100	1	0	0	0	1			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Earth Elemental x1</i>	50	24	10	10	50	8	18	3	0	2/14
		Inanimate, Amph, NNEat, PR 25 Wpn: Fist, Fist									
Const 3	Legions of Steel	E3	40	10	25	0	0	1			
		Each armor "part" worn by a unit gains +3 Protection.									
Ench 3	Strength of Giants	E3	40	10	25	0	0	1			
		All units in the area of effect have their Strength increased by +4.									
Evo 5	Earthquake	E4	300	0	BF	0	8	1	AP, NUW		
		The entire battlefield (enemy and friendly) takes armor-piercing damage due to an earthquake. Certain units, such as those that have the Floating ability, do not take damage as they are not actually touching the ground.									
Alt 8	Ground Army	E4	200	0	BF	0	0	1			
		Gives +5 Shock Resistance to all friendly units on the battlefield.									
Conj 7	Living Earth	E4	200	1	0	0	0	4+			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Earth Elemental x4+</i>	34	18	8	10	50	9	16	3	0	2/10
		Inanimate, Amph, NNEat, PR 25 Wpn: Fist									
Alt 6	Petrify	E5	40	25	1	100	Death	1	MR		
		Turns target units to stone, meaning instant death. If they pass a MR check, they take 7 AN points of Paralyze damage instead.									
Alt 9	Army of Gold	E5	300	0	BF	0	0	1			
		Grants all friendly units the Ironskin effect, as well as +5 Fire Resistance.									
Alt 9	Army of Lead	E5	300	0	BF	0	0	1			
		Grants all friendly units the Ironskin effect, as well as +4 Magic Resistance.									
Const 7	Weapons of Sharpness	E5	20	10	25	0	0	1			
		Melee weapons (only) wielded by units in the area of effect do armor-piercing damage.									

ASTRAL

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 0	Twist Fate	S1	10	0	0	0	0	1	
		The first successful strike against the caster is negated.							
Evo 1	Star Fires	S1	20	30	0	2	5+	2	AN, NUW
		A long-range attack on a single target that ignores armor							
Evo 3	Magic Duel	S1	100	100	1	100	Death	1	AN, MI
		The mage challenges another Astral mage on the battlefield to a duel. Each mage rolls a d6 (this is not open-ended) and adds his or her level of Astral magic. The mage with the higher total is the winner. The loser dies. If the totals are tied, both mages die.							
Evo 3	Healing Light	S1N1	20	25+	1	100	10	1	AN, UI, II, MI, NUW
		A healing spell with a small area of effect.							

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 4	Nether Bolt	S1D1	15	30+	1	2	20+	1	AP, MR
		An armor-piercing attack with the ability to Feeblemind targets. A successful magic resistance roll avoids the Feeblemind.							
Evo 7	Nether Darts	S1D1	15	25+	0	0	15+	15+	AP, MR
		Like a Nether Bolt, but with multiple bolts. Multiple missile can hit the same target, but only if the caster has high Precision.							
Alt 1	Personal Luck	S1	20	0	0	0	0	1	UI, II
		Any wound or magic damage suffered by the caster which would result in the caster's death has a 75% chance of being negated.							
Alt 2	Cheat Fate	S1	20	5	1	0	0	1	
		The first successful strike against the targets is negated.							
Alt 3	Luck	S1	20	5	1	2	0	1	UI, II
		Same as Personal Luck except that it affects a small number of units and not the caster.							
Alt 4	Body Ethereal	S1	30	1	1	0	0	1	
		Caster gains the Ethereal ability. Non-magical attacks have a 75% chance of missing.							
Conj 3	Power of the Spheres	S1	100	0	0	0	0	1	
		Caster gains a +1 skill bonus in all paths of magic. Caster must already have the magic path skill in question to get the bonus.							
Ench 1	Resist Magic	S1	20	0	0	0	0	1	
		Increases the caster's Magic Resistance by +4.							
Ench 3	Astral Shield	S1	20	0	0	0	0	1	
		A shield of astral energy surrounds the mage. When the mage is attacked, the attacker suffers an attack of paralyzing damage that is calculated as follows: 12 + Astral level - (attacker's weapon length x2). This attack ignores armor and can be resisted with a successful magic resistance roll. Mindless units are immune to this effect.							
Thau 1	Blink	S1	10	0	0	0	30	1	
		Instantly transports the caster to another location on the battlefield. The location is random and can be anywhere regardless of distance.							
Thau 1	Communion Master	S1	20	0	0	0	0	1	
		This is a powerful spell which must be combined with the spell Communion Slave, below. There cannot be a valid communion without both of these spells active. These spells allow a mage or mages to distribute fatigue from spellcasting among all the communion slaves on the battlefield (equally). It also grants each communion master n extra levels in all of his or her magic paths for each $2^n n$ communion slaves in the communion. See chart:							
		<u>Slaves</u>	<u>Bonus</u>						
		2	1	and so on as the chart continues indefinitely. All single-target					
		4	2	spells that affect the communion master(s) affect the slaves					
		8	3	This applies to both self-buffs and taking damage.					
		16	4						
Thau 1	Communion Slave	S1	20	0	0	0	0	1	
		Must be cast with Communion Master (above). When the number of slaves drops below the threshold for the current skill bonus, the skill bonus for each communion master drops immediately. If all the communion masters are killed or flee from the battlefield, each communion slave is stunned for (about) one round and takes 3d50 of stun damage.							
Evo 1	Arcane Bolt	S2	20	35+	0	3	10+	1	AN
		A ranged attack that is only useful against magic beings.							
Evo 2	Solar Rays	S2	20	35+	1	100	12+	1	AP, NUW
		An armor-piercing, ranged attack with very high Precision that only affects undead and may set them on fire.							

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 5	Stellar Cascades	S2	20	30	5	100	25	1	AP, NUW
		A ranged, area-effect spell that does armor-piercing stun damage.							
Thau 1	Horror Mark	S2	20	50	0	100	0	1	MI
		A horror mark makes it more likely that a unit will be attacked by a horror. See "horror marking" in the main rulebook.							
Thau 2	Returning	S2	200	0	0	0	1	1	
		This spell transports the caster back to the nation's home fortress. The spell does not work if the home fortress is enemy-controlled, or if the caster is in the home province.							
Thau 2	Mind Burn	S2	20	100	0	100	12+	1	AN, MR, MI
		A very long-ranged, extremely precise attack on a single target that ignores armor.							
Thau 4	Paralyze	S2	20	100	0	100	60+	1	AN, MR, MI
		A powerful attack that ignores armor and does paralyzation damage.							
Evo 5	Astral Geyser	S3	20	45+	1	0	0	1	AN, MI
		Confers two levels of horror marking on the target. Units in a 10-square adjacent area are hit by deadly rays, with 2 AN damage that can be avoided by passing a Magic Resistance check.							
Evo 6	Astral Fires	S3F1	20	40+	4+	100	10	1	AN, MR
		A fire attack that ignores armor and strikes multiple targets. Because it is of astral origin, it burns underwater.							
Alt 6	Control	S3	100	20	0	100	0	1	MR
		The caster takes control of one enemy magical being. That magical being will now fight for the caster's side in battle.							
Alt 6	Battle Fortune	S3	100	10	5	5	0	1	UI, II
		The spell's targets gain Luck for the remainder of the battle. Like Luck, except with larger area of effect, longer range, greater Precision, and higher Fatigue cost.							
Conj 4	Light of the Northern Star	S3	200	0	0	0	0	1	BE
		All mages on the battlefield, friendly and enemy alike, gain a bonus of +1 Astral magic skill.							
Ench 4	Astral Healing	S3	100	0	BF	0	2	1	AN, II, MI
		A battlefield-wide healing spell that only affects friendly units, but only restores a small number of hit points. Lifeless beings are unaffected.							
Ench 4	Antimagic	S3	100	0	BF	0	0	1	
		Increases the Magic Resistance of all friendly units on the battlefield by 4.							
Ench 6	Opposition	S3	20	20	0	100	Death	1	MR
		Disenchants one enemy magical being. If the target fails its Magic Resistance check, it dies. If it passes, the spell has no effect.							
Thau 5	Soul Slay	S3	20	100	0	100	Death	1	MR, MI
		A ranged attack on a single target that will kill the target if it fails a Magic Resistance check.							
Alt 7	Doom	S4	100	0	BF	0	0	1	
		All enemy units on the battlefield become Cursed. This is permanent.							
Alt 8	Will of the Fates	S4	400	0	BF	0	0	1	UI, II
		All friendly units on the battlefield receive the Luck attribute.							
Thau 6	Enslave Mind	S4	20	100	0	100	0	1	AN, MR, MI
		The caster takes full and permanent control of enemy units. However, all commanders lose their independence and become regular units, losing things like leadership and magic skills.							
Thau 7	Vortex of Returning	S4	300	0	BF	0	1	1	AN
		The entire army is transported back to its nation's home province.							
Evo 8	Astral Tempest	S5	200	0	0	0	0	1	BE
		A massive astral energy storm envelops the battlefield. Each unit on the battlefield has a 50% chance of suffering an attack of dmg: 1 AN, MR each combat round.							

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 7	Solar Brilliance	S5	500	0	0	0	0	1	BE, NUW
									All units on the battlefield have a 50% chance of becoming blinded. This effect can be avoided by passing Magic Resistance check +4. All undead and demons have a 50% chance of suffering a 5 AP attack, which can also be avoided by passing an MR +4 check.
Thau 8	Soul Drain	S5D5	500	0	0	0	0	1	BE, MI
									All units on the battlefield have a 50% chance of suffering a drain attack of dmg: 1 AN, MR each combat round.
Ench 8	Unraveling	S6	600	0	BF	0	0	1	MR
									Causes Decay damage to all magic beings on the battlefield. The targets can avoid the spell effects by passing a Magic Resistance roll.
Alt 9	Arcane Domination	S7	700	0	BF	0	0	1	AN, MR-
									Caster takes control of all magical beings on the battlefield unless they pass a Magic Resistance check at +4 easier than normal). Like Master Enslave (below) but only affects magic beings.
Thau 9	Master Enslave	S8	800	0	BF	0	0	1	AN, MR-, MI
									The caster takes control of all enemy units. Targets can avoid the effects of this spell by passing a Magic Resistance Check at +4 (easier than normal).

DEATH

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special																					
Alt 0	Hand of Dust	D1	10	1	0	0	6+	1	AN																					
									A magical attack that ignores armor but requires the caster to touche the target.																					
Conj 1	Spirit Curse	D1	100	50	0	100	0	1																						
									Curses one enemy unit.																					
Alt 1	Skeletal Body	D1	20	0	0	0	0	1																						
									Caster gains Pierce Resistance.																					
Alt 2	Weakness	D1	20	20	0	3	3	1	AN, MR																					
									Target loses 3 points of Strength.																					
Alt 4	Stygian Skin	D1W1	20	0	0	0	0	1	II																					
									Gives caster Invulnerability 15.																					
Evo 4	Bane Fire Dart	D1F1	20	25+	0	4	15+	1	AP, NUW																					
									Attack spell that can also cause decay on the target.																					
Conj 5	Ghost Grip	D1	10	20	0	3	25+	5																						
									Does stun damage to multiple units on the battlefield.																					
Conj 5	Corpse Candle	D1F1	100	0	0	0	0	3	NUW																					
									<table border="1"> <thead> <tr> <th>HP</th> <th>Str</th> <th>Prt</th> <th>Att</th> <th>Mor</th> <th>Def</th> <th>MR</th> <th>Pre</th> <th>Enc</th> <th>Mv</th> </tr> </thead> <tbody> <tr> <td>Corpse Candle x3</td> <td>4</td> <td>4</td> <td>0</td> <td>19</td> <td>50</td> <td>19</td> <td>13</td> <td>5</td> <td>0</td> <td>3/20</td> </tr> </tbody> </table> SS, Float, NNEat, PR 15 Wpn: Bane Burst	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Corpse Candle x3	4	4	0	19	50	19	13	5	0	3/20
HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv																					
Corpse Candle x3	4	4	0	19	50	19	13	5	0	3/20																				
Ench 1	Animate Skeleton	D1	30	5	0	-2	0	1																						
									<table border="1"> <thead> <tr> <th>HP</th> <th>Str</th> <th>Prt</th> <th>Att</th> <th>Mor</th> <th>Def</th> <th>MR</th> <th>Pre</th> <th>Enc</th> <th>Mv</th> </tr> </thead> <tbody> <tr> <td>Longdead x1</td> <td>5</td> <td>10</td> <td>12</td> <td>11</td> <td>50</td> <td>11</td> <td>9</td> <td>10</td> <td>0</td> <td>3/11</td> </tr> </tbody> </table> Inanimate, Und, PAmph, NNEat, CR 15, PR 25 Wpn: Spear	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	Longdead x1	5	10	12	11	50	11	9	10	0	3/11
HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv																					
Longdead x1	5	10	12	11	50	11	9	10	0	3/11																				
Ench 1	Animate Dead	D1	20	5	0	-2	0	1																						
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HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv																					
Soulless x1	15	12	0	4	50	3	5	4	0	2/6																				
Thau 1	Dust to Dust	D1	20	25	1	0	22+	1	AN																					
									Attacks undead (only) in one square with a powerful attack that ignores armor.																					

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special																						
Thau 1	Decay	D1	20	20	0	3	0	1	MR																						
		Ages the target by five years per round of battle. There is a 5% chance per round that the target will get a chance to resist the spell. The resistance is checked by MR against 15.																													
Thau 1	Frighten	D1	5	50	1	5	0	1	AN																						
		Inflicts a Fear +15 attack on the occupants of one square.																													
Evo 3	Shadow Bolt	D2	20	30+	0	3	10+	1	AN, MR, UI																						
		A powerful ranged attack on a single unit that ignores armor and can paralyze all units in the target's square.																													
Evo 4	Bolt of Unlife	D2	20	25+	0	1	20+	1	AN, MR, UI, MI																						
		An attack spell that will raise the target as a soulless if it is killed.																													
Evo 5	Shadow Blast	D2	100	30+	6+	0	20+	1	AN, MR, UI																						
		Like Shadow Bolt but with a large area of effect.																													
Alt 1	Hand of Death	D2	5	1	0	0	40+	1	AN																						
		A very powerful attack on a single target that ignores armor, but requires the caster to touch the target.																													
Alt 5	Enfeeble	D2	100	20	6+	3	2	1	MR																						
		Targets lose 2 points of strength.																													
Alt 8	Disintegrate	D2	10	25	0	100	Death	1	AN, MR																						
		Instantly kills the target from long range. Can be resisted, though.																													
Conj 4	Summon Lammashatas	D2	100	0	0	0	0	2	NUW																						
		<table border="0"> <tr> <td></td> <td><u>HP</u></td> <td><u>Str</u></td> <td><u>Prt</u></td> <td><u>Att</u></td> <td><u>Mor</u></td> <td><u>Def</u></td> <td><u>MR</u></td> <td><u>Pre</u></td> <td><u>Enc</u></td> <td><u>Mv</u></td> </tr> <tr> <td><i>Lammashata</i> x2</td> <td>15</td> <td>13</td> <td>0</td> <td>13</td> <td>30</td> <td>16</td> <td>15</td> <td>13</td> <td>0</td> <td>3/12</td> </tr> </table>									<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<i>Lammashata</i> x2	15	13	0	13	30	16	15	13	0	3/12
	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>																					
<i>Lammashata</i> x2	15	13	0	13	30	16	15	13	0	3/12																					
		Fly, Und, CR 15, PR 25																													
		Wpn: Wraith Sword																													
		*A note on Lammashatas: they may end up attacking the caster eventually.																													
Ench 3	Raise Skeletons	D2	40	5	0	-2	0	3																							
		<table border="0"> <tr> <td></td> <td><u>HP</u></td> <td><u>Str</u></td> <td><u>Prt</u></td> <td><u>Att</u></td> <td><u>Mor</u></td> <td><u>Def</u></td> <td><u>MR</u></td> <td><u>Pre</u></td> <td><u>Enc</u></td> <td><u>Mv</u></td> </tr> <tr> <td><i>Longdead</i> x3</td> <td>5</td> <td>10</td> <td>11</td> <td>11</td> <td>50</td> <td>11</td> <td>9</td> <td>10</td> <td>0</td> <td>3/6</td> </tr> </table>									<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<i>Longdead</i> x3	5	10	11	11	50	11	9	10	0	3/6
	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>																					
<i>Longdead</i> x3	5	10	11	11	50	11	9	10	0	3/6																					
		Inanimate, Und, PAmph, NNEat, CR 15, PR 25																													
		Wpn: Spear																													
Ench 4	Raise Dead	D2	40	5	0	-2	0	10+																							
		<table border="0"> <tr> <td></td> <td><u>HP</u></td> <td><u>Str</u></td> <td><u>Prt</u></td> <td><u>Att</u></td> <td><u>Mor</u></td> <td><u>Def</u></td> <td><u>MR</u></td> <td><u>Pre</u></td> <td><u>Enc</u></td> <td><u>Mv</u></td> </tr> <tr> <td><i>Soulless</i> x10 (max)</td> <td>15</td> <td>12</td> <td>0</td> <td>4</td> <td>50</td> <td>3</td> <td>5</td> <td>4</td> <td>0</td> <td>2/6</td> </tr> </table>									<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<i>Soulless</i> x10 (max)	15	12	0	4	50	3	5	4	0	2/6
	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>																					
<i>Soulless</i> x10 (max)	15	12	0	4	50	3	5	4	0	2/6																					
		Inanimate, Und, PAmph, NNEat, CR 15, PR 25																													
		Wpn: Fist																													
		This spell benefits from unburied dead on the battlefield at the time of casting, (increasing the number of Soulless summoned) and will reduce the number of unburied dead remaining in the province once the battle is over.																													
Ench 5	Horde of Skeletons	D2	40	5	0	-2	0	6+																							
		<table border="0"> <tr> <td></td> <td><u>HP</u></td> <td><u>Str</u></td> <td><u>Prt</u></td> <td><u>Att</u></td> <td><u>Mor</u></td> <td><u>Def</u></td> <td><u>MR</u></td> <td><u>Pre</u></td> <td><u>Enc</u></td> <td><u>Mv</u></td> </tr> <tr> <td><i>Longdead</i> x6+</td> <td>5</td> <td>10</td> <td>0</td> <td>11</td> <td>50</td> <td>9</td> <td>9</td> <td>10</td> <td>0</td> <td>3/11</td> </tr> </table>									<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<i>Longdead</i> x6+	5	10	0	11	50	9	9	10	0	3/11
	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>																					
<i>Longdead</i> x6+	5	10	0	11	50	9	9	10	0	3/11																					
		Inanimate, Und, PAmph, NNEat, CR 15, PR 25																													
		Wpn: Spear																													
Thau 5	Control the Dead	D2	20	20	1	0	0	1	AN, MR																						
		Takes control of enemy undead units in a single square.																													
Evo 6	Blast of Unlife	D3	20	25+	1	0	15+	1	AN, MR, UI, MI																						
		An attack spell that will raise the targets as soulless if they are killed.																													
Evo 6	Bane Fire	D3F1	30	40+	1	1	55+	1	NUW, AP																						
		A very powerful ranged attack of death fire, which is unlike normal fire. Adjacent squares suffer Decay, which can be negated by a successful MR check.																													

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 5	Invulnerability	D3	20	0	0	0	0	1	
		Gives the caster a Protection of 25 against non-magical (mundane) weapons.							
Alt 6	Soul Vortex	D3	40	0	0	0	0	1	
		Does 1 point of armor-negating life drain damage in each square adjacent to the caster. Targets can avoid the effect by making a MR roll.							
Evo 7	Stygian Rains	D3W2	200	0	BF	0	0	1	II, NUW
		Everyone on the battlefield get invulnerability 15. Lifeless units are not affected.							
Thau 4	Terror	D3	10	25	5+	1	0	1	AN
		Performs a Fear +10 attack in a wide area. Fear can affect friendly units.							
Thau 5	Leeching Darkness	D3	20	25	3+	1	8	1	NUW, AP, MR
		Does 8 armor-piercing points of damage to anyone in the area of effect. Spell lasts for two combat rounds.							
Thau 6	Wither Bones	D3	50	25	6+	-1	16+	1	AN
		An attack on undead much like Dust to Dust, with slightly less damage but a large area of effect that ignores armor and is not subject to magic resistance.							
Evo 6	Wailing Winds	D4A1	100	0	0	0	0	1	BE, NUW
		All enemy units on the battlefield suffer a Fear +0 attack.							
Evo 7	Cloud of Death	D4	10	25	9+	-3	9+	1	AN, MR, UI, NUW
		A large cloud appears and does damage to anything in its area of effect. This damage ignores armor. The cloud lasts for two combat rounds.							
Evo 7	Wind of Death	D4A1	100	0	BF	0	0	1	NUW, MR-
		All units on the battlefield suffer the Decay effect.							
Alt 5	Drain Life	D4	10	25	0	100	14+	1	AN, II
		A ranged attack that does life drain damage to one target. Half of the life drain damage is returned to the caster's hit points, and twice the life drain damage is returned to the caster's fatigue.							
Alt 6	Skeletal Legion	D4	100	0	BF	0	0	1	
		All friendly units get Pierce Resistance and risk getting diseased (MR negates).							
Alt 6	Darkness	D4	400	0	0	0	0	1	NUW, BE
		Plunges the entire battlefield into darkness. Attack, Defense and Precision of all units are reduced by 6. Undead and Blind units are immune to the effects of Darkness.							
Ench 6	Rigor Mortis	D4	100	0	0	0	0	1	BE
		Each round, all non-undead units have a 50% chance of suffering 10 AN stun damage.							
Ench 7	Life after Death	D4	400	0	BF	0	0	1	MI
		All friendly units get an extra life so when they die they instantly reawaken as a zombie. Undead and lifeless beings are unaffected by this spell.							
Thau 7	Plague	D4	100	20	1	0	0	1	MR, UI, II
		This causes a plague to infect targeted units. The plague does 1-2 damage and 1-4 fatigue each round. Also, each round, the plague will spread from infected units to adjacent units. It continues to spread each round until all infected units are dead.							
Evo 8	Vortex of Unlife	D5	20	25+	5+	0	16+	1	AN, MR, UI, MI
		Anyone killed by this attack spell will rise as a soulless warrior.							
Ench 9	Fields of the Dead	D5E2	100	0	0	0	0	1	BE
		This battle enchantment lasts for the entire battle or until the caster dies. Walking dead will appear and join the fight especially if there are many recently slain soldiers.							
Alt 7	Bone Grinding	D7	100	0	BF	0	3	1	AN, Mundane
		All units on the battlefield, including friendly ones, suffer a dmg: 3 AN attack. In addition, units must make a magic resistance roll at +4 to avoid receiving the Crippled affliction.							
Thau 9	Undead Mastery	D7	700	0	BF	0	0	1	AN, MR-
		The caster takes control of all the undead units on the battlefield. Units can resist by passing an MR +4 check (easier than normal).							

NATURE

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special																						
Thau 0	Sleep Touch	N1	10	1	0	0	115+	1	AN, MR, UI, II, MI																						
		Inflicts a massive amount of stun damage on a single target, ignoring armor. The caster must touch the target to hit.																													
Evo 2	Vine Arrow	N1	20	25+	0	0	14+	1	NUW																						
		In addition to suffering damage, the target is subject to the Tangle Vines effect.																													
Alt 1	Eagle Eyes	N1	5	0	0	0	0	1																							
		Increases a unit's Precision by 5.																													
Alt 1	Poison Touch	N1	5	1	0	0	10+	1	AN																						
		A poison attack on a single target. The caster must touch the target to hit.																													
Alt 1	Resist Poison	N1	5	0	0	0	0	1																							
		Gives the caster Poison Resistance 15.																													
Alt 1	Barkskin	N1	5	0	0	0	0	1																							
		Increases the caster's Protection to 10, or by 1 if it was already 10 or greater. Caster suffers 5 Fire Vulnerability.																													
Alt 3	Protection	N1	20	15	1	100	0	1																							
		Same as Barkskin, except that it affects one square of friendly units rather than the caster.																													
Alt 3	Mossbody	N1W1	20	1	1	0	0	1																							
		Troops in one square are covered with moss, which has a 75% chance of providing between 10 and 20 additional points of Protection. If a protected target still takes damage, the moss effect is lost and the moss explodes, releasing a poison cloud of AoE: 4, dmg: 1 AN which affects all troops caught in it, including friendly ones.																													
Alt 4	Elemental Fortitude	N1	10	0	0	0	0	1																							
		Confers +5 resistance to cold, fire, and shock.																													
Alt 4	Swarm	N1	100	0	0	0	0	20+	NUW																						
		<table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%;"></td> <td style="width: 10%;"><u>HP</u></td> <td style="width: 10%;"><u>Str</u></td> <td style="width: 10%;"><u>Prt</u></td> <td style="width: 10%;"><u>Att</u></td> <td style="width: 10%;"><u>Mor</u></td> <td style="width: 10%;"><u>Def</u></td> <td style="width: 10%;"><u>MR</u></td> <td style="width: 10%;"><u>Pre</u></td> <td style="width: 10%;"><u>Enc</u></td> <td style="width: 10%;"><u>Mv</u></td> </tr> <tr> <td style="text-align: right;"><i>Dragonfly x20+</i></td> <td>1</td> <td>1</td> <td>0</td> <td>15</td> <td>50</td> <td>13</td> <td>3</td> <td>10</td> <td>5</td> <td>2/1</td> </tr> </table>									<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	<i>Dragonfly x20+</i>	1	1	0	15	50	13	3	10	5	2/1
	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>																					
<i>Dragonfly x20+</i>	1	1	0	15	50	13	3	10	5	2/1																					
		SS, Fly, NNEat Wpn: Tiny Bite																													
Conj 1	Tangle Vines	N1	20	15	1	2	0	1																							
		Units become unable to move or attack until they free themselves. The chance to do so depends on the unit's strength and the growth dominion in the province. Specifically, a unit's Str + DRN must exceed the total of 18 + growth scale - (1 if Waste) + (1 if Forest).																													
Conj 4	Maggots	N1	100	20	0	100	50	1	AN, Mundane																						
		A poison attack that ignores armor but only affects undead.																													
Conj 6	Summon Sprites	N1A1	100	1	0	0	0	6	NUW																						
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	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>																					
<i>Sprite x6</i>	2	3	0	14	7	18	14	14	1	2/10																					
		FS, SS, Fly, NNEat Wpn: Useless Kick, Elf Shot																													
Ench 1	Poison Resistance	N1	5	0	0	0	0	1																							
		Gives the caster Poison Resistance 25.																													
Ench 1	Healing Touch	N1	20	1	1	1	30+	1	AN, II																						
		Heals affected units. Does not affect inanimate beings. Damage listed is amount of healing.																													
Ench 2	Gift of the Hare	N1	20	10	1+	0	0	1	AN																						
		Movement speed is doubled for the affected targets.																													
Ench 3	Heal	N1	20	10	1	5	30+	1	AN, II																						
		Like Healing Touch except with longer range.																													
Thau 1	Fascination	N1	20	5	0	100	0	1	AN, MR, MI																						
		Stuns the targeted enemy. Stun will usually result in one lost round.																													

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 1	Seven Year Fever	N1F1	30	20	1	2	0	1	MR, UI, II
	Affected units receive the Diseased affliction.								
Thau 1	Curse	N1S1	30	50	0	100	0	1	
	Target suffers the Curse effect.								
Thau 4	Touch of Madness	N1	30	15	1	0	0	1	AN, II, MI
	Targeted units go berserk.								
Evo 3	Sleep Cloud	N2	20	25	3+	3	46+	1	AN, MR, UI, II, MI
	Units in the area of effect take stun damage each round they remain in it. Lasts 3 rounds.								
Evo 4	Breath of the Dragon	N2	20	15+	3	-1	5+	1	NUW, AN
	A ranged poison attack with area effect.								
Evo 7	Storm of Thorns	N2	20	30+	0	0	15+	7+	NUW
	The caster shoots multiple Vine Arrows.								
Alt 2	Enlarge	N2	20	5	1	0	0	1	
	The targets are enlarged for the duration of the battle (only) and gain size +1, +30% HP, Str +3, Def -1.								
Alt 4	Shrink	N2	20	15+	1	0	0	1	MR
	Targets are permanently shrunk and gains size -1, -30% HP, Str -3, Def +1.								
Alt 5	Wooden Warriors	N2	50	5	5	0	0	1	
	Gives the targets the Barkskin effect.								
Alt 7	Curse of the Frog Prince	N2	20	20	0	100	0	1	MR, UI, II, MI
	Victim is transformed into a frog permanently.								
Ench 2	Personal Regeneration	N2	40	0	0	0	0	1	II
	Gives the caster +10% Regeneration + (Nature magic skill * 100 / MaxHP). Lifeless mages do not benefit from this spell.								
Ench 4	Poison Ward	N2	100	5	15	0	0	1	
	Gives a large number of friendly units Poison Resistance 5.								
Thau 2	Berserkers	N2	20	1	1	0	0	1	AN, II, MI
	Units in the area of effect gain the Berserker ability.								
Thau 2	Sleep	N2	20	30	0	4	110+	1	AN, MR, UI, II, MI
	Inflicts a large amount of stun damage on one target.								
Thau 3	Panic	N2	20	25	5+	1	0	1	AN
	A Fear +5 attack on all units within the area of effect.								
Thau 4	Rage of the Cornered Rat	N2	20	15	3+	0	0	1	AN, Animals only
	A group of animals goes berserk (never routs, Str +1, Att +1, Prot +1, Def -1)								
Thau 5	Charm Animal	N2	20	15	0	100	0	1	MR, Animals only
	Target unit changes sides. This is a permanent effect. Only works on Animals.								
Evo 5	Poison Cloud	N3	20	25	4+	-1	3	1	AN
	Creates a cloud of poison in the area of effect. The cloud lasts two rounds. Any unit caught in the cloud suffers a dmg: 3 AN poison attack. If a unit takes damage in the first round and remains in the cloud, it can be attacked again and thus be subject to two separate poison effects.								
Evo 5	Healing Mists	N3A1	20	25	9+	3	3	1	NUW, AN, II
	Units in the area of effect are healed up to their full hit points. The mist lasts for 3 rounds.								
Evo 6	Stream of Life	N3	20	35+	1	2	40+	1	AN, MR, UI, II
	Targets either die or are healed up to their full hit points and go berserk. The chance of death is 40% + 5% per level of the caster's Nature skill.								
Alt 6	Army of Giants	N3	100	0	10	0	0	1	
	Enlarges a group of soldiers (size +1, HP +30%, Str +3, Def -1)								

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Alt 7	Creeping Doom	N3	100	0	0	0	0	70+	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Giant Scorpion x70+</i>	5	5	5	11	50	6	3	4	2	1/8
		WS, NNEat, PR 15									
		Wpn: Sting									
Alt 7	Mass Protection	N3	100	5	BF	0	0	1			
		All friendly units on the battlefield gains 10 natural protection.									
Alt 8	Polymorph	N3	200	20	10+	5	0	1	MR, UI, II, MI		
		Transforms enemies into swine. They continue fighting, but are quite crappy.									
Conj 4	Strength of Gaia	N3E1	20	0	0	0	0	1			
		Caster gains Personal Regeneration, Barkskin, Str +4, and +1 Nature magic skill.									
Conj 5	Howl	N3	300	0	0	0	0	1	BE, NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Wolf</i>	8	9	2	11	11	10	5	5	2	3/26
		FS, MS, Stealthy									
		Wpn: Bite									
		Wolves appear constantly at edges of battlefield. This spell is more effective in forests and in mountains.									
Ench 3	Regeneration	N3	40	15	1	0	0	1	II		
		Personal Regeneration on a larger scale. Lifeless targets do not benefit from this spell.									
Ench 4	Haste	N3	100	10	25	0	0	1	AN, II		
		Reduces movement costs on the battlefield.									
Ench 5	Foul Vapors	N3W1	100	0	0	0	0	1			
		Clouds of poison vapors cover the entire battlefield and last for the duration of the battle. A unit has a 10% chance of being affected per combat round. If affected, a unit suffers a poison attack of dmg: 5 AN.									
Thau 4	Wildness	N3	20	25	1	3	0	1	MR, Animals only		
		Affected animals become Confused.									
Thau 5	The Ravenous Swarm	N3	100	1	0	0	0	1	BE, NUW		
		One square containing an undead is attacked per round, after all undead are killed living beings will be attacked instead. Does 7 AN damage, triple against undead and demons.									
Thau 7	Charm	N3	30	20	0	100	0	1	AN, MR, MI		
		The target unit changes sides. This is permanent, so if the unit survives the battle it stays under the new player's control. Commanders retain all special abilities and items.									
Conj 8	Wild Growth	N4	40	15	10+	0	0	1			
		All squares in the area of effect have the Tangle Vines effect.									
Ench 7	Serpent's Blessing	N4	100	0	BF	0	0	1			
		Gives all friendly units on the battlefield Poison Resistance 10.									
Ench 8	Mass Regeneration	N4	200	0	BF	0	0	1	II		
		All friendly units on the battlefield gain +10% Regeneration.									
Thau 5	Growing Fury	N4	100	0	0	0	0	1	BE		
		All friendly berserkers and wounded units on the battlefield go berserk at once. In addition, all other friendly units have a 5% chance per combat round of going berserk. Mindless units are unaffected.									
Ench 6	Relief	N5	100	0	BF	0	0	1	BE		
		The Fatigue of all units on the battlefield is reduced by about 1 point each round.									
Ench 9	Gaia's Blessing	N5E2	300	0	BF	0	0	1			
		All friendly units on the battlefield gain Fire Resistance, Cold Resistance, Shock Resistance, and Poison Resistance (10 of each).									
Thau 8	Beast Mastery	N6	400	0	BF	0	0	1	AN, MR-, Animal only		
		Enslaves all animals on the battlefield unless they resist.									

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 9	Army of Rats	N7	500	0	BF	0	0	1	MR

Permanently shrinks all enemy soldiers and gives them the battle fright affliction.

BLOOD

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Blood 0	Bleed	B1	100	25+	0	0	25+	1	AN, MR, UI, II

The target will suffer from profuse bleeding.

Blood 1	Blood Burst	B1	200	30	1	5	11+	1	NUW, AN, UI, II
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A ranged attack that ignores armor and magic resistance, but has a high fatigue cost.

Blood 1	Blood Heal	B1	100	0	0	3	50	1	NUW, AN, UI, II
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A powerful healing spell that only affects the caster. Damage listed is hit points healed.

Blood 1	Sabbath Master	B1	100	0	0	0	0	1	NUW
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This is a powerful spell which must be combined with the spell Sabbath Slave, below. There cannot be a valid sabbath without both of these spells active. These spells allow a mage or mages to distribute fatigue from spellcasting among all the sabbath slaves on the battlefield (equally). It also grants each sabbath master n extra levels in all of his or her magic paths for each 2^n sabbath slaves in the sabbath. See chart:

Slaves	Bonus	
2	1	and so on as the chart continues indefinitely. All single-target
4	2	spells that affect the sabbath master(s) affect the slaves
8	3	This applies to both self-buffs and taking damage.
16	4	

Blood 1	Sabbath Slave	B1	100	0	0	0	0	1	NUW
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Must be cast with Sabbath Master (above). When the number of slaves drops below the threshold for the current skill bonus, the skill bonus for each sabbath master drops immediately. If all the sabbath masters are killed or flee from the battlefield, each sabbath slave is stunned for (about) one round and takes 3d50 of stun damage.

Blood 1	Reinvigoration	B1	100	0	0	0	200	1	NUW, AN
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The caster's fatigue is reset to zero.

Blood 1	Summon Imps	B1	100	1	0	0	0	5	NUW
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	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
<i>Imp x5</i>	8	9	6	11	9	15	13	10	1	2/7

Fly, Demon, NNEat, FR 15, CR -5

Wpn: Claws

Blood 1	Blood Boil	B1F1	50	20	0	3	11+	1	AN, MR, UI, II
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A ranged attack that ignores armor and doesn't require the use of any blood slaves.

Blood 2	Banish Demon	B1	100	25	0	100	Death	1	NUW, MR, UI
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Destroys one demon if the target fails a magic resistance roll.

Blood 3	Leeching Touch	B1	20	1	0	0	15+	1	NUW, AN, II
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A drain life attack on a single target from close range that restores some of the caster's hit points and fatigue based on the amount of damage done.

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Blood 4	Hellfire	B1F2	100	25+	3	0	9+	2	NUW, AP

An area-effect, armor-piercing attack that does Fire damage.

Blood 7	Leech	B1	100	25	1	100	25+	1	NUW, AN, II
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This is a more powerful, area-effect version of Leeching Touch. It also has long range.

Blood 9	Damage Reversal	B1	100	0	0	0	0	1	NUW
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This spell reflects damage caused to the mage back onto his or her attacker. The reflected damage effect can be negated by a successful magic resistance check by the target.

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Blood 2	Agony	B2	100	35	4+	2	1	1	NUW, AN, MR, UI, II		
		Does a small amount of armor-negating damage over a large area. Affected units also suffer a Fear +0 attack.									
Blood 3	Pain Transfer	B2	20	0	0	0	0	1	NUW		
		Transfers damage done to the caster to any blood slaves within 8 squares. Damage is not distributed equally. Instead, it is all applied to one blood slave, and if it kills that blood slave and any remains it is applied to the next blood slave, and so on.									
Blood 4	Blood Lust	B2	100	0	BF	0	0	1	NUW, UI		
		All demons on the battlefield gains +4 Strength.									
Blood 4	Call Lesser Horror	B2S2	200	5	0	-2	0	1	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Horror Mantis x1</i>	19	14	22	16	30	13	18	10	0	3/20
		PAmp, NNEat, PR 5									
		Wpn: Mantis Claw, Mantis Claw, Mantis Claw, Mantis Claw									
Blood 5	Hellbind Heart	B2	100	30	0	100	0	1	NUW, AN, MR, MI		
		The target unit changes sides. This is permanent, so if the unit survives the battle it stays under the new player's control. Commanders retain all special abilities and items.									
Blood 5	Summon Illearth	B2E2	200	1	0	0	0	1	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Illearth x1</i>	50	24	8	10	50	8	18	0	0	2/14
		Inanimate, Amph, NNEat, PR 25									
		Wpn: Fist, Fist									
Blood 6	Harm	B2	100	50	4+	5	2+	1	NUW, AN, MR, II		
		An area-effect attack that ignores armor but can be nullified by a successful magic resistance roll.									
Blood 2	Hell Power	B3	300	0	0	0	0	1	NUW		
		The caster gains a magic skill bonus of +2 to all paths in which he has at least 1 skill. The caster has a 20% chance per round of being attacked by horrors.									
Blood 6	Call Horror	B3S3	300	5	0	-2	0	1	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Defiler of Dreams x1</i>	30	15	0	18	30	20	20	10	0	10/4
		Amph, NNEat									
		Wpn: Life Drain, Life Drain, Astral Claw, Astral Claw									
Blood 7	Blood Rain	B3	300	0	0	0	0	1	NUW, BE		
		All units on the battlefield, enemy and friendly, suffer -4 Morale.									
Blood 8	Rush of Strength	B3	100	0	BF	0	0	1	NUW		
		All friendly units on the battlefield gain +4 Strength.									
Blood 8	Life for a Life	B3	199	100	0	100	40+	1	NUW, AN, II		
		A powerful spell that uses the life force from a sacrificed blood slave to do a large amount of armor-negating damage to a single target.									
Blood 9	Infernal Prison	B3F1	200	30	0	100	0	1	NUW, AN		
		The target is cast into an infernal prison, one of the fiery planes of hell. However, there is a small chance he or she may escape, and be able to return.									
Blood 9	Claws of Kokytyos	B3W1	200	30	0	100	0	1	NUW, AN		
		The target is banished to Kokytyos, an icy plane of hell with almost no chance of escape. Note that we said "almost." Immortal beings are immune to this spell.									
Blood 5	Bloodletting	B4	400	0	BF	0	1	1	NUW, AN, MR, UI		
		Casts a life drain on the entire battlefield.									
Blood 7	Purify Blood	B4N1	300	0	BF	0	0	1	NUW		
		All friendly units get Poison Resistance 5.									

DIVINE

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Divine 0	Banishment	H1	0	20+	4+	0	5+	1	AN, MR
		Undead and demon units in a square affected by Banishment suffer damage if they fail a Magic Resistance check.							
Divine 0	Blessing	H1	0	10	5+	100	0	1	
		This spell confers the nation's Bless effects (+2 Morale and any additional bonus from pretender magic skill). Only Sacred units can be Blessed. Spell has no effect on non-Sacred units.							
Divine 0	Sermon of Courage	H2	0	17+	10+	100	0	1	
		Target gets +2 Morale for the remainder of the battle. A unit can only be affected once.							
Divine 0	Smite Demon	H2	0	25	0	100	10+	1	AN, MR, UI
		More powerful than Banishment but only works on demons, and one unit only.							
Divine 0	Holy Avenger	H2	0	0	0	0	0	1	
		If the caster is damaged, a bolt of energy strikes the enemy army in a random square. This can happen a maximum of once a turn. Once cast, the spell lasts for the entire battle.							
Divine 0	Divine Blessing	H3	0	0	BF	100	0	1	
		Identical to Blessing except the entire battlefield is affected (friendly units only)							
Divine 0	Smite	H3	0	25	0	100	20	1	AN, MR
		A very powerful attack that targets a single unit.							
Divine 0	Fanaticism	H4	0	0	BF	0	0	1	
		Identical to Sermon of Courage except the entire battlefield is affected (friendly units only). A unit already affected by Sermon of Courage cannot be affected by Fanaticism.							
Divine 0	Word of Power	H4	0	100	0	100	10	1	AN, MR
		Less powerful than Smite, but longer-ranged and causes paralysis instead of normal dmg.							
Divine 0	Divine Channeling	H5	90	0	0	0	0	1	BE
		Gives all friendly level 1 priests +1 Holy level.							

NATIONALS: EARLY ERA

SAUROMATIA, AMAZON QUEENS

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Conj 1	Call Ancestor	D1	20	1	0	0	0	1			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Ancestral Spirit x1</i>	1	1	0	8	30	8	11	10	0	2/12
		Float, Sacred, Und, PAmph, NNEat, CR 15, PR 25 Wpn: Paralyze									
Conj 7	Wrath of the Ancestors	D1	100	1	0	0	0	20+			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Ancestral Spirit x20+</i>	1	1	0	8	30	8	11	10	0	2/12
		Float, Sacred, Und, PAmph, NNEat, CR 15, PR 25 Wpn: Paralyze									

T'IEN CH'I, SPRING AND AUTUMN

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Evo 5	Celestial Chastisement	S3	20	15	0	100	8+	1	AN		
		Does armor-negating damage to a single magical being and can cause the creature to switch sides in a battle.									
Conj 1	Call Ancestor	D1	20	1	0	0	0	1			
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Ancestral Spirit x1</i>	1	1	0	8	30	8	11	10	0	2/12
		Float, Sacred, Und, PAmph, NNEat, CR 15, PR 25 Wpn: Paralyze									

Conj 7	Wrath of the Ancestors	D1	100	1	0	0	0	0	20+		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	Ancestral Spirit x20+	1	1	0	8	30	8	11	10	0	2/12
		Float, Sacred, Und, PAmph, NNEat, CR 15, PR 25									
		Wpn: Paralyze									

ABYSIA, CHILDREN OF FLAME

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special	
Ench 5	Inner Furnace	F3	100	0	BF	0	0	1	MR-, MI, NUW	
		This is a buff to Abysian units that expands their radius of heat effects, if they have them to begin with, by +3. The magic resistance roll indicates that units have to fail an MR check at +4 (easier than normal) to successfully gain the effect.								

PANGAEA, AGE OF REVELRY

Ench 0	Tune of Fear	N1	5	0	15	0	0	1	AN, MI, NUW	
		An area-effect Fear +0 attack.								
Ench 0	Tune of Growth	N1	5	0	15	0	0	1	NUW	
		A large area-effect version of Tangle Vines.								
Ench 0	Tune of Dancing Death	N1	5	0	15	0	31+	1	AN, MR, MI, NUW	
		Does significant stun damage to troops over a wide area.								

TIR NA N'OG, LAND OF THE EVER YOUNG

Ench 0	Song of Bravery	N1	5	0	10+	0	0	1	AN, MI, NUW	
		Increases the Morale of affected units by +1, up to a maximum of +5.								
Ench 0	Soothing Song	N1	5	0	10+	0	5	1	AN, MI, NUW	
		Affected units regain +5 Fatigue points.								
Ench 0	Healing Song	N1	5	0	10+	0	1+	1	AN, UI, MI, NUW	
		Heals affected units. Does not affect undead or lifeless beings. Damage listed is number of hit points of healing done.								

FOMORIA, THE CURSED ONES

Conj 8	Dance of the Morrigan	D5A2	400	0	0	0	0	1	BE, NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Morrigan</i>	17	13	14	15	30	20	16	15	0	2/14
		Fly, Glamour, Sacred, Und, NNEat, CR 15, PR 25, Stealthy, Fear 5									
		Wpn: Spear of the Morrigan									
		Battlefield Enchantment. The more bleeding units, the more morrigans will appear to fight the enemies. The enchantment will decrease in power as the battle goes on and after ten rounds it will have no effect.									

VANHEIM, AGE OF VANIR

Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Valkyrie x7</i>	12	11	13	13	12	16	14	13	5	2/13
		Fly, Sacred									
		Wpn: Spear									

HELHEIM, DUSK AND DEATH

Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	<i>Valkyrie x7</i>	12	11	13	13	12	16	14	13	5	2/13
		Fly, Sacred									
		Wpn: Spear									

KAILASA, RISE OF THE APE KINGS

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Celestial Music	S3	100	15	BF	0	0	1	NUW
All Apsaras, Gandharvas, and Yakshas on the battlefield gain Quickness.									

YOMI, ONI KINGS

Thau 6	End of Culture	F2	100	0	BF	0	0	1	UI, NUW
All demon units on the battlefield go Berserk.									
Alt 6	End of Weakness	E2	100	0	BF	0	0	1	UI, NUW
All demon units on the battlefield gain Barkskin.									

CAELUM. REIGN OF THE SERAPHIM

Thau 6	Parting of the Soul	D1A1	40	25	0	100	15	1	AN,MR,MI
Target is paralyzed and attacked by predatory birds									

NATIONALS: MIDDLE ERA

ERMOR, ASHEN EMPIRE

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Divine 0	Unholy Command	H1	0	5	0	0	0	1	AN, MR-
Enslaves an undead enemy unit.									
Divine 0	Unholy Protection	H1	0	15	1	100	0	1	
Gives undead +4 Magic Resistance.									
Divine 0	Unholy Blessing	H1	0	15	1	100	0	1	
Provides Bless effects to undead sacred units (only).									
Divine 0	Unholy Power	H1	0	15	1	100	0	1	
Gives undead +4 Attack, +4 Action Points.									
Divine 0	Anathema	H2	0	50	1	100	0	1	
Curses an enemy Sacred unit.									
Divine 0	Unholy Protection	H2	0	5	10	100	0	1	
Gives undead +4 Magic Resistance. Larger area of effect than the Holy 1 spell, but has a shorter range.									
Divine 0	Unholy Blessing	H2	0	5	10	100	0	1	
Provides Bless effects to undead sacred units (only). Larger area of effect than the Holy 1 spell, but has a shorter range.									
Divine 0	Unholy Power	H3	0	5	5	100	0	1	
Gives undead +4 Attack, +4 Action Points. Larger area of effect than the Holy 1 spell, but has a shorter range.									
Divine 0	Unholy Blessing	H3	0	0	BF	100	0	1	
Gives all friendly undead sacred units on the battlefield Bless effects.									
Divine 0	Protection of the Sepulchre	H3	0	0	BF	100	0	1	MR-
Gives all friendly undead units on the battlefield +4 Magic Resistance.									
Divine 0	Power of the Sepulchre	H4	0	0	BF	0	0	1	
Gives all friendly undead units on the battlefield +4 Attack, +4 Action Points.									

SCELERIA, THE REFORMED EMPIRE

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Divine 0	Unholy Command	H1	0	5	0	0	0	1	AN, MR-
		Enslaves an undead enemy unit.							
Divine 0	Unholy Protection	H1	0	15	1	100	0	1	
		Gives undead +4 Magic Resistance.							
Divine 0	Unholy Blessing	H1	0	15	1	100	0	1	
		Provides Bless effects to undead sacred units (only).							
Divine 0	Unholy Power	H1	0	15	1	100	0	1	
		Gives undead +4 Attack, +4 Action Points.							
Divine 0	Anathema	H2	0	50	1	100	0	1	
		Curses an enemy Sacred unit.							
Divine 0	Unholy Protection	H2	0	5	10	100	0	1	
		Gives undead +4 Magic Resistance. Larger area of effect than the Holy 1 spell, but has a shorter range.							
Divine 0	Unholy Blessing	H2	0	5	10	100	0	1	
		Provides Bless effects to undead sacred units (only). Larger area of effect than the Holy 1 spell, but has a shorter range.							
Divine 0	Apostasy	H3	0	50	0	100	0	1	MR-
		Charms an enemy Sacred unit.							
Divine 0	Unholy Power	H3	0	5	5	100	0	1	
		Gives undead +4 Attack, +4 Action Points. Larger area of effect than the Holy 1 spell, but has a shorter range.							
Divine 0	Unholy Blessing	H3	0	0	BF	100	0	1	
		Gives all friendly undead sacred units on the battlefield Bless effects.							
Divine 0	Protection of the Sepulchre	H3	0	0	BF	100	0	1	MR-
		Gives all friendly undead units on the battlefield +4 Magic Resistance.							
Divine 0	Power of the Sepulchre	H4	0	0	BF	0	0	1	
		Gives all friendly undead units on the battlefield +4 Strength, +4 Action Points.							

MAN, TOWERS OF CHELMS

Ench 0	Song of Bravery	N1	5	0	10+	0	0	1	AN, MI, NUW
		Increases the Morale of affected units by +1, up to a maximum of +5.							
Ench 0	Soothing Song	N1	5	0	10+	0	5	1	AN, MI, NUW
		Affected units regain +5 Fatigue points.							
Ench 0	Healing Song	N1	5	0	10+	0	1+	1	AN, UI, MI, NUW
		Heals affected units. Does not affect undead or lifeless beings. Damage listed is number of hit points of healing done.							

ERIU, LAST OF THE TUATHA

Ench 0	Song of Bravery	N1	5	0	10+	0	0	1	AN, MI, NUW
		Increases the Morale of affected units by +1, up to a maximum of +5.							
Ench 0	Soothing Song	N1	5	0	10+	0	5	1	AN, MI, NUW
		Affected units regain +5 Fatigue points.							
Ench 0	Healing Song	N1	5	0	10+	0	1+	1	AN, UI, MI, NUW
		Heals affected units. Does not affect undead or lifeless beings. Damage listed is number of hit points of healing done.							

BANDAR LOG, LAND OF THE APES

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Celestial Music	S3	100	15	BF	0	0	1	NUW

All Apsaras, Gandharvas, and Yakshas on the battlefield gain Quickness.

ASHDOD, REIGN OF THE ANAKIM

Evo 4	Strange Fire	S2F1	20	35+	3	1	8+	1	AP, NUW
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An attack spell that does triple damage against demons and undead.

CAELUM. REIGN OF THE SERAPHIM

Thau 6	Parting of the Soul	D1A1	40	25	0	100	15	1	AN,MR,MI
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Target is paralyzed and attacked by predatory birds

NATIONALS: LATE ERA**LEMURIA, SOUL GATES**

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Divine 0	Unholy Command	H1	0	5	0	0	0	1	AN, MR-
									Enslaves an undead enemy unit.
Divine 0	Unholy Protection	H1	0	15	1	100	0	1	
									Gives undead +4 Magic Resistance.
Divine 0	Unholy Blessing	H1	0	15	1	100	0	1	
									Provides Bless effects to undead sacred units (only).
Divine 0	Unholy Power	H1	0	15	1	100	0	1	
									Gives undead +4 Attack, +4 Action Points.
Divine 0	Anathema	H2	0	50	1	100	0	1	
									Curses an enemy Sacred unit.
Divine 0	Unholy Protection	H2	0	5	10	100	0	1	
									Gives undead +4 Magic Resistance. Larger area of effect than the Holy 1 spell, but has a shorter range.
Divine 0	Unholy Blessing	H2	0	5	10	100	0	1	
									Provides Bless effects to undead sacred units (only). Larger area of effect than the Holy 1 spell, but has a shorter range.
Divine 0	Unholy Power	H3	0	5	5	100	0	1	
									Gives undead +4 Attack, +4 Action Points. Larger area of effect than the Holy 1 spell, but has a shorter range.
Divine 0	Unholy Blessing	H3	0	0	BF	100	0	1	
									Gives all friendly undead sacred units on the battlefield Bless effects.
Divine 0	Apostasy	H3	0	50	0	100	0	1	MR-
									Charms an enemy Sacred unit.
Divine 0	Protection of the Shadelands	H3	0	0	BF	100	0	1	MR-
									Gives all friendly undead units on the battlefield +4 Magic Resistance.
Divine 0	Power of the Shadelands	H4	0	0	BF	0	0	1	
									Gives all friendly undead units on the battlefield +4 Attack, +4 Action Points.

ULM, BLACK FOREST

Evo 3	Iron Darts	E1H1	10	35	0	5	13	3+	AP, NUW
									An attack spell that does double damage against magic beings.
Evo 6	Iron Blizzard	E1H1	50	25	0	3	10	30+	AP, NUW
									Similar to Iron Darts but with shorter range, less damage, but 10x as many missiles.
Thau 5	Tempering the Will	E3	20	0	BF	100	0	1	MR-, MI
									Gives all Ulmish units on the battlefield +4 Magic Resistance.

MARIGNON, CONQUERORS OF THE SEA

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 4	Holy Pyre	F2	20	35+	23+	1	7+	1	AP

Ranged attack that does triple damage against demons and undead.

T'IENT CH'I, BARBARIAN KINGS

Evo 5	Celestial Chastisement	S3	20	15	0	100	8+	1	AN
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Does armor-negating damage to a single magical being and can cause the creature to switch sides in a battle.

Conj 1	Call Ancestor	D1	20	1	0	0	0	1			
		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
	<i>Ancestral Spirit x1</i>	1	1	0	8	30	8	11	10	0	2/12

Float, Sacred, Und, PAmph, NNEat, CR 15, PR 25
Wpn: Paralyze

Conj 7	Wrath of the Ancestors	D1	100	1	0	0	0	20+			
		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
	<i>Ancestral Spirit x20+</i>	1	1	0	8	30	8	11	10	0	2/12

Float, Sacred, Und, PAmph, NNEat, CR 15, PR 25
Wpn: Paralyze

JOMON, HUMAN DAIMYOS

Divine 0	Teaching Sign	H1N1	0	0	0	0	0	1	
									Caster receives +1 skill to all paths of magic already known (except Holy).
Divine 0	Fear-not Sign	H1A1	0	10	2+	100	0	1	
									Gives targets +2 Morale and Air Shield 80.
Divine 0	Welcome Sign	H1F1	0	5	0	100	0	1	MR-
									Charms a nearby enemy.
Divine 0	Earth-touching Sign	H1E1	0	15	0	100	Death	1	AN, MR-, UI
									An attack spell that only affects demons.
Divine 0	Meditation Sign	H1W1	0	0	0	0	15	1	
									Reduces the caster's Fatigue.

AGARTHA, KTONIAN DEAD

Alt 5	Iron Marionettes	E3	100	25	25	100	0	1	
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Gives Quickness ability to a large number of undead units.

ABYSIA, BLOOD OF HUMANS

Ench 5	Inner Furnace	F3	100	0	BF	0	0	1	MR-, MI, NUW
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This is a buff to Abyssian units that expands their radius of heat effects, if they have them to begin with, by +3. The magic resistance roll indicates that units have to fail an MR check at +4 (easier than normal) to successfully gain the effect.

C'TIS, DESERT TOMBS

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Divine 0	Protection of the Grave	H1	0	15	1	100	0	1	
		Gives undead +4 Magic Resistance.							
Divine 0	Power of the Grave	H1	0	15	1	100	0	1	
		Gives undead +4 Attack, +4 Action Points.							
Divine 0	Protection of the Grave	H2	0	5	10	100	0	1	
		Gives undead +4 Magic Resistance. Larger area of effect than the Holy 1 spell, but has a shorter range.							
Divine 0	Royal Power	H3	0	5	5	100	0	1	
		Gives undead +4 Attack, +4 Action Points. Larger area of effect than the Holy 1 spell, but has a shorter range.							
Divine 0	Royal Protection	H3	0	0	BF	100	0	1	MR-
		Gives all friendly undead units on the battlefield +4 Magic Resistance.							
Divine 0	Power of the Reborn King	H4	0	0	BF	0	0	1	
		Gives all friendly undead units on the battlefield +4 Attack, +4 Action Points.							

PANGAEA, NEW ERA

Ench 0	Tune of Fear	N1	5	0	15	0	0	1	AN, MI, NUW
		An area-effect Fear +0 attack.							
Ench 0	Tune of Growth	N1	5	0	15	0	0	1	NUW
		A large area-effect version of Tangle Vines.							
Ench 0	Tune of Dancing Death	N1	5	0	15	0	31+	1	AN, MR, MI, NUW
		Does significant stun damage to troops over a wide area.							

MIDGÅRD, AGE OF MEN

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special		
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW		
		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
	Valkyrie x7	12	11	13	13	12	16	14	13	5	2/13
		Fly, Sacred									
		Wpn: Spear									

GATH, LAST OF THE GIANTS

Evo 4	Strange Fire	S2F1	20	35+	3	1	8+	1	AP, NUW
		An attack spell that does triple damage against demons and undead.							

CAELUM. RETURN OF THE RAPTORS

Thau 6	Parting of the Soul	D1A1	40	25	0	100	15	1	AN,MR,MI
		Target is paralyzed and attacked by predatory birds							

MAGIC ITEMS

These are the magic items available for forging in the game, using a mage with the appropriate magic skill and requisite number of magic gems. Some magic items are not listed here which cannot be forged, only found by chance.

Path = magic path skill required to forge; Rng = range; Att = attack; Def = defense; Dmg = damage, Len = length, Enc = encumbrance
Prot = protection; CR / FR / PR / SR = Cold / Fire / Poison / Shock Resistance; AP = armor-piercing (protection halved); AN = armor-negating
Ldr = leadership; RP = research points; Str = strength ; Prec = precision; MR = magic resistance; +Path = magic skill boost

Forging costs: Path requirements determine the forging cost of magic items. If multiple paths are needed, gems of each type are used.
1 level = 5 gems/slaves, 2 levels = 10, 3 levels = 15, 4 levels = 20, 5 levels = 30, 6 levels = 40, 7 levels = 55, 8 levels = 70.
Example: The Sword of Many Colors (Earth 4, Astral 3) requires 25 Earth gems and 15 Astral gems to forge.

You will not be able to forge a unique item that is already in existence.

One handed weapons: Magical Trinkets (Construction level 0)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Fire Sword	F1	0	4	1	12	2	none
Ice Sword	W1	0	1	3	10	2	none
Stinger	E1	0	1	1	6	4	AP
Sword of Sharpness	E1	0	1	2	8	2	AP
Axe of Sharpness	E1	0	2	0	10	1	AP
Enchanted Sword	S1	0	2	3	9	2	none
Enchanted Spear	S1	0	2	2	7	4	none
Hunter's Knife	N1	0	2	0	3	0	AP
Thorn Spear	N1	0	2	2	5	4	On dmg: Strong Poison

One handed weapons: Lesser Magical Items (Construction level 2)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Sceptre of Authority	F1	0	1	0	4	1	AP, Ldr +25, spell: Flame Bolt
Thunder Whip	A1	0	0	0	10	5	AN
Smasher	E2	0	1	0	10	1	On hit: Shatter
Main Gauche of Parrying	E1	0	0	4	3	0	none
Star of Heroes	E2	0	4	-2	12	2	On dmg: Break Armor
Faithful	E1S1	0	1	3	7	1	Luck
Dwarven Hammer	E3	0	0	-1	8	1	Forge Bonus +2
Bane Blade	D1	0	1	2	6	2	On dmg: Decay
Rod of the Leper King	D1	0	1	0	0	1	Diseased, Und Ldr +50
Duskdagger	D1S1	0	2	0	2	0	AN
Serpent Kryss	N1	0	2	1	4	0	AP, PR 5, On dmg: Death Poison
Knife of the Damned	N1S1	0	2	1	4	0	Cursed, Curses wielder, On dmg: Curse
Jade Knife	N1B1	0	1	0	1	0	Blood Sacrifice Bonus +2, Only for Mictlan

One handed weapons: Greater Magical Items (Construction level 4)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Fire Bola	F1	-1	2	0	0	0	On hit: Fire Bonds
Wand of Wild Fire	F3	0	1	0	4	1	spell: Fireball
Fire Brand	F1E1	0	4	1	12	2	AP, FR 5, Morale +2, On strike: Small Area Fire
Lightning Spear	A1	0	1	1	4	4	On hit: Shock
Frost Brand	W1	0	4	2	16	2	CR 5, On strike: Small Area Cold
Rune Smasher	W2F2	0	2	1	7	1	Penetration +2
Sword of Swiftness	W2	0	1	4	9	2	2 attacks
Eyecatcher	E1W1	0	-2	0	-5	0	AN, On dmg: Eyeloss
Elf Bane	E1S1	0	3	0	12	1	AP, On dmg: Slay Magic
Flesh Eater	B1	0	4	-1	14	2	Berserker 3, On dmg: Chest Wound
Starfire Staff	S2	0	1	0	0	1	spell: Star Fires
Herald Lance	S2	0	1	1	6	4	Insp +1, spell: Solar Rays
Snake Bladder Stick	N1	0	0	1	5	3	AN
Thistle Mace	N2	0	-1	-1	3	1	Nature +1, On dmg: Strong Poison
Whip of Command	N1	0	3	0	1	5	Ldr +100, Insp -2, Taskmaster +3

Vine Whip	N2	0	3	0	0	5	On hit: Entanglement
Rat Tail	N2	0	5	0	9	5	2 attacks, Animal awe 4, taskmaster +1, On hit: Greater Fear
Summer Sword	N2E1	0	0	1	9	2	Supply +100, spell: Tangle Vines
Heart Finder Sword	B3	0	3	0	8	2	On dmg: Heart Finding

One handed weapons: Very Powerful Magical Items (Construction level 6)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Rod of the Phoenix	F4	0	-2	0	-2	0	spell: Incinerate
Evening Star	F1D1	0	6	-2	9	2	On hit: Fire and Weakness
Star of Thraldom	A1	0	6	-2	10	2	On strike: False Fetters
Shadow Brand	D2E1	0	4	1	12	2	AP, On strike: Leeching Darkness
Axe of Hate	N2	0	3	0	12	1	PR -15, On dmg: Fatigue and Disease
Blood Thorn	B4	0	2	0	4	0	Blood +1, Lifedrain
Demon Whip	F1B1	0	2	0	2	5	On strike: Small Area Fire
Dragon Sceptre	F2	0	-2	0	-2	0	spell: Flame Bolt

One handed weapons: Unique Magical Artifacts (Construction level 8)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
O'al Kan's Sceptre	F2	0	0	0	0	1	AN, CR 5, Ldr +50, Fire rit range +1, spell: Fireball, On strike: Area Stun
Unquenched Sword	F7	0	4	1	22	2	AP, Berserker 1, casts: Heat from Hell, On strike: Small Area Fire
Ember	F2W2	0	5	3	15	2	FR 5, CR 5, On strike: Small Area Frost and Fire
Winter Bringer	W2	0	-2	0	-2	0	spell: Falling Frost
Dawn Fang	E2S2	0	2	2	8	3	MR +1, Awe 1
The Summit	E6	0	12	6	28	1	none
Mage Bane	E7	0	5	6	10	2	Tainted, MR +5, On dmg: Unconsciousness
The Tartarian Chains	E4F2	0	3	-2	5	3	2 attacks, On hit: Enslavement
Twin Spear	S1B1	0	1	1	8	4	AP, Luck, Ldr +50, spell: Call Lesser Horror
Twin Spear	S1D1	0	1	1	8	4	AP, Luck, Ldr +50
The Sword of Aurgelmer	S6	0	2	2	13	2	Luck, Curses wielder, Morale +4, casts: Will of the Fates, On dmg: Curse
Rod of Death	D1	0	2	0	10	1	AN, Und Ldr +20, spell: Control the Dead
The Sickle whose Crop is Pain	D6	0	4	4	5	1	AP, On dmg: Decay
Sceptre of Dark Regency	D6	0	1	0	0	1	AP, Death +2, On dmg: Major Life Drain
Sword of Injustice	D4	0	3	2	6	2	Holy +1, casts: Protection of the Sepulchre, On dmg: Decay
Woundflame	D4	0	4	5	8	1	Diseased, On dmg: Plague
Picus's Axe of Rulership	D2E1	0	5	-2	12	1	On hit: Armloss
The Sharpest Tooth	N2S1	0	2	0	3	0	AP, PR 25, On dmg: The Deadliest Poison
Sceptre of Corruption	B4	0	1	0	0	1	Cursed, Tainted, Ldr +50, spell: Bane Fire
Procas's Axe of Rulership	B2E1	0	3	-2	14	1	On hit: Armloss
Dimensional Rod	S3	0	1	1	0	1	Quickness, Cursed, Tainted, Astral +1, On hit: Dimensional Shift

Two handed weapons: Magical Trinkets (Construction level 0)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Sword of Sharpness	E1	0	2	3	12	3	AP
Enchanted Pike	S1	0	3	1	9	6	none
Thorn Staff	N1	0	3	5	5	4	On dmg: Strong Poison

Two handed weapons: Lesser Magical Items (Construction level 2)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Holy Scourge	F1	0	3	-2	4	3	2 attacks, Dmg x3 vs Undead and Demons
Just Man's Cross	F1	35	4	0	15	0	AP, Dmg x3 vs Undead and Demons
Longbow of Accuracy	A1	45	30	0	15	0	none
Lightning Rod	E1	0	2	4	3	4	SR 15, Corpse Constructs +3
Ice Pebble Staff	W3	0	2	4	3	4	CR 5, spell: Numbness
Halberd of Might	E1	0	0	0	16	4	Str +4
Hammer of the Mountains	E1	0	-2	-4	25	4	none
Piercer	E1A1	35	10	0	12	0	AN
Bane Blade	D1	0	2	3	9	3	On dmg: Decay
Black Bow of Botulf	D1	40	5	0	15	0	On hit: Feeblemind
Gloves of the Gladiator	N2	0	1	1	3	0	4 attacks
Staff of Flame Focus	F1	0	2	4	3	4	Fire ritual range +1

Doom Glaive D1S1 0 2 2 16 4 On strike: Small Area Curse and Decay

Two handed weapons: Greater Magical Items (Construction level 4)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Flambeau	F3	0	4	2	13	3	AP, FR 5, spell: Holy Pyre, On hit: Fire
Thunder Bow	A2	30	3	0	0	0	AN
Golden Arbalest	A1E1	50	10	0	18	0	2 attacks, AP
Vision's Foe	A1D1	45	10	0	16	0	AN, On hit: Eyeloss
Staff of Corrosion	W2F1	0	2	4	3	4	spell: Acid Bolt
Midget Masher	E1	0	2	1	13	3	Dmg x2 vs Smaller
Implementor Axe	E1D1	0	2	0	10	3	Fear 5, Pillager 25
Skull Staff	D2	0	2	4	3	4	Death +1
Vine Bow	N1	30	0	0	8	0	On hit: Entanglement
Skull Standard	N2D1	0	-2	-3	1	5	Fear 5, spell: Panic

Two handed weapons: Very Powerful Magical Items (Construction level 6)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Staff of Elemental Mastery	F4W4	0	2	4	3	4	FR 5, CR 5, Elemental Magic +1
Staff of Elemental Mastery	A4E4	0	2	4	3	4	FR 5, CR 5, Elemental Magic +1
Carmine Cleaver	F2E1	0	4	2	18	3	Fire Shield 7, AP, FR 5, On dmg: Burn Flesh
Bow of War	A1	35	0	0	11	0	13 attacks
Staff of Storms	A5	0	2	4	3	4	Corpse Constructs +5, spell: Lightning Bolt, casts: Storm, On dmg: Shock
Staff of Elemental Mastery	A4E4	0	2	4	3	4	SR 5, Element +1
Demon Bane	W1	0	6	2	17	3	FR 15, Dmg x2 vs demons
Wave Breaker	W3	0	3	3	10	4	3 attacks, Water breathing 1, casts: Friendly Currents
Gate Cleaver	E3	0	-1	-1	29	3	AN, Siege +50
Moon Blade	S1	0	2	3	11	3	Dmg x2 vs Magic Beings
Ethereal Crossbow	S1	35	5	0	999	0	AN, MR
Banefire Crossbow	D1	35	2	0	13	0	AP, Curses wielder, On strike: Area Decay
Ivory Bow	D3A1	45	2	0	14	0	3 attacks, AP, Und Ldr +5, On dmg: Decay, On kill: reanimates
Wraith Sword	D4	0	2	3	9	3	Lifedrain
Standard of the Damned	D4	0	-2	-3	1	5	Fear 5, spell: Drain Life
Treelord's Staff	N6	0	2	4	3	4	Nature +2, Vinemen +1
Banner of the Northern Star	S5	0	-2	-3	1	5	MR -2, casts: Light of the Northern Star
Hell Sword	B3F2	0	3	0	9	3	FR 5, Berserker 3, Lifedrain

Two handed weapons: Unique Magical Artifacts (Construction level 8)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Sword of Justice	F3S3	0	3	4	15	3	FR 5, Holy +1, spell: Prison of Fire, On strike: Small Area Fire
Tempest	A6	0	5	6	15	3	SR 15, spell: Thunder Strike, casts: Storm, On strike: Small Area Shock
Trident from Beyond	W3S2	0	1	1	13	4	Water +1, On dmg: Soul Slay
The Stone Sword	E5	0	4	7	10	3	On strike: Area Petrification
Hammer of the Forge Lord	E5F3	0	1	0	20	3	On strike: Small Area Fire, Forge Bonus +4
The Sword of Many Colors	E4S3	0	3	5	17	3	Elemental magic +1, On strike: Killing Light
The Oath Rod of Kurgj	S2B2	0	3	5	5	4	Ritual range +1, spell: Horror Mark, On dmg: Feeblemind
The Flailing Hands	D2	0	4	-1	10	3	2 attacks, MR +1, Penetration +1, Death +1, On hit: Fear and Cold
Sun Slayer	D6	0	5	6	13	3	Death +1, Fear 5, spell: Drain Life, On strike: Area Death
Harvest Blade	B3N1	0	10	-5	16	0	Cursed, Morale +2, Fear 5, On strike: Leg Chop
Infernal Sword	B1F1	0	4	2	10	3	FR 5, On dmg: Banish to Inferno
The Staff from the Sun	S5F1	0	3	3	4	4	FR 5, Fire +1, Fire ritual range +2, On strike: Area Fire

Shields: Magical Trinkets (Construction level 0)

Name	Path	Prot	Def	Parry	Enc	Special properties
Black Steel Tower Shield	E1	27	-2	9	2	Not usable by mounted
Black Steel Kite Shield	E1	29	-2	8	2	none
Enchanted Shield	S1	17	-1	7	1	none
Raw Hide Shield	N1	11	0	4	0	none

Shields: Lesser Magical Items (Construction level 2)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Parry</u>	<u>Enc</u>	<u>Special properties</u>
Weightless Tower Shield	A2	16	0	8	0	Not usable by mounted
Weightless Kite Shield	A2	21	0	7	0	none
Lead Shield	E2	23	-3	6	3	MR +4
Shield of Valor	E1A1	21	-1	8	1	Air Shield 80%
Crystal Shield	S3E2	30	-4	7	4	Not usable by mounted, casts: Power of the Spheres
Eye Shield	N2	16	0	5	0	Attacker may lose an eye

Shields: Greater Magical Items (Construction level 4)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Parry</u>	<u>Enc</u>	<u>Special properties</u>
Golden Hoplon	F2	23	-1	9	1	FR 15
Charcoal Shield	E2F1	26	-1	5	1	FR 5, Fire Shield 7
Lucky Coin	S2	19	0	4	0	Luck
Shield of the Accursed	S2B1	21	-1	11	1	Attacker may get Horror Marked
Vine Shield	N2	13	0	5	0	Attacker may get Entangled
Totem Shield	N1S1	11	0	4	0	Curses those who strike wielder, MR -4 negates

Shields: Very Powerful Magical Items (Construction level 6)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Parry</u>	<u>Enc</u>	<u>Special properties</u>
Shield of Gleaming Gold	E1F1	23	-1	9	1	Awe 1
Scutata Voltturnus	A1E1	21	-2	9	2	SR 5, Not usable by mounted, casts: Shocking Grasp
Lantern Shield	D2F1	23	-1	6	1	Mag Ldr +1, Fear 5, casts: Corpse Candle

Shields: Unique Magical Artifacts (Construction level 8)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Parry</u>	<u>Enc</u>	<u>Special properties</u>
Immaculate Shield	F3S2	23	-1	9	1	Holy +1, Awe 2
Barrier	E5	40	-2	11	2	FR 15, SR 15, Str +4
The Aegis	E6	17	-1	7	1	Petrification, Fear 5
Shield of the Dawn	E3S2	30	-2	9	2	FR 5, MR +1, Awe 1

Armors: Magical Trinkets (Construction level 0)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Black Steel Plate	E1	17	-1	2	none
Black Steel Full Plate	E2	24	-3	4	none
Berserker Pelt	N1	7	-1	1	none
Enchanted Ring Mail Armor	S1	13	-1	1	none

Armors: Lesser Magical Items (Construction level 2)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Fire Plate	F1	16	-1	2	FR 5, Morale +2
Robe of Missile Protection	A1				Air Shield 80%
Lightweight Scale Mail	A1	11	0	1	none
Mirror Armor	A1W1	13	-1	1	MR +3
Weightless Scale Mail	A2	11	0	0	none
Copper Plate	A1	13	-1	2	SR 25, casts: Charge Body
Shambler Skin Armor	W1	9	0	1	Water breathing 1
Dire Wolf Pelt	N1	8	0	1	Att +1, Def +1, CR 5
Armor of Souls	B6	16	-1	1	MR +5, Blood +1
Ranger's Cloak	N1				Stealth boost +30

Armors: Greater Magical Items (Construction level 4)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Chain Mail of Displacement	A2	19	3	2	none
Silver Hauberk	A2E1	17	-1	1	80% Air Shield
Brightmail Haubergeon	A1E1	13	0	0	none
Elemental Armor	E2F1	19	-3	4	FR 10, CR 10, SR 10
Robe of the Sea	W3				Water +1, Water breathing 1
Shroud of the Battle Saint	S1	9	0	0	Wearer gains Bless effects even if not Sacred
Robe of Shadows	S2				Etherealness

Shademail Haubergeon	D2E1	13	0	0	Stealth +20 (grants stealth to non-stealthy units as well)
Armor of Twisting Thorns	B3N2	13	-1	5	Cursed, PR 5, Nature +1, Blood +1

Armors: Very Powerful Magical Items (Construction level 6)

Name	Path	Prot	Def	Enc	Special properties
Marble Armor	E2	16	-1	3	Stoneskin
Stymphalian Wings	E4	17	-4	3	Flying, Att -4, Not usable by mounted, Fear 5
Rainbow Armor	A1N1	11	-1	1	Reinvigoration +3, MR +2
Robe of the Magi	A6B6				Tainted, Reinvigoration +5, Magic +1
Robe of Invulnerability	D4				Invulnerability 25
Rime Hauberk	W2	16	-2	2	CR 5, Ice prot
Jade Armor	W2E1	16	-1	4	Quickness
Bone Armor	D5	7	-3	3	CR 5
Hydra Skin Armor	N2	12	-1	1	PR 15
Red Dragon Scale Mail	F2	16	-1	1	FR 15, Morale +4
Blue Dragon Scale Mail	W2	16	-1	1	CR 15, Morale +4
Green Dragon Scale Mail	N2	16	-1	1	PR 15, Morale +4
Armor of Knights	E1	23	-1	2	none

Armors: Unique Magical Artifacts (Construction level 8)

Name	Path	Prot	Def	Enc	Special properties
Aseftik's Armor	E4	28	-3	4	Cursed, Morale +8, MR +3
Monolith Armor	E5	30	-8	10	Morale +10, Not usable by mounted
Armor of the Dawn	E3S2	20	-1	2	FR 5, MR +1, Awe 1
Robe of Calius the Druid	N3				FR 10, CR 10, SR 10, MR +3, Water breathing 1, Stealth boost +20
Fenris' Pelt	N4	16	0	1	CR 5, casts: Howl
Armor of Virtue	S3	16	-1	1	Awe 4, returns to home province if wounded
Flesh Ward	B6	0	0	0	Cursed, Tainted, Str +4, Reinvigoration +2, Blood +1
Pebble Skin Suit	B4E1				Cursed, Str +2, Earth +1

Helmets: Magical Trinkets (Construction level 0)

Name	Path	Prot	Def	Enc	Special properties
Black Steel Helmet	E1	24	0	0	none

Helmets: Lesser Magical Items (Construction level 2)

Name	Path	Prot	Def	Enc	Special properties
Dragon Helmet	F1	16	0	0	FR 5, Morale +5, DV 50
Horror Helmet	D2	21	-1	0	Fear 5
Black Laurel	D2				Summon Lictor bonus +2, Only for Ermor: Ashen Empire
Ivy Crown	N1				Vinemen +1
Horned Helmet	N1	21	-1	0	Extra attack
Mistletoe Garland	N1				Luck, PR 2
Crown of the Shah	F1A1	9	0	0	Cursed, Ldr +100, Mag Ldr +25, Holy +1, Insp +1, casts: Fantaticism, Only for Ragha

Helmets: Greater Magical Items (Construction level 4)

Name	Path	Prot	Def	Enc	Special properties
Flame Helmet	F4	5	0	0	Reinvigoration -3, Fire +1
Helmet of Heroes	F1E1	19	0	0	Insp +2
Winged Helmet	A4	21	-1	0	Air +1
Crown of Command	S2	9	0	0	Ldr +50, Mag Ldr +25, Insp +1
Spirit Mask	D2N1	10	-1	0	MR +1, casts: Frighten

Helmets: Very Powerful Magical Items (Construction level 6)

Name	Path	Prot	Def	Enc	Special properties
Spirit Helmet	A3	20	0	0	casts: Lightning Bolt
Iron Face	E4	23	0	0	Iron Skin
Starshine Skullcap	S2	8	0	0	MR +2, Astral +1
Skullface	D5	21	-1	0	Und Ldr +10, Death +1, spell: Horde of Skeletons
Wraith Crown	D6	9	0	0	Und Ldr +50, DV 100, casts: Undead Horde

Helmets: Unique Magical Artifacts (Construction level 8)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Crown of Overmight	F6E3	21	-3	2	Cursed, Ldr +100, Str +5, Insp +1, Prot force 30, casts: Charm
Amon Hotep	F6S5	9	0	0	Cursed, FR 5, MR +5, Awe 5, spell: Mummification
Helmet of Perfection	W3A3	25	0	0	Awe, Insp +3, attacker may lose an eye
Helmet of the Dawn	E2S1	23	0	0	MR +2, Awe 1
The Jade Mask	D7N3	20	0	0	PR 15, MR +3, Death +2, Regen 5, Fear 10, DV 50, spell: Rigor Mortis
Crown of the Ivy King	N2				PR 15, Animal awe 5, Vinemen +2, spell: Awaken Vine Men
The Crown of Despair	D2				Cursed, Fear 5, DV 100, Death ritual range +1, gain 1 Death gem/month

Boots: Magical Trinkets (Construction level 0)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Boots of Long Strides	N1	Running, Mapmove +1

Boots: Lesser Magical Items (Construction level 2)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Boots of the Behemoth	E1	Trample
Boots of Giant Strength	E1	Str +5
Birch Boots	N1	CR 5, PR 5, MS
Ranger's Boots	N1	Reinvigoration +2, FS, Stealth boost +20

Boots: Greater Magical Items (Construction level 4)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Brimstone Boots	F1E1	FR 15, Str +4, WS
Chi Shoes	A1	Extra attack
Winged Shoes	A2	Flying
Earth Boots	E2	Earth +1
Boots of the Messenger	N1	Reinvigoration +3, FS, MS, SS, WS

Boots: Very Powerful Magical Items (Construction level 6)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Boots of Quickness	W2	Quickness, Mapmove +2
Boots of Stone	E2	Stoneskin, MS
Boots of Youth	B2	Reinvigoration +3, Slows aging

Boots: Unique Magical Artifacts (Construction level 8)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Boots of Antaeus	E5N1	Reinvigoration +5, Earth +1, Mapmove +1
Sandals of the Crane	S1	casts: Blink
Boots of the Planes	S6	Tainted, spell: Teleport, Ethereal
The Boots of Calius the Druid	N4	Reinvigoration +10, Mapmove +1

Misc: Magical Trinkets (Construction level 0)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Ring of Fire	F1	FR 15
Ring of Tamed Lightning	A1	SR 15
Ring of Frost	W1	CR 15
Bear Claw Talisman	E1N1	Morale +2, Str +5
Skull Talisman	D1	Und Ldr +1, spell: Animate Skeleton, casts: Animate Skeleton
Snake Ring	N1	PR 15, spell: Poison Touch
Slave Collar	B1	Cursed, Morale +20

Misc: Lesser Magical Items (Construction level 2)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Imp Familiar	B1	Cursed, Tainted, Und Ldr +1, Research +3, casts: Summon Imp Familiar
Burning Pearl	F1	FR 5, Att +4
Fire in a Jar	F1	CR 5, one temporary Fire gem per battle
Ring of Warning	A1	Patrol +10, increases number of bodyguards during assassinations
Ring of Levitation	A1	Levitation
Owl Quill	A1	Research +6

Eye of Aiming	A1	Cursed, Precision +8
Amulet of Missile Protection	A2	Air Shield 80%
Amulet of Breathing	A2	Water breathing 1
Gossamer Cloth	A2N1	makes army look 25 units smaller
Ring of Water Breathing	W1	Water breathing 1
Clam of Pearls	W1N1	2 temporary Astral pearls per battle
Bracers of Protection	E1	Def +2, Prot +2
Lodestone Amulet	E1	MR +2
Wound Fend Amulet	E1S1	Reduces chances of getting afflictions
The Pebble Pouch	E1	Need size 4 and str 20 to use. Throw boulders. Dmg +8, Range: Str/3, Ammo: 15
Pendant of Luck	S1	Luck
Cat's Eye Amulet	E1D1	DV 50, Stealth boost +20
Effigy of War	D1N1	Makes army look 50 units larger
Handful of Acorns	N1	MagLdr +1, casts: Summon three Vine Men
Barkskin Amulet	N1	Barkskin
Cat Charm	N2	Def +4
Enormous Cauldron of Broth	N3	Supply +100
Ring of the Warrior	B1	Morale +2, Att +5
Soul Contract	B7F1	Cursed, Tainted, Und Ldr +10

Misc: Greater Magical Items (Construction level 4)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Medallion of Vengeance	F1	Explodes on death (20 AP fire dmg, AoE 10)
Pills of Water Breathing	A2	Water breathing 20
Dancing Trident	A1	Extra attack, one Lesser Air Elemental in battle
Wall Shaker	A3	Siege +25, spell: Panic
Bag of Winds	A5	Mag Ldr +1, Air +1, casts: Summon Lesser Air Elemental
Flying Carpet	A3	Map movement with 14 Size points (equivalent to 7 human-sized units)
Dancing Shield	A1E1	Prot force 20 (Has 50% chance to parry each attack with prot 20)
Enchanted Mirror	A2	Makes army look 75 units larger
Cauldron of the Elven Halls	A3	Makes army look 75 units smaller
Amulet of the Fish	W1A1	Air breathing 1
Storm Spool	A1	SR 15, Corpse Constructs +2
Manual of Water Breathing	N3W1	Water breathing 50
Girdle of Might	E1	Str +3, Reinvigoration +3
Crystal Matrix	E1S1	Automatic Communion Master
Slave Matrix	E1S1	Automatic Communion Slave
Amulet of Antimagic	S1	MR +4
Spell Focus	S1	Penetration +1, Fool's luck
Eye of the Void	S1	Cursed, Tainted, MR -2, Penetration +2
Stone Sphere	S2E1	Tainted, spell: Astral Window
Crystal Coin	S2E2	Astral +1
Amulet of the Dead	D1	Reanimation bonus
Champion's Skull	D2	XP +3/turn
Bane Venom Charm	D2	Diseased
Horn of Valor	N1	Insp +1
Acorn Necklace	N1E1	Luck, SR 15
Endless Bag of Wine	N1	Supply +50
Amulet of Giants	N1	Size +1, max up to 4
Lychantropos' Amulet	N2	Cursed, Str +4, DV 50
Ring of Regeneration	N2	Regeneration +10
Amulet of Resilience	N2	Reinvigoration +5
Miraculous Cure All Elixir	N5	Disease healer 1
Astral Serpent	N1S1	AN, PR 5, On dmg: Death Poison
Sanguine Dowsing Rod	B1	Blood search 1
Brazen Vessel	B5	Blood +1
The Heart of Life	B3	Cursed, PR 5, Reinvigoration +10
Lifelong Protection	B4	Cursed, Tainted, Und Ldr +5, casts: Summon 2 Imps
Blood Stone	B3E2	Earth +1
Water Lens	W1	Water ritual range +1, one temporary Water gem per battle

Misc: Very Powerful Magical Items (Construction level 6)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Lightless Lantern	F1	Tainted, Research +12
Skull of Fire	F1D1	CR -5, Fire +1
Barrel of Air	A4	Water breathing 150
Mirror of False Impressions	A4	Ldr -20, makes entire army appear to be composed of only one type of unit.
Water Bracelet	W1	Water +1
Mercury Barrel	W1E1	Mag Ldr +1, casts: Animate Mercury
Bottle of Living Water	W2	Mag Ldr +1, casts: Summon Water Elemental
Sea King's Goblet	W3	Water breathing 100
The Copper Arm	E3F1	Cursed, one extra arm
Stone Bird	E1A1	4 attacks
Crystal Heart	E2S2	Cursed, gives one extra life
Stone Idol	E2S2	Heretic
Eye Pendant	E3D3	Disease healer 1, Patrol +10, warning against assassinations
Arcane Lens	S3	Ritual range +1
Eye of Innocence	S2	Cursed, Stealth boost +40
Ring of Wizardry	S8	Penetration +1, Magic +1
Ring of Sorcery	S7	Penetration +1, Sorcery +1
Skull Mentor	D2	Research +18
Elixir of Life	N2F2	One extra life, wearer does not age
Pocket Ship	N3A2	Sailing (200/4)
Moonvine Bracelet	N3S1	Nature +1, casts: Summon Vine Man
The Black Heart	B2	Cursed, Morale +2, Assassin
Blood Pendant	B2	Str +2, DV 50, Blood ritual range +1
Mercury Barrel	W1E1	Mag Ldr +1, creates a Living Mercury at start of battle

Misc: Unique Magical Artifacts (Construction level 8)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
The Ruby Eye	F3	Cursed, Fire +1
Fever Fetish	F1N1	Diseased, gives two extra Fire gems per turn
The Ark	F6S6	casts: Ark
Amulet of the Doppelganger	A3	Stealth +50 (grants Stealth to non-stealthy units as well)
The Flying Ship	A5	Map movement Flying 500 people
Igor Könhelm's Tome	A2D2	Corpse constructs +10
Tome of High Power	A2S2	Tainted, Air +1, Astral +1, Ritual range +2
The Magic Lamp	A5F4	spell: Summon Jinn
Krupp's Bracers	E2	Def +4, Prot +4, Reinvigoration +3
The First Anvil	E6	Master smith 1
Holger the Head	E1D1	Supply -3, casts: Grow Headless Hoburg
Percival the Pocket Knight	E2N1	casts: Grow Knight
Alchemist's Stone	E1F1	FR 5, CR 5, Alchemist 50
Gate Stone	E8S8	spell: Astral Travel
Atlas of Creation	E5S5	Tainted, Earth +1, Nature +1, Astral +1, spell: Record of Creation
Bell of Cleansing	W2	FR 5, casts: Cleansing Chime
Orb of Atlantis	W4E1	Mag Ldr +10, Water +1, spell: Summon Lesser Water Elemental, casts: Friendly Currents
The Astral Harpoon	S5B1	spell: Astral Harpoon
The Forbidden Light	S5F5	Cursed, Tainted, FR 5, CR 5, Fire +2, Astral +2, casts: Solar Brilliance
Nethgul	S3W2	Casts 2 astral spells each round
The Black Mirror	S4B2	Curses wielder, MR -4, spell: Mind Hunt, casts: Disbelieve
The Horror Harmonica	S6D4	Tainted, Morale -2, spell: Call Horror, casts: Wailing Winds
Tome of the Lower Planes	S3B2	Blood +1, Easier to return from Inferno and Cocytos
Carcator the Pocket Lich	D4	Und Ldr +20, Research +4, casts: Grow Lich
The Ankh	D6	Tainted, SR 5, casts: Life after Death
Disease Grinder	D3F1	Converts 1 disease into a Death gem per month
The Black Book of Secrets	D2B2	Death +1, Blood +1, Fear 5
The Green Eye	N2	Cursed, Penetration +2, casts: Sleep
Wondrous Box of Monsters	N5	casts: Grow Monster

Fountain of Youth	N3F3	Stops aging for all units in the same province
Midget's Revenge	N1W1	Max size 1, Str +2, Att +3, Def +3, HP +10, Invulnerability 20, Size +1
Soulstone of the Wolves	N6E1	spell: Call of the Wild, casts: Howl
The Chalice	N5S3	Healer 5, spell: Banishment, Stops aging
The Tome of Gaia	N2E2	Earth +1, Nature +1
The Manual of Cross Breeding	B3N3	Tainted, Improves effect of Cross Breeding ritual
The Gift of Kurgi	B6	Flying, Eth, Cursed, Def +8, Prot force 20, Curses, Tainted, Fear 30, spells: Send/Call Lesser Horror
Ardmon's Soul Trap	B3S1	Str -2, Reinvigoration -1, casts: Open Soul Trap
The Protection of Geryon	B5	Cursed, anyone killing the protected one will be banished to Inferno
Draupnir	E5	+200 gold per month

APPENDIX: MAGIC PATH BOOSTING CHART

Boosts										Magic	Requires							Construction	Body	
F	A	E	W	S	D	N	B	H		Item	F	A	E	W	S	D	N	B	Level	Slot
							1			Armor of Souls								6	2	Body
					1					Thistle Mace							2		4	Hand
					1					Skull Staff						2			4	2Hands
			1							Robe of the Sea				3					4	Body
						1	1			Armor of Twisting Thorns							2	3	4	Body
1										Flame Helmet	4								4	Head
	1									Winged Helmet		4							4	Head
		1								Earth Boots			2						4	Feet
										Bag of Winds		5							4	Misc
					1					Crystal Coin			2	2					4	Misc
							1			Brazen Vessel								5	4	Misc
		1								Blood Stone			2					3	4	Misc
								1		Immaculate Shield	3				2				8	Hand
								1		Blood Thorn									6	Hand
1	1	1	1							Staff of Elemental Mastery	4	4	4						6	2Hands
1	1	1	1							Staff of Elemental Mastery	4		4						6	2Hands
							2			Treelord's Staff							6		6	2Hands
1	1	1	1	1	1	1	1	1		Robe of the Magi		6						6	6	Body
					1					Starship Skullcap		6			2				6	Head
					1					Skullface						5			6	Head
1										Skull of Fire	1				1				6	Misc
			1							Water Bracelet				1					6	Misc
1	1	1	1	1	1	1	1	1		Ring of Wizardry						8			6	Misc
					1	1	1	1		Ring of Sorcery						7			6	Misc
							1			Moonvine Bracelet					1		3		6	Misc
					2					Sceptre of Dark Regency						6			8	Hand
							1			Sword of Injustice						4			8	Hand
				1						Dimensional Rod					3				8	Hand
								1		Sword of Justice	3				3				8	2Hands
										Trident from Beyond				3	2				8	2Hands
1	1	1	1							Sword of Many Colors			4		3				8	2Hands
					1					The Flailing Hands						2			8	2Hands
					1					Sun Slayer						6			8	2Hands
1										The Staff from the Sun	1				5				8	2Hands
							1			Flesh Ward								6	8	Body
		1								Pebble Skin Suit			1					4	8	Body
					2					The Jade Mask						7	3		8	Head
1		1								Boots of Antaeus	3		5				1		8	Feet
										The Ruby Eye									8	Misc
	1			1						Tome of High Power		2			2				8	Misc
		1		1		1				Atlas of Creation			5		5				8	Misc
2				2						The Forbidden Light	5				5				8	Misc
			1							Orb of Atlantis			1	4					8	Misc
							1			Tome of the Lower Planes					3			2	8	Misc
					1		1			The Black Book of Secrets						2		2	8	Misc
		1				1				The Tome of Gaia			2			2			8	Misc

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