

DOMINIONS 5

Warriors of the Faith

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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 5 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

SOME WORDS ABOUT THE CREATION OF DOMINIONS 5

After finishing Dominions 4 and making quite a few patches too we once again got a bit tired of working on Dominions. When thinking about what kind of game we wanted to work on, we decided it had to be something different and we began to work on a space game. It was going to be a game where you mined and transported minerals in order to build space ships to defeat your enemies with. It was inspired by the good old vga-planets game.

The game got random planets and some nice mineral surveys, but it never got far before we abandoned it in favor of a new version of Conquest of Elysium. We had some good ideas for CoE like an inferno plane that contained the demon lords and if you summoned them they would actually be summoned from that plane. It would then be possible (just) to kill them permanently by going down there and slaying them on their home plane. We also had ideas for random rituals, inaccurate monster descriptions and new combat mechanics. After about one and a half years and many additional planes, Conquest of Elysium 4 was released.

After CoE4 we started to play and develop Trade and Taint again just for the fun of it. It is a game that we did not intend to finish, so we could play and experiment as much as we liked.

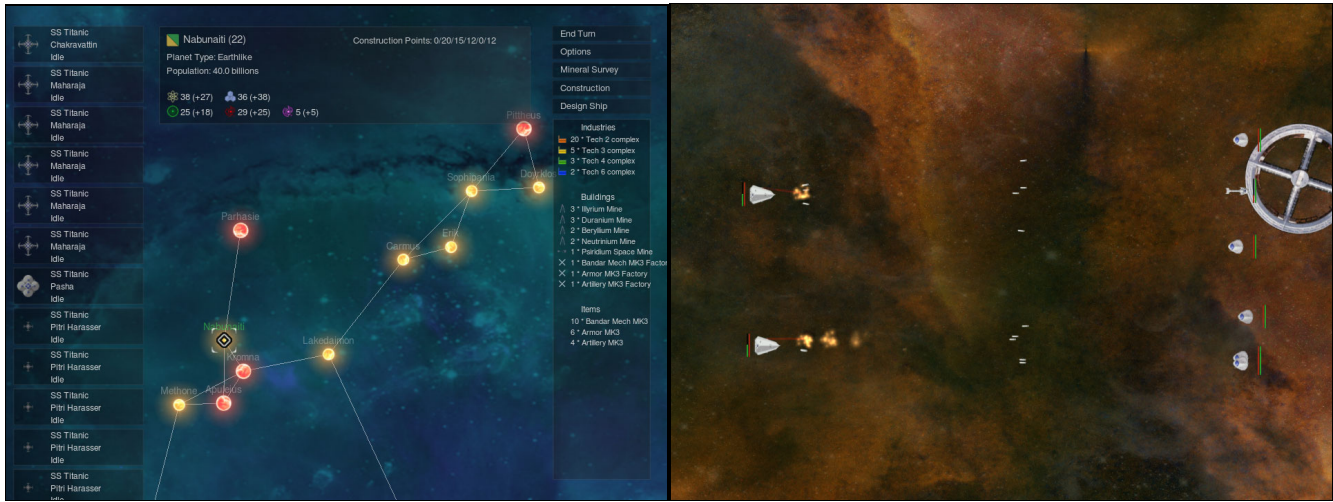
After a while we wanted to make a game we could finish again, but we wanted it to be something different from CoE and Dominions. We have played many roguelike games back in the times, and recently we had played Tales of Maj'Eyal too and we had many ideas on how to make a better roguelike. So we started to make our own roguelike game called Dungeons of Elysium. It had the same aggressive wildlife that can be found in Elysium. It also took advantage of the terrain drawing engine in Elysium that turned out to be really good at drawing dungeons too.



DoE had a similar class system to TaT where you start on a random career e.g. a footpad and then the footpad can advance to smuggler, burglar or grave robber depending on what trainer you encounter.

We created a few stories, a fun abstract travel system, and a dungeon editor. Actually, the dungeon editor turned out to be very useful at creating nice looking encounter maps for our own pen and paper role playing campaigns. After canceling DoE we later made the map editor a bit more user-friendly and released it as Illwinter's Floorplan Generator, a tool to help pen and paper role-players.

After a few months of DoE we also started to work on our old 4x space strategy game again. The planets and minerals were already in place, so this time we added production, space combat and ground combat. Combat was automatic like in Dominions, but more colorful with lasers and photon torpedoes in space.



Production was a bit different from most other games, you had to create factories for specific spaceship models in order to produce it efficiently. So you were encouraged to not redesign your spaceship models too frequently as you would have to build new factories for them as well.

By now many years had passed since we released Dominions 4 and we felt inspired to do a Dominions 5. Realtime combat was going to be the major change for the new Dominions, but we had a quite a few other ideas too. One idea that didn't make it was The Council of Immortals, where you got to vote for divine laws and titles and got influence from your claimed thrones. Another idea was for mounts to have separate stats, so you could kill either the mount or the rider. Kristoffer had ideas for a ton of new nations as usual, some of them made it into Dominions 5 and hopefully a few more will make it in future updates to the game.

When the development of Dominions 5 started we imported the GUI system from CoE4 that gets rid of the fuzzy looking font and the 3D engine was updated to use the one from Trade and Taint. After many years of incremental updates the 3D world in Trade and Taint was both faster and better looking than the one in Dominions 4, so it would be stupid not to use that one instead. At first we also used the particle effects on magic items that we had in TaT and that made the items sparkle or burn with blue flames. But it didn't feel right in Dominions and it was removed.

When writing this the 3D castles are still not finished, some units of Rus only looks like a few red letters and many descriptions remain to be written. But the game plays well and it feels realistic that it will be finished in a month when it is supposed to be released.

We hope you will enjoy the game!

/Johan & Kristoffer, October 2017

INCREASED DOMINIONS GRANT FUNDING LEADS TO EXTRAORDINARY NEW DISCOVERIES BY LEADING RESEARCHERS ABOUT THE WORLD OF DOMINIONS

After four separate iterations of Dominions, it is amazing how many things we truly didn't know about how things were back in those days. The realities of research into a long-ago, mystical world with creatures and forces unlike anything we are familiar with in the current age lead to surprise after surprise. Just in this latest edition of Dominions, we have been forced to alter the mechanics to reflect the following realities:

- *Movement in Dominions was terrain- and cost-based, and weather not inconsequential.* Units with similar capabilities moved in similar ways. Light infantry were of similar speed, heavy infantry slower, and there were even slower and faster fliers. Some units had the ability to survive in certain terrain that made them move faster through special knowledge. Of course, moving in enemy territory or in bad weather was slower. But this all came from the discovery that in some cases, units could move more than one province at a time, even in enemy territory!
- *Arcane learning was not only long and arduous, but all-consuming.* We previously thought that it was possible for mages to research a little in one school and a little in another school. This has been shown to be false. A mage can only research one school at a time, as its singular mysteries consume all his or her thought. No longer can mages split their research between multiple schools in one turn.
- *The roads in Dominions were not constructed by its inhabitants.* It does not appear that any of the roads described in the chronicles were actually built during the time those chronicles were written. Roads began and ended with the creation of the world, through mystical forces. You can no longer build road improvements in Dominions 5.
- *The soldiers of Dominions were in the main city-dwellers.* Recruitment in Dominions was very much based in the cities or heavily populated areas, judging from many newly discovered texts such as diaries and ape-scribblings. Centers of population were much more important in real life than previously thought, so expect them to be so in your game.
- *Weapons and armor interactions were even more sophisticated than we thought.* If you thought that you understood exactly how different types of maces, flails, daggers, spears, clubs, tridents, and halberds interacted with chain, plate, ring, scale, leather, or other mails, you should read this section anew to improve your knowledge..
- *Some commanders were indeed crafty.* The old stories of commanders who were lost due to an inability to retreat, thus leading to the loss of their troops, were somewhat misleading. They often retreated to a castle or other refuge, or at least to friendly lands. If they were natives of the territory this was almost certain. But the less crafty ones were likely to be lost.
- *Architecture in Dominions was not as advanced as once thought.* Fort building now always starts with the simplest type of fort (usually palisades) and must be upgraded later. Building an advanced fort from scratch is the sole province of magic!
- *Religion was in some ways as elemental as magic.* Priests have some spells that depend on the type of god they worship, whether it be fire, air, death, or what have you. This suggests that in the world of Dominions, magic and religion were not as far apart as you might think!

- *Battles were fought in real time.* In previous versions of Dominions, we saw armies move one at a time, in our concept of “turns.” It turns out (ha!) that this was a modern accommodation. In fact, when you watch battle replays, you will see each side moving at the same time, as it truly was when those battles were fought in those times.
- *Castle were well defended in battles.* Examination of historical battle sites shows that castles were actively defended from all points on the fortifications, most notably the walls. You will thank these defenders when you are being attacked, and curse them when you are attacking.
- *Beware the Cataclysm.* In previous versions, games could end on victory points. This is no longer the case. Instead, based on the Cataclysm that destroyed the Ermorian Empire through the unleashing of Death itself, a game can be set to end after a set number of turns. After this set point, horrors will descend and start destroying Thrones of Ascension. Every Throne destroyed also reduces the number of Ascension points required, so a winner should appear shortly after the Cataclysm begins. Who wins in the event that no one owns a Throne? The horrors do.

But one of the most interesting new discoveries is that there were far more **bless effects** and combinations thereof than was ever imagined by even the most controversial and revisionist of Dominions scholars – the type who made all sorts of wild claims just to cause trouble. In this case, it seems that the gods truly were diverse and multiple in capability and craft. Your pretenders will be, too. But for some bless effects, the pretender needs to be present to truly impart his or her or its energy. Because in the world of Dominions, nothing is ever just quite as we thought it was. Which is the whole point.



A short note from the writer of the manual: I got involved in the Dominions series when Dominions 2 was released. I saw that some people would like more of an explanation of what was going on in the game, and how to access its many features and elements of world-building that had been baked into the game but were in some cases rather inscrutable. Since that time, many things have changed, notable among which is the fact that future versions have become more and more accessible with tooltips and other interface improvements that alleviate some of the need for a voluminous manual. Other things have changed as well, such as the ubiquity of the Internet, increases in bandwidth, and the shift of the culture from the old days of thick, spiral-bound manuals to the lively present day of Let’s Play videos. Manuals can still be helpful, though, as a place to explore the breadth of a game, get specific answers to basic questions, and reassure new players that there are concrete concepts undergirding the rules. However, with the takeover of video presentation in gaming, Dominions 5 has joined in by shifting to a series of introductory videos rather than a printed tutorial. If you click on the Tools & Manuals button in the opening screen, you will find a series of excellent videos by DasTactic linked under the Manuals & Introduction Videos button. We hope you enjoy them, and that they succeed in making your entry into the world of Dominions as smooth and enjoyable as possible.

/Bruce Geryk, November 2017

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 5

Most die rolls in Dominions 5 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

Ragha is a dual kingdom of fire and ice, rage and serenity. Half of the population are Abyssian descendants from the isolated colony of Tur, and half are Airyan refugees from Caelum. Tur was a distant and prosperous Abyssian 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 an Arcoscephalean campaign through the fertile lands previously conquered by 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 middle of winter. The Turan Shah realized that the 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 Airyas reign and during the summer the Turans reign. 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 the people of other nations.

THE INTERFACE

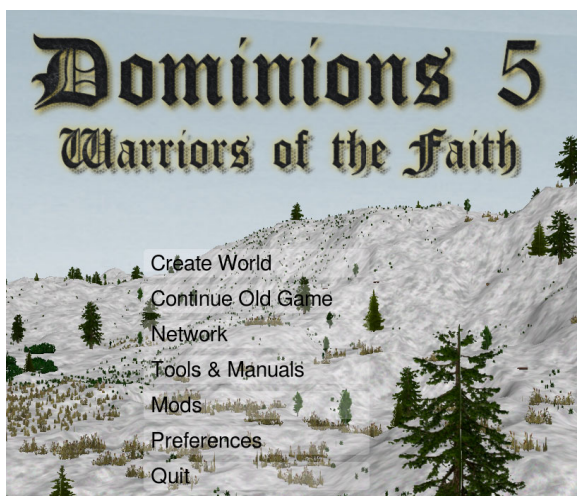
STARTING A GAME

Game creation and game playing in Dominions 5 are separate things. In order to start a new game, you must create it under **Create World**. When you return to a game you have already created after the first time you play it, you choose **Continue Old 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.

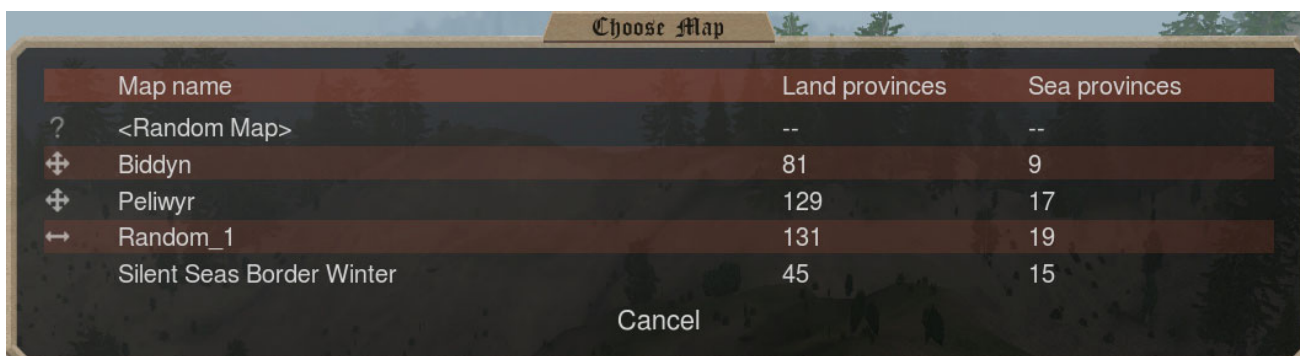
Note: *Pretenders created “on-the-fly” in the Create World process are not saved. They function for that game only.* The only way to save a pretender build for later use is to go through the Game Tools from the main menu and choose Create Pretender God. That will create a pretender and save it to the /dominions5/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!

Creating a new game



To create a new game, click on **Create World** 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 **Tools & Manuals** 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 **Continue Old 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 pretenders. 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.

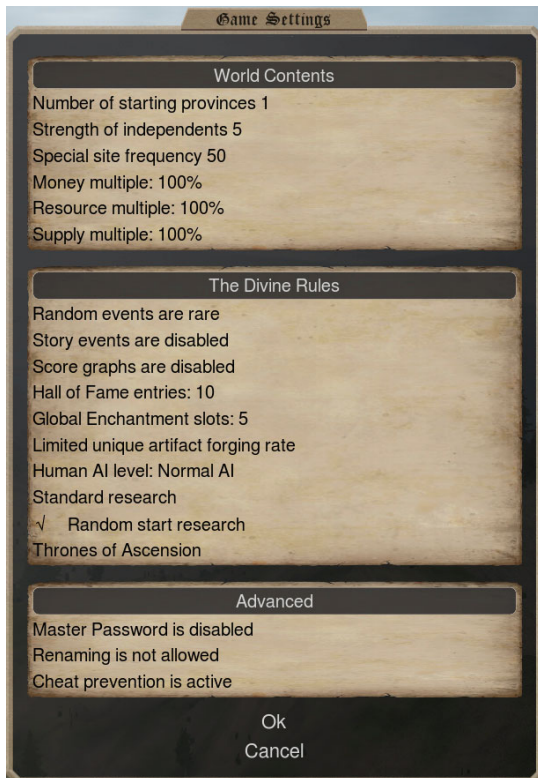
Disciple games

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 pretenders 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 pretenders in a disciple game to have disciples) play the part of his disciples.

Disciples do not create pretenders, they create disciples. A player has 300 points (rather than the usual 425 for pretenders) 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. They awaken in half the time of the pretender God, so only awake gods start with awake disciples. 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 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.

Cataclysm This is a way to force the game to end after a certain number of turns. The Cataclysm will cause horrors to appear and start destroying Thrones of Ascension. (These are powerful horrors.) Every Throne destroyed also reduces the number of Ascension points required, so a winner should appear shortly after the Cataclysm begins. In the unlikely event that no one owns a Throne as the last ones are destroyed, the horrors win.

Playing a PBEM game

Because turns in Dominions 5 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 Age 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, there is no need to distribute the map as everyone should have it. Because Dominions 5 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 “Kalevala” for some reason, the map files will be *__randommap_Kalevala.map* and *__randommap_Kalevala.rgb*. All participants, including the host, should place the relevant *.map* and *.rgb* files in the */dominions5/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 */dominions5/maps* folder. That is where Dominions 5 goes to look for maps.

Finally, all players need to create a folder in */dominions5/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 5. 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 5 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 5 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 dominions5.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 5 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 5 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 5 stores your files. There is also a tutorial. The tutorial in Dominions 5 is a video, made by DasTactic. You can watch along and learn many of the secrets of Dominions by clicking the Manuals & Introduction Videos button.



From the tomes of the lore of Dominions

Ermor is an empire centered on a great city. For centuries it has grown, and has 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, Ermorians posed little threat to neighbors and conquered peoples, but this has begun to change. A new God is rising. Old syncretistic faiths and spirit worship were banned by a Prophet dressed in white shrouds. The remnants of his bods 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 slowing adopting the New Faith.

Cornelius is the current Pontifex Maximum and the highest ranking priest of the Old Faith. He was the one who performed the high sacrifices in the capital. But it was also he who let decadence and corruption thrive in the priestly order. He has been blamed by many for the fall of the Old Cult and its traditions. The Arch Bishops of the New Faith let him remain as a figurehead, but everyone knows that his influence is limited. Cornelius still commands great religious authority and is a potent mage. Cornelius is old, frail, and rather fat and rarely ventures far from his chambers.

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.

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. 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 This is where you can assign your units to commanders, change formations, and array your forces on the battlefield. See Army Setup on page [53] for more information

[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 5 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.



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 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 5 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. For more information about how much information you will receive on any given province, see Scouting and Scrying on page [37].

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

Terrain Terrain is shown in the upper right 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 and cannot be crossed by flying units. Units with sailing 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)).**

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.

Note that in the capsule screen, resources are displayed as hammers. 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.



Recruitment Recruitment is a new concept in Dominions 5. This represents the ability of populated areas to concentrate the resources necessary to recruit and equip forces. Recruitment points depend on the population present in a province, as follows:

Population	Recruitment Points
0-5,000	10+pop/100
5,000-10,000	10+50+(pop-5000)/200
10,000+	10+50+25+(pop-10000)/400

The recruitment bonus for forts is then applied (e.g. +50% for palisades). Order scales also affect recruitment points by +10% per step.



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 [4] key. The hammers (resources) and standards (recruitment) become progressively greyed out as the player allocates them for production during a turn. Turning on the capsule screen can be a good way of scanning to see if there are any provinces with underallocated resources or production.



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.



From the tomes of the lore of Dominions

C'tis is a swampy river valley surrounded by sandy deserts. In the fertile valley, a sacral kingdom of lizard-like humanoids has formed. The kingdom is ancient by human standards and its wisdom and magical knowledge is great. At the top of the society is 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.



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). This generates an additional 30 supply points. The province has a final supply value of $540 + 30 = 570$.



Supply Usage The number of supplies being used by the units currently occupying a province is shown under Supply Usage. 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 number of corpses, too.

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 3%. Resources +3%. Recruitment +10%. Unrest reduction +1. 2% fewer random events.
	Turmoil	Decreases income by 3%. Resources -3%. Recruitment -10%. Unrest reduction -1. 2% more random events.
	Productivity	Increases income by 3% and resources by 15%.
	Sloth	Decreases income by 3% and resources by 15%.
	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 2%.
	Death	Decreases population growth by 0.2% per month. Decreases supplies by 15%. Decreases income by 2%
	Fortune	5% more random events. Chance of a random event being good increased by 10%.
	Misfortune	5% more random events. Chance of a random event being good decreased by 10%.
	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. +50 points of starting research 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. -50 points of starting research per scale.*
		<i>*Note: default starting research at neutral scales is 150 points.</i>

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 may or may not be important.

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, which are shown in parentheses. 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. 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.

Fortress types

	<u>Name</u>	<u>Build</u>	<u>Admin</u>	<u>Commander Point Bonus</u>	<u>Recruitment Point Bonus</u>	<u>Supply Storage</u>	<u>Wall Integrity</u>
	Palisades	600/4	15	0	50%	100	100
	Fortress	300/2	30	1	75%	500	250
	Castle	300/2	45	1	100%	1500	500
	Citadel	450/3	60	2	125%	5000	750
	<i>Grand Citadel</i>	<i>600/4</i>	<i>70</i>	<i>2</i>	<i>150%</i>	<i>7500</i>	<i>1000</i>

The numbers for "Build" indicate gold/months required. Because each level of fort must be built on the previous one, the months listed are for that specific stage only. Thus, it would take 600 gold and four months to build a palisade, and then another 300 gold and two months to upgrade it to a fortress. The attributes don't stack, so the admin, recruitment, supply, and wall integrity of the previous fort are replaced by the new one

The era (Early, Middle, or Late) of the game dictates what fort levels are available to most nations. The standard forts are: Early Age: fortress; Middle Age: castle; Late Age: citadel. Some nations (like Yomi) can only build primitive forts, while others (like EA Ermor) can build advanced forts compared to the standard of a particular era. The Nation Overview screen will inform you if the nation you are viewing has primitive or advanced forts.

Some nations, such as Marignon and Ulm in the middle era, have  masons who are able to construct forts one level higher than normal. This is not specifically a nation trait, but simply a trait on a particular commander that happens to be available to that nation at that time. A commander with the mason trait can be used to construct higher level forts. *The grand citadel is only available to those nations who can construct a citadel and also have a mason. It has the same icon as the citadel.*

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.

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

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.

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.

Wall Defenders

Forts also have defense (termed Wall Defenders) that functions as Province Defense when the fort is attacked. The current defense value of the fort against sieges is listed. Wall Defenders have the following attributes:

- contribute to the siege strength of the defending army (see Sieges, page [85])
- never run out of ammunition.
- can be attacked from the stairs inside the walls, or by Flying or Ethereal units (or missiles – see below)
- 20% increased missile range

Wall defenders also have some protection from missiles (see Missile Combat, page [79]). The wall has the same defense as a tower shield, but it has a Protection value of 30. The defenders use the best of their own shield or the wall defense.

The number of wall defenders depends on the fort level.

Fortress statistics



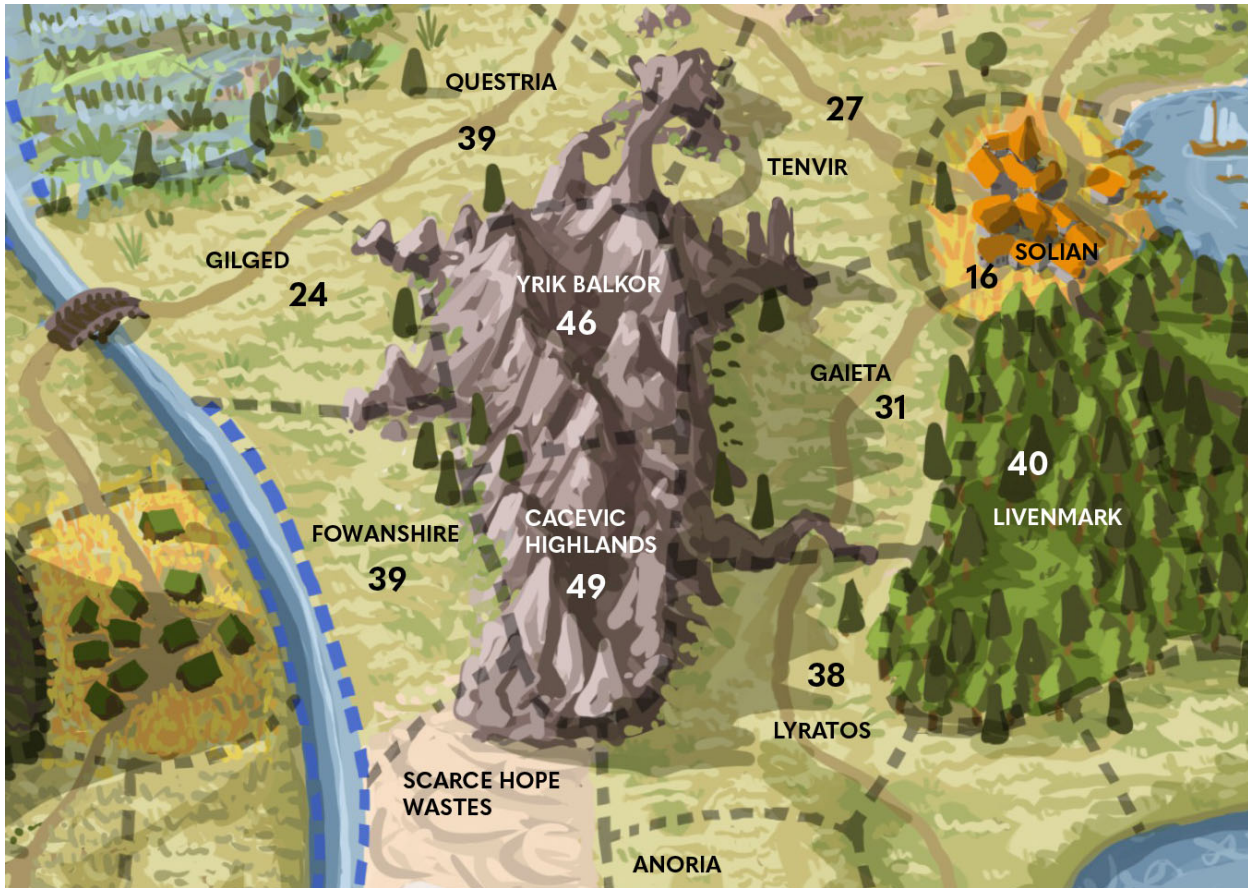
The statistics for each fort are listed when you click on the Fortification button in the province interface (also the [f] key). Some forts give bonuses to Commander Points and/or Recruitment Points, as listed in the section on fortress types.

How forts collect resources

The calculations for provincial resources can seem confusing. The most important thing to remember is that a province's resource pool that is shown in its **province attributes** [see page 24 &ff.] when there is *no fort* located in the province is *only half of that province's potential resource production*. A province will only gain the benefit of its full production when that province has a fort. Furthermore, once a province has a fort, the fort uses its Admin value to draw supply from adjacent provinces, within certain restrictions. These are:

- A land fort cannot draw resources from an adjacent sea province and vice versa.
- Forts cannot draw resources from adjacent provinces that also contain forts.
- No fort can draw resources from an adjacent enemy province.

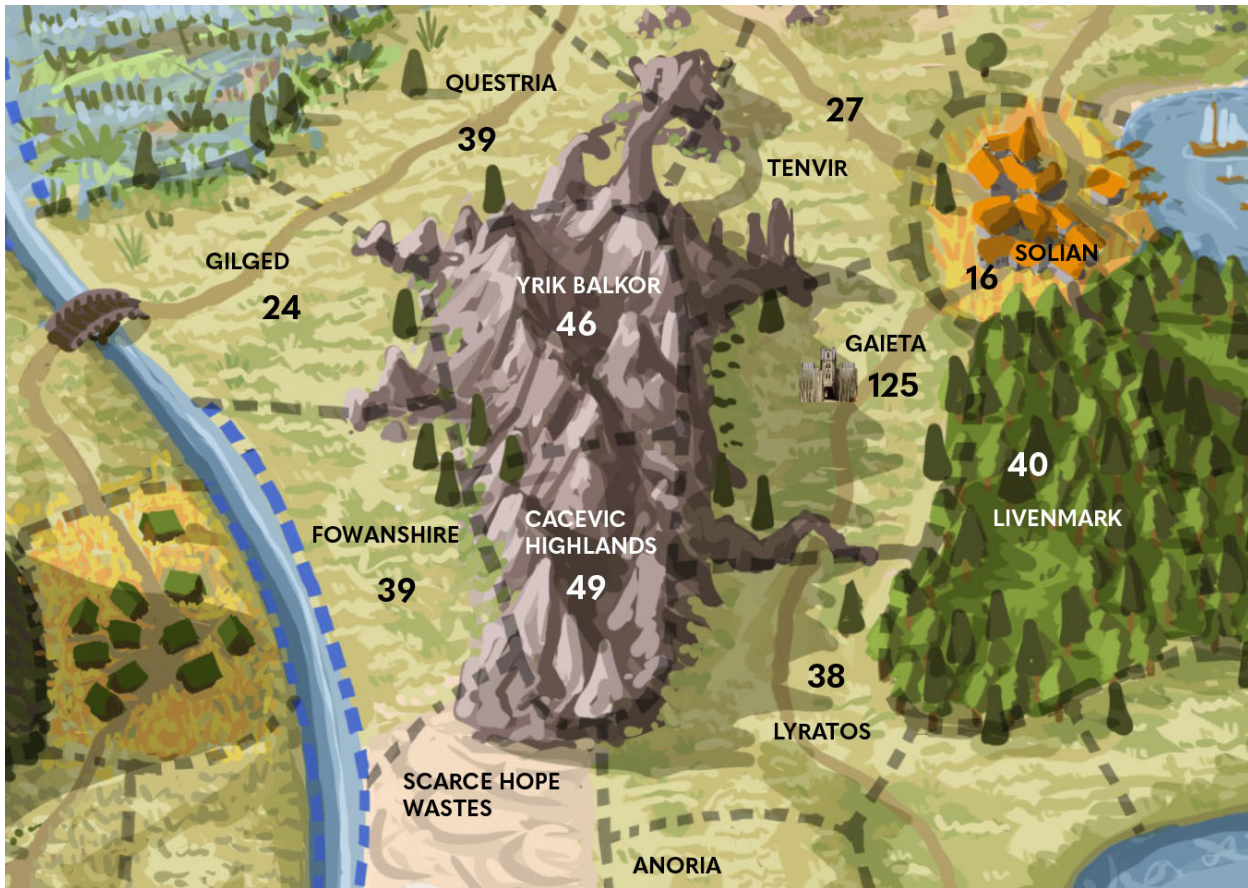
Once you take these factors into account, it is relatively straightforward to calculate how provincial resources are affected by fort production. We follow this with an example, which was discovered to probably have been written by Ulmish masons while preparing a plan of attack against Arcoscephale during the many wars that plagued the Middle Era.



In the Early Spring of Year 5 of the Ascension Wars, Arcoscephale was building a fort in the province of Gaieta. Before the fort was constructed, the resource situation looked as it does on the campaign map on this page. The province names and resource counts are listed. The black/white colors are simply for readability and have no other special meaning. Note that Gaieta has 31 resources available for use itself,

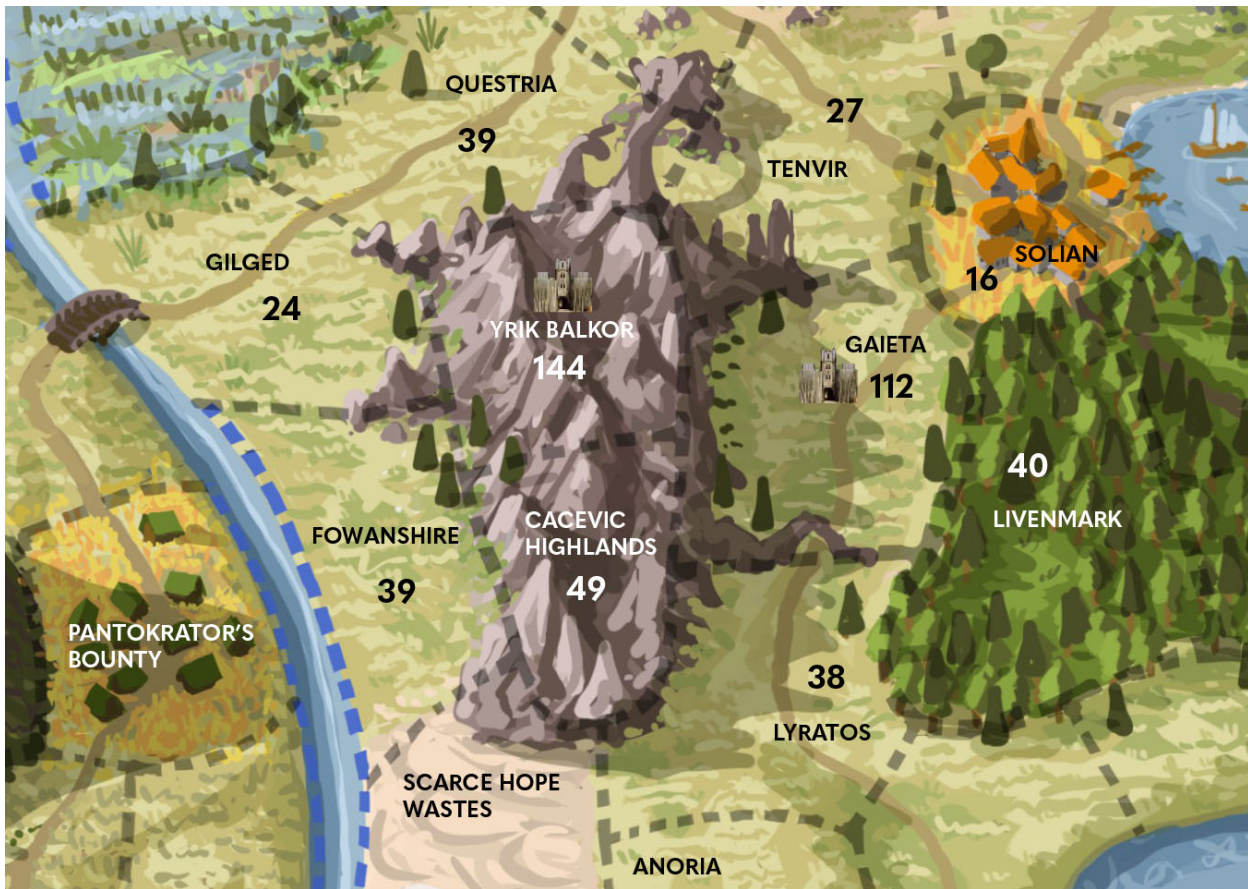
and is adjacent to six other provinces: Tenvir, Solian, Livenmark, Lyratos, Cacevic Highlands, and Yrik Balkor. The last two provinces are mountain provinces and have comparatively more resources available.

After four months, the fort was constructed through the efforts of Asios, the Hoplite Commander, at a cost of 600 gold. The resource picture changed to the one depicted below.



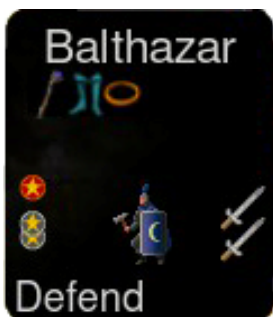
How did the province of Gaieta become such a production powerhouse? For several reasons. First, the province was producing only half of its potential resources before, as it had no fort present. Recall that when there is *no fort* located in the province, it has only *half of that province's potential resource production*. Now that it has a Palisades located there, Gaieta is able to produce to its full potential of 61 resources. But this is still much less than the 125 shown! This is because the Palisades has an Admin value of 15, meaning it draws 15% of the resources present in each adjacent province. But if you add the resources shown on the map that are adjacent to Gaieta, and take 15% of these, you still don't get to 125. What is happening? The answer is that the Admin value of a fort draws from the *total potential resources of each adjacent province*. Thus, Yrik Balkor has only 46 resources available for production in the province itself, but it has its full potential (92 resources) available for collection by the fort in Gaieta, and thus contributes 15% of 92, which is 13.8. Now you can see how the Palisades reaches an astonishing 125 in resource production: $62 + (54 + 32 + 80 + 76 + 98 + 92) * 0.15 = 64.8$. With some rounding, this becomes 63 and when added to 62 equals 125 resources available here.

In Late Spring of Year 6 of the Ascension Wars, Asios the Hoplite Commander completed another Palisades, this time in Yrik Balkor, and the resource map our scouts obtained changed again.



Of course Yrik Balkor's resources went up dramatically, but why did Gaieta's drop? This is due to bullet point 2 on [page 31]: Forts cannot draw resources from adjacent provinces that also contain forts. Thus, Gaieta loses the 15% of the 92 resources that were previously available for it from Yrik Balkor, which is 13.8, rounded down to 13, and $125 - 13 = 112$, which is the new total for Gaieta. As for Yrik Balkor, it cannot draw from Gaieta, either. It does, however, draw from the remainder of its adjacent provinces, including the ones Gaieta is drawing from, if they are adjacent to both (like Tenvir and Cacevic Highlands). In Yrik Balkor's case, this is $(98 + 78 + 48 + 78 + 54) * 0.15$ which equals 53.4, with rounding becomes 52 and when added to the base 92 produced by Yrik Balkor, equals 144 resources.

What if Asios built a fort in Pantokrator's Bounty, across the river from Fowanshire? Could it collect Fowanshire's resources? Yes. Even though the river is only crossable at the bridge, river traffic on small craft is sufficient to allow for resources to flow to the fort.



In Late Fall of Year 8 of the Ascension Wars, an army led by Balthazar, the Commander of Ulm, and his legions of Infantry of Ulm, Black Plate Infantry, and Guardians, as well as a squad of Sappers, besieged and stormed the forts at Yrik Balkor, Gaieta, and Arcoscephale itself, for which Balthazar gained great renown and reputation as a hero of Ulm of the Middle Era. His deeds remain legendary.



TEMPLES

Temples are the second of the three buildings you can construct in Dominions 5. 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. 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. Man and Marverni only pay half this cost for a temple. Pangeaea pays half in a forest province, while Gath pays double everywhere.



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.



LABORATORIES

Laboratories (or labs) are the last building type available. 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. For a detailed description of these game elements, see Magic (starting on page [87]). Ritual spells can only be cast in a province with a laboratory.

Labs cost 500 gold to build, and some nations are able to build cheaper labs, such as Arcoscephale, as well as Pangeaea who pay half in forest provinces (just like their temples).



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. When searching, level 4 in a path is the highest level ever required to find a 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.

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.

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.

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 province 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 $1+2+3+4+5+6+7+8+9+10 = 55$).

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.

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.

SCOUTING AND SCRYING

Players will not necessarily have any information about a province besides what it depicted on the actual map. There are many ways to gather information about provinces, and these methods differ in what information is learned.

Scout in province:

Reveals owner, military info, fort construction, history.

Reveals name and temperature of current and neighboring provinces

Priest in province:

As scout + dominion strength and dominion owner

Spy in province:

As scout + income, supplies, magic sites, unrest, province defense level and more accurate military info than an ordinary scout

Dominion in province:

Reveals owner, income, temperature

Reveals dominion strength of neighboring provinces

Scrying a province:

Reveals name, owner, very accurate military info, income, supplies, magic sites, province defense level, history, temperature, dominion strength, dominion owner, fort constructions, unrest

Owning a province:

Reveals everything about the province.

Reveals name for provinces 1-3 steps away. Early era only reveals names of neighboring provinces, middle era reveals name of provinces two steps away, late era reveals the names of provinces three steps away.

Reveals owner, unreliable military info and temperature for neighboring provinces.



From the tomes of the lore of Dominions

During the subjugation of C'tis, lizard soldiers were recruited into the Ermorian ranks. Lizard Auxiliares have since been a regular part of the Ermorian army. The lizards are armed as Hastati, but wear ring mail cuirass of C'tissian design, and use round shields instead of the tower shields standard to the Imperial Legions.

THE PRETENDER

Dominions 5 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. Pretenders are the most important single aspect of any Dominions game.

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, you can choose for your nation's Sacred units
- The pretender's magic paths also affect what divine spells the priests of the nation can cast.
- 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 or a point of dominion.

CREATING A PRETENDER

Besides choosing a nation, creating a pretender is the most significant decision you'll make in Dominions 5.

Each nation starts out with 425 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 folks 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. If you choose one, you will have fewer 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. There are two kinds of immortality in Dominions 5: immortality and dominion immortality. Dominion immortality (example: Phoenix) means that if a pretender is killed while in a province with friendly dominion, it will 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. Immortality (example: the Lich) means that a pretender is fully immortal and can even die outside its dominion and still re-form. Reforming a pretender’s body (whether immortal or dominion immortal) takes some time, usually about three months, but is dependent on monster type. If the pretender is soul slain, reformation will take another three months. Reforming the body usually gets rid of most afflictions. Immortals do not heal afflictions otherwise.

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. Most immobile pretenders have a low physical form cost. 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. Research has shown again and again that 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.

Divine Magic

New to Dominions 5 is that a pretender's magic paths determine what divine spells that nation's priests can cast. For more information on divine magic, see page [96].

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 three advantages:

- +1 morale
- All the bless effects conferred by his nation's pretender, chosen upon creation
- 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. *Unlike in previous versions of Dominions, these effects are chosen from a list upon creation of the pretender.*

In general, every skill level in a path equals one point of bless effect once you reach four. (Thus, an Air 2, Death 4, Nature 6 pretender receives 4 Death and 6 Nature bless points for allocation.) Some nations or pretenders may receive bless bonuses which translate into additional bless points. (For example, Marignon, Conquerors of the Sea receives +1 Fire, +1 Astral, and +1 Blood bless points, but only after reaching skill 4 in a given level.)

Bless Point Cost	Bless Effect
Air 1	Minor Shock Resistance
Air 1	Precision
Air 2	Farshot
Air 3	Swiftness
Air 3	Major Shock Resistance
Air 4	Charged Bodies
Air 5	<i>Wind Walker</i>
Air 6	<i>Air Shield</i>
Air 7	<i>Thunder Weapons</i>

Astral 1	Minor Magic Resistance
Astral 1	Arcane Command
Astral 1 Death 1	Spirit Sight
Astral 3	Major Magic Resistance
Astral 3 Fire 1	Solar Weapons
Astral 4	Magic Weapons
Astral 4	Far Caster
Astral 4	Arcane Finesse
Astral 6	<i>Twist Fate</i>
Astral 7 Misfortune 1	<i>Fateweaving</i>
Astral 9 Luck 2	<i>Luck</i>
Astral 10 Magic 3	<i>Etherealness</i>
Blood 1	Strong Vitae
Blood 3	Strength of the Flesh
Blood 4	Blood Surge
Blood 5	<i>Blood Bond</i>
Blood 6	<i>Unholy Weapons</i>
Blood 8	<i>Blood Vengeance</i>
Death 1	Undying
Death 1	Undead Command
Death 2 Death 2	<i>Half Dead</i>
Death 4	Withering Weapons
Death 5	<i>Stygian Flesh</i>
Death 6	<i>Reforming Flesh</i>
Death 7	<i>Reanimators</i>
Death 8	<i>Death Weapons</i>
Death 10	<i>Fear</i>
Earth 1	Mountain Survival
Earth 2	Reinvigoration
Earth 2	Reconstruction
Earth 3	Strength of the Earth
Earth 4	Unbreakable
Earth 4 Nature 3	<i>Larger (cannot be incarnate-only)</i>
Earth 5	<i>Fire & Shock Resistance</i>
Earth 6	<i>Hard Skin</i>
Earth 8	<i>Fortitude</i>
Fire 1	Superior Morale
Fire 2	Minor Fire Resistance
Fire 3	Major Fire Resistance
Fire 1 Death 1	Wasteland Survival
Fire 3	Attack Skill
Fire 4	Inspirational Presence
Fire 5	<i>Death Explosion</i>
Fire 5	<i>Heat Aura</i>

Fire 6	<i>Fire Shield</i>
Fire 6	<i>Flaming Weapons</i>
Fire 7	<i>Awe</i>
Nature 1	Resilient
Nature 1	Low Light Vision
Nature 1	Minor Poison Resistance
Nature 2	Major Poison Resistance
Nature 2	Forest Survival
Nature 3 Magic 1	<i>Unaging</i>
Nature 4 Death 1	<i>Poison Weapons</i>
Nature 5	<i>Recuperation</i>
Nature 5	<i>Berserker</i>
Nature 6	<i>Barkskin</i>
Nature 7	<i>Regeneration</i>
Water 1	Minor Cold Resistance
Water 1 Cold 1	Winter's Gift
Water 1 Nature 1	Swamp Survival
Water 2	Water Walking
Water 3	Major Cold Resistance
Water 3	Defense Skill
Water 5 Cold 1	<i>Frost Weapons</i>
Water 5	<i>Chill Aura</i>
Water 7	<i>Water Breathing</i>
Water 10	<i>Quickness</i>

Italicized effects are “incarnate only” which means that they only apply if the pretender is awake as well as alive. **Bold** requirements refer to Scales, not magic paths.

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.

Pretenders also gain Indirect Magic bonuses (see the section entitled Magic). Pretenders and Disciples are Sacred units and are automatically blessed when they are in their dominion. However, they cannot be blessed outside their dominion.

Example: Your pretender is Neter of the Sun, which starts with Fire 2 and Astral 1. You decide to boost the magic paths to Fire 4 and Astral 4. You are playing Machaka, so you get no further bonuses and thus you have four Fire and four Astral points to spend on bless effects. You will be facing Ermor, so you choose Solar Weapons, which costs three Astral and one Fire, leaving you with one Astral and three Fire points. You spend the three Fire points on Attack Skill, and the one remaining Astral point on Arcane Command. Your blessed units will gain all three of these 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

The cost to add dominion strength is calculated for *each additional candle chosen*, above the pretender's base dominion strength. Thus, a pretender who starts with dominion 3 would use 7 design points to increase to dominion 4, and 14 more to go to dominion 5. 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.

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












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



From the tomes of the lore of Dominions

The Arch Bishops of the Sacred Shroud are the highest ranking priests of the Awakening God. They wear holy replicas of the Sacred Shroud of the Prophet. This sacred piece of cloth gives them unsurpassed healing abilities. They have all but replaced the old Pontifices as religious magistrates of the Empire.

Dominion scales

Symbol	Scale	Effect
	Order	Increases income by 3%. Resources +3%. Recruitment +10%. Unrest reduction +1. 2% fewer random events.
	Turmoil	Decreases income by 3%. Resources -3%. Recruitment -10%. Unrest reduction -1. 2% more random events.
	Productivity	Increases resource production by 15% and income by 3%.
	Sloth	Decreases resource production by 15% and income by 3%.
	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 10%.
		Increases income by 2%.
	Death	Decreases population growth by 0.2% per month.
		Decreases supplies by 10%.
		Decreases income by 2%
	Fortune	5% more random events. Chance of a random event being good increased by 10%.
	Misfortune	5% more random events. Chance of a random event being good decreased by 10%.
	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.
		+50 points of starting research 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.
		-50 points of starting research per scale.*
		<i>*Note: default starting research at neutral scales is 150 points.</i>

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 4% 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 183 points for dominion and scales selection. Increasing dominion to 6 costs 105 points, leaving you with 78 points for scales. Because changing your scales costs 40 points for each click, you can only change one scale, and by only one click. 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 received 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
- +10% 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 below 10% of the total.

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 425 (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 350 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) 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 will awaken in half the time of their pretender.

Pretender death

A pretender loses either one skill level in *one* path of magic *or* one point of dominion strength for each death suffered (unlike the global “one loss in each path” of previous Dominions games.) This does not affect bless effects, which remain what they were at the beginning of the game. The chance of losing magic is 50% + 10% per level of Nature magic that the pretender had when he died. If the pretender has no magic skills, it will always lose one point of dominion strength.

The magic skill most likely to be lost will be Nature, and the least likely to be lost is Death. In fact, there is even a small chance of gaining knowledge in Death magic when dying. There is an even smaller chance of gaining skill in Astral or Blood magic after death as well. The lessons of the Underworld are unpredictable.

No pretender can go below a dominion strength of 1, no matter how many times he/she/it dies.

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. The total is not exactly 50 in order to add some uncertainty to the exact reappearance. In a disciple game the points required to call the dead god is increased by 50%.

Example: The pretender of Vanarus has died. Because he had Nature 3 when he died, he has an 80% chance of losing one skill level in one magic path (not necessarily Nature) and if he does not, he will lose one point of dominion strength. On the following turn, Vanarus 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 Vanarus to return.

Dominion immortal pretenders who die *in a friendly dominion* re-appear in their home after the reformation period, and do not suffer the magic skill or dominion strength loss. A *dominion immortal* pretender who dies outside a friendly dominion *is* subject to all the above rules. An *immortal* pretender does not lose any dominion or magic paths on death no matter where it dies. 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.

Automatic Bless Effects

All pretenders and disciples are auto-blessed within their own dominion. They are not blessed at any other time. Sacred units on the battlefield with their pretender are auto-blessed as well if the battle is in a friendly dominion.



From the tomes of the lore of Dominions

Ermor was once a great empire that had conquered much 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 that the foul practices 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 conquer 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 into bones. The Pretender God of Ermor will also be able to sense where any corpses are in provinces under his Dominion.

UNITS

The world of Dominions 5 was populated by all manner of creatures. These ranged from weak, lightly armed militia to giant monsters of unspeakable horror and magnitude. In between there were bards, mages, bandits, dragons, and many others.

In the game, units can be summoned by spells, recruited from the countryside, or may appear at your gates on their own. 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

Basic attributes

Hit Points: Everyone knows what this is.

Size: 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.

Map Move: This determines how far a unit can move on the world map, subject to the movement costs listed under Movement on page [58].

Combat Speed: This determines how far the unit can move in combat.

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 max age. It is modified by the following (in order of priority):

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

There are three kinds of **Leadership**, and apply to Commanders only.

Leadership: This is the number of units a commander can lead.

Undead Leadership: Like leadership, but for undead 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: As above, but for magical beings. This 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 5 can have a wide variety of special abilities. In fact, there are over 350 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.

Ambidextrous	This ability reduces the penalty for wielding two weapons by an amount equal to the Ambidextrous level.
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. A berserk unit that falls unconscious loses its berserker state (but can go berserk again).
Ethereal	Very difficult to hit with non-magical weapons. 75% of such strikes will miss.
Glamour	These units gain Mirror Image in combat, and are undetectable in friendly provinces.
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. 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. There is a special kind of Awe called Sun Awe which does not work underground, or when it is dark.

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 fatigue 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. The default size of a heat aura is 3 squares and is increased by Heat scales and reduced by Cold scales. 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 Cold scales and reduced by Heat scales.

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.

Stun Stun prevents a unit from taking any action for one round.

Invisibility Units that are invisible cannot be seen. You suffer a -10 penalty to Attack when attacking a unit you cannot see in melee. In order to see invisible units you must have the ability **Spirit Sight**. Units that are blind anyway are not further penalized when attacking invisible enemies.

Petrification This is the medusa's special ability. Anyone attacking her is petrified if the attacker fails a magic resistance roll. After about 3-6 rounds, the petrification is lost. If the unit passes a magic resistance check upon losing its petrification, it returns to normal. If it does not, it dies.

Seduction Some units can seduce and make enemy commanders of the opposite gender switch sides. Nagini and succubi have versions of this power. The nagini must be adjacent to a friendly province into which the target is taken. A succubus flies with a seduced target to her master's capital.

With the succubus, the target makes a magic resistance check against 16. If it fails, the dream manifestation is successful and the succubus tries to seduce the commander. If the commander fails a morale check vs. the seduction ability, the commander and succubus fly to the capital. If the seduction fails, the commander is attacked by the succubus in an assassination attempt.

The procedure is the same for the nagini, although that unit has a lower seduction ability (10). If successful, the lovers will sneak to a neighboring province instead of the capital.

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 $5 + 2 \times \text{Size}$ 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.

XP: Experience Points

Units which survive the world of Dominions for a period of time are likely to get experience. Units usually gain 1 XP per month, but can gain more through combat. Each level gives a bonus to Prec, Att, Def, and Morale.

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 (or Dominion Immortal) may heal afflictions when they reform after dying.
- 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 Healer 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 later two entities cannot be removed. Horror marks may be lessened by staying dead.

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, resources, and Recruitment points are spent to produce units.
- Some nations can recruit additional units outside their forts, depending on terrain

Recruitment costs

Units have three costs: gold, resources, and recruitment points. In the world of Dominions, a unit's training is reflected in its gold cost, while its equipment requires the resources, and the recruitment point cost is the need to recruit more advanced unit types in more populated areas, as those who are fit for the advanced roles will be uncommon. 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.

Sacred units also have a Holy point cost, which is always 1 per unit (including sacred commanders).

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:** You can only recruit as many commanders in a province in a turn as you have available recruitment points. Commanders can cost more than one point.
- 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.
- Recruitment:** Units can be queued based on recruitment points just as they may be queued based on resources.
- 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 Sobek Sacred Guard per turn, regardless of available gold or resources).

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 250 units may be queued in a province.

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 screens 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. 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. You can right-click on a red box to select that squad, rather than exiting back out to the **Army Setup** screen.

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 center on the commander and protect him or her (or it) 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.
Hold and fire*	The squad will hold in place for two turns, then fire or advance to get into firing range
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.

Target orders

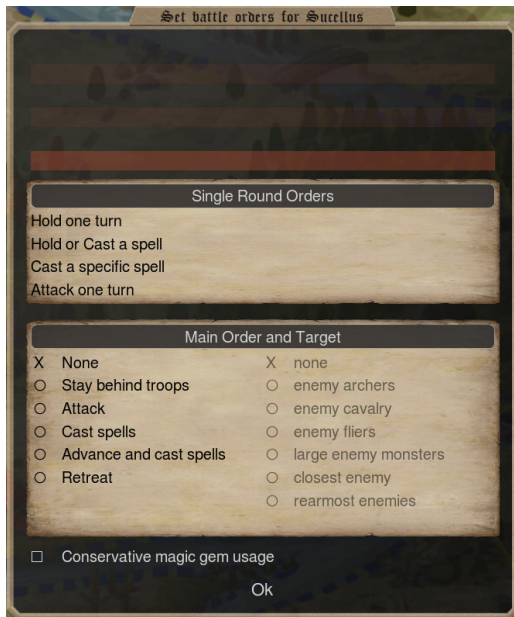
None	Targets one random enemy and his squad
Archers	Targets a random enemy archer and its squad
Cavalry	Targets a random enemy cavalry unit or fast unit and its squad
Fliers	Targets a random enemy unit which can fly, and its squad
Large monsters	Targets one random enemy of size 5 or 6 and its squad. 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 one 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

Advance and cast spells The commander will advance to be close to the front and cast spells. If possible, a few spells will be cast while advancing as well.

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.

After giving a commander an order, the same order can be repeated by clicking [x].

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.

Gem Type	Commander 1	Commander 2	Nation's Inventory
Red	0	0	36
Blue	0	5	58
Green	0	0	1
Yellow	0	0	3
Purple	0	0	0
Pink	0	0	0
Light Blue	30	0	100
Light Green	0	0	0

Exit

Up to two 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 5 is a game of provinces. However, moving through them has changed *significantly* from previous versions of the game. This is because things were discovered to be different from what we thought before. Movement still consists of going from one province to another, and 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. These connections will be color-coded.

However, *it is now possible to move through multiple provinces of enemy territory* if your movement allowance is high enough.

The basic concepts regarding movement are as follows:

- Movement takes place as a series of “half-steps”: you move *out of* one province and *into* another.
- When you do this, you pay movement costs for each half-step according to the Movement Cost Table
- Stopping in an enemy province triggers combat, unless all entering units are Stealthy (like scouts).
- 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.

General rules governing movement

Movement in Dominions 5 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 "Map Move" in the unit attributes. A unit with "Map Move 12" has 12 movement points for moving on the strategic map. Even if a unit has a movement greater than 1, however, it is subject to certain restrictions.

Movement is calculated in “half-steps” which must be made to calculate the cost to leave, and then enter, each province. Each terrain has an associated movement cost:





Plains:	3
Forest:	5
Waste:	5
Sea:	5
Highlands:	6
Cave:	6
Swamp:	7

These are modified as follows:

Enemy province (moving unit does not have stealth):	+4
Enemy province (moving unit has stealth):	+3
Snow:	+1
Roads:	-2 (min. 2)

Flying units  have different movement costs entirely:

Most terrain:	3
Cave:	5
Enemy province:	+1

If a unit has a survival ability, such as forest , swamp , waste , or mountains  it moves through that terrain with a -2 cost.

Movement points for troops are based on the following general parameters:

Heavy infantry:	8
Light infantry:	14
Light cavalry:	20
Unicorn:	26
Slow flier:	14
Flier:	20
Fast flier:	26

All commanders: +2






Each unit has a specific map movement allowance but these are the general parameters.

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, floating, and swimming 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 river 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.

- 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 with the sailing ability  may cross water provinces, but may not remain in such a province at the end of the turn. This ability *does not* allow units to 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.]

Stopping in 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:



Aethelwald the Knight Commander of Avalon is leading his troop of knights (of Avalon) on a raid from the Canese Plain. He wants to strike into the Atlantian province of Ard. He has a map move of 22. Moving from Canese Plain to Trisia costs 3 to leave the plains province which is reduced to the minimum of 2 due to the road, and then entering Trisia costs 3 reduced to 2 (plains/road) as well. So far he has expended 4 movement points. Moving from Trisia to Sottera, however, costs 3 for the half-step to exit Trisia (total so far is 7 movement points expended), but the half-step to enter Sottera costs 3 for the plains, plus 4 for the fact that Sottera is an enemy province. That is 7 movement points to enter Sottera, making the overall total 14. To get to Ard, Aethelwald would have to spend 3 points to leave,

plus 4 for the enemy province, and then 3 to enter Ard, plus 4 for the fact that Ard is an enemy province as well. That would cost 28 points, and Aethelwald only has 22 (and the Knights of Man under his command only have a move of 20). He stops in Sottera and will fight the forces of Agartha.


 **Stealthy** Units with the Stealth ability can move unseen from province to province. All movement 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.

Stealthy priests may preach the faith of their pretenders. In effect, they are gathering adherents and setting up subversive cults in enemy lands. The newly converted protect and hide their cult leaders. Therefore, a preaching stealthy unit gets a bonus to its stealth dependent on the population of the province. It is easier for a priest to hide in a densely populated province. This stealth bonus is only available while performing the **Preach the Teachings of God** order.

 **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 5 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, page 85], 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. Note that a commander who is given an order to move to a province containing a fort will enter the fort. Contrast this with **Move and Patrol** (see p. 61 below).

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** + (**Map Move**, or 30 if flying)) / **20**.

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

Defend

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.

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

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

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

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.

Magic site frequency other than 50% will also affect the number of blood slaves found. Every 5% adds (or subtracts) on average 0.5 blood slaves.

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. Only units with this order contribute to siege strength. Other orders, such as **Preach**, can be performed by commanders in a siege, but they will not add their siege strength to the siege unless they perform the **Maintain Siege** order.

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.

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 many undead priests, some nations (Ermor, Lemuria), 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

Middle age: Abysia, Vanheim

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

Capture Slaves This order is available to Mictlan and Nazca. 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. Quick special orders** A few special orders are quicker than others, such as Enter Site to Scry and Cultivate Pearls
- 10. Magic rituals** All mages cast their rituals *in a random order*.
- 11. 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.
- 12. Lost in other planes** If a unit becomes lost in another plane, it happens now. This includes resolving battles fought in other planes.
- 13. Site searches** Magic site searches are resolved.
- 14. Prophets** Prophets are declared.
- 15. Call God** Priests call their gods who have been banished.
- 16. Awakening** Pretenders awaken (dormant or imprisoned)
- 17. Blood hunting** The hunt for blood slaves takes place.
- 18. Horrors** Units are visited by Horrors now, if such a misfortune should befall them.

- 19. Assassinations** Assassination attempts are resolved. The battles are fought immediately.
- 20. Raid** Units with the Raid order perform that here.
- 21. Relinquish province** Commanders with the Relinquish Province order will relinquish the province to any non-stealthed allied commander already present in the same province.
- 22. 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 21.
- 23. Other movement** All other movement, including Break Siege, takes place.
- 24. Resolve battles** All battle resolution from movement happens here.
- 25. Castle storming** Castles are stormed and battles resolved.
- 26. Global enchantments** Global enchantments take effect on the world. Note that the casting takes place during the Rituals step (10), though.
- 27. Random events** Like it says. This is where those Fortune/Misfortune events happen.
- 28. Resolve any battles** Battles caused by these events happen now.
- 29. 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.
- 30. Sneak discovery** Stealthy units have been discovered! If so, they fight now for their lives.
- 31. Change besieger** If two allies are besieging the same castle, the one who is besieging is decided now. Larger armies take precedence.
- 32. Building construction** Fortresses, temples, and labs are built (or demolished).
- 33. 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.
- 34. Pillage** The Pillage order increases unrest and kills population.
- 35. 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.
- 36. Unrest alterations** Changes in unrest from dominion, scales, and patrolling are reflected.

- 37. 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.
- 38. Upkeep / Desertion** Unit upkeep is paid for. Note that this is after income is collected for the turn. Desertion happens now as well.
- 39. Dominion spread** All dominion spread (for whatever reason) is conducted now.
- 40. Dominion effects** Special effects of dominion (population death, insanity, spreading heat or cold etc.) are applied.
- 41. Site effects** Magic sites spread disease, unrest, and the like, if they have such an effect.
- 42. 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.
- 43. Aging** Units age.
- 44. Resolve battles** Any leftover battles caused by previous events are resolved.
- 45. 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.
- 46. Insanity** Units may go insane, from certain dominion or other effects.
- 47. Mercenaries** Mercenaries are bought or maintained.
- 48. New random heroes** Heroes may appear at a nation's capital gates.
- 49. 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.
- 50. 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.
- 51. Scouting** New scouting reports are generated for each player.
- 52. Elimination** Players without any provinces or dominion are eliminated from the game.
- 53. Victory** If a victory condition is fulfilled, the game declares a winner and ends.
- 54. Update stats** Hall of Fame and scoregraphs are updated.
- 55. Heroic abilities** Units gain and improve heroic abilities.

- 56. Reform Immortals** Immortals that are due to return will reform their bodies here.
- 57. 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.
- 58. Aftermath** The game validates orders and items, changes shapes if necessary, etc.



From the tomes of the lore of Dominions

Raterik is a strange and secretive knight. As a youth, he befriended a black unicorn and the magical steed gave the peasant boy the opportunity to join the Black Order. Several of the older members of the Order complained about the peasant, but so far he has not failed in his tasks. Raterik has proven himself a resourceful and able commander.

Hildegard was the only child of the late Hochmeister of the Black Order. Her father taught her how to fight and wanted her to join the Order, but she was a strong-willed woman who didn't like the Order's strict hierarchical organization. She decided to become a freelance warrior and as such, she has become known and respected. During her more adventurous years, Hildegard befriended a unicorn who still accompanies her.

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 page 79]
- 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 one side routs off the map: the other 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

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. 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 (battlefield 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

[v] while viewing a unit, this key will show its combat log

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

[F1] Obtain a list of all the units

[?] 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

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.

ARMY SETUP

Units in Dominions 5 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.



From the tomes of the lore of Dominions

Bandar Log is a very hierarchical society. Markatas are the smallest of the monkey people and their intellect is barely above that of simple beasts. Markatas are small, noisy, and annoying, especially when met in large numbers. If alone, they can be used as scouts, but when in greater numbers, they quickly become bored and start to make noise and play with each other. They are generally despised by the larger monkeys and apes. They are sometimes given small bows. This pleases them no end, but they still are not very useful soldiers.

FORMATIONS

Formations are the patterns used to deploy units of a squad onto the map. There are five types of formations.

Types of formations

Box



A box formation deploys your units in as close to a square as possible. For example, a squad of 36 Infantry of Ulm (size 2) deployed in a box formation would be placed 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.

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.

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 -1 penalty to the squad's morale.

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. It has a -1 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.

The ability **Formation Fighter** allows you to fit more units in a square.

Battlefield movement

Each unit in combat has combat speed. A move of one square on the battlefield costs roughly one point of combat speed, unless it is diagonal in which case it costs 50% more.

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

Each unit moves individually, and has a cooldown at the end of each action. After a unit moves one step or strikes, it must cool down a while before it can perform its next action. A long cooldown is one round (after a strike) and a short cooldown comes after a move. There is some small amount of randomness to this cooldown value, but when moving it is mostly determined by the unit's combat move, so faster units will wait a shorter time before taking the next action. If two units are adjacent, the unit that finishes its cooldown first will get to strike next.

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).

Attack roll: attacker's **Attack** attribute + DRN - **Fatigue** penalty
Defense roll: defender's **Defense** value + DRN - **Fatigue** 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.

Shield destruction

Shield hits can damage or destroy the shield. A shield has a Resistance, which is the same as its shield protection value, +5 if the shield is a magic one. The attack has a Break value, which is equal to the damage of the attack before any Protection.

If the Break value is $\geq 3x$ the Shield Resistance, the shield is damaged.

If the Break value is $\geq 5x$ the Shield Resistance, the shield is broken.

An already-damaged shield which is damaged again has a 25% chance of being broken.

A damaged shield has -20% Protection, a broken shield has -50% Protection.

A magic shield (a real, equipable one) that is damaged will repair itself after the battle. If a magic shield is broken, it will be permanently destroyed and the commander will revert to his or her standard shield if he or she had one. Damaged or broken mundane shields will be repaired when they are in a province with enough spare production resources.

Hit locations

Dominions 5 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!

Some monsters have their heads located lower than their size would indicate and therefore anyone attacking them will get a bonus to their reach. Lizards and dragons are very low and are two steps easier to hit when striking anything higher than the legs. Most four-footed beings like elephants and wolves are


slightly lower than a humanoid would be and are one step easier to reach. Their lower stature does not mean they are more likely to be hit in the head (or any other hard-to-reach location). It is still only a 10% chance, but attackers with shorter weapons might be able to reach and hit them in the head in situations where their size might otherwise prevent it.


Also, some monsters lack certain hit locations. For example, a dragon has no arms and a gelatinous cube has no arms, legs, or head.


A significantly larger unit that attacks a smaller one will have an increased chance of hitting its target in the head and a lower chance of hitting it in the leg (20% head, 10% leg). To be considered “significantly larger” it must either be 2 sizes larger, or 1 size larger *and* be mounted.

Weapon types

Melee weapons in Dominions 5 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 50% more damage when scoring head hits after the Protection value is deducted. They score 25% more damage toward shield destruction.

 Slashing weapons do 25% more damage after Protection is deducted. They do 50% more damage toward shield destruction. If a slashing weapon scores a leg, arm, or head hit that costs a target greater than or equal to 50% of its hit points, that body part will be chopped off. If a head is chopped off, this will kill the target *if* it had a head that was required for it to stay alive. (For example, a hydra does not fit that description.)

 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%.

Two-handed weapons add 125% of Strength to damage.

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 -1.

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 colored numbers above the unit that suffered the damage. Pale red is normal damage, dark red is bleeding, green is poison, etc. This can be very helpful in determining the effectiveness of your units and tactics.

Harassed (replaces *Multiple Attack Penalty* in previous *Dominions*) Every time a unit is attacked, it gets a point of harassment penalty. Each point of harassment penalty reduces the unit's defense by 1. It is then reduced continuously by a percentage, so it goes down quickly if it is high and the unit is no longer being attacked. Mounted units are only half as affected, requiring two attacks to suffer one point of harassment penalty.

A weapon with multiple attacks inflicts 1 point of harassment penalty for each one of its multiple attacks.

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 $\text{Fatigue} / 15$ is subtracted. If the DRN is less than 2, a critical hit is scored and the defender's protection values are all reduced by 25%.

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. Attack and defense rolls are made. If the result is a hit, the attacker must pass a morale check or 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 continues his attack.

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.

The repelling unit gets a lingering -2 to its Repel roll which is gradually removed over a short period of time. So it's harder to repel attacks when they come in quick succession, and easier if they are spaced out in time.

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 because 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), any unit in that square may be targeted. The size of the unit influences who will be hit. If a square with a giant of size 4 and a human of size 2 is hit, the giant will be targeted two times out of three. Once the target is decided, 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). Most missile weapons add one-third of the unit's Strength to the weapon damage value (plus a random number). 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!

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, fatigue, 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 fatigue damage. So Shock Resistance 5 would reduce fatigue 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 **1d(size)** damage each turn until the fire goes out (a die with a number of sides equal to the size of the unit, so for a Size 6 unit it would be 1d6). The chance of the fire going out is $25\% + (\text{fire resistance} \times 2) + (\text{cold scale} \times 5) + 100\%$ if it is raining. All fire have a minimum 1% chance of being extinguished.

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 fatigue damage until it thaws.

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

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

Cold vulnerability counts as negative cold resistance. Units with 5 or more cold resistance, units with heat auras, and ethereal units will never freeze.

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.

Shock damage

Shock damage can Stun a target.

Chance for Stun = $5\% + (\text{percentage of hit points lost from this hit}) / 2$

Stun prevents the affected unit from taking any action for one round.

Life Drain damage

Life 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 (*if the target is a living unit*), 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.

Life Drain cannot increase a unit's hit points above 150% of its maximum hit points +10.

Lifeless units only take 25% damage (after Protection).

Acid damage

Acid damage can inflict Rust. It has the same chance as fire. Only units with iron weapons or iron armor can be affected by Rust.

Rust

Rusty armor can be damaged if it takes a hit in combat.

Chance for Rusty armor to be damaged = damage inflicted (before armor protection, but after shield protection) * 2%

Rusty weapons have a 25% chance of being damaged when they inflict a hit on something. Damaged weapons have their damage reduced by 2, except for blunt weapons which have their damage reduced by 1.

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.

Duration = (**Damage** – 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.

Fatigue damage

Fatigue damage adds to a unit's fatigue rather than subtracting from its hit points. Units fall unconscious when they reach 100 fatigue. No unit can have more than 200 fatigue – each 25 fatigue points inflicted once a unit has reach 200 inflicts 1 point of hit point damage. If fewer than 25 fatigue points are inflicted, the chance of taking 1 hit point of damage is (the number of fatigue points inflicted x 4)% except that a single fatigue point will never result in any 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) 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 province adjacent to the battle (see Retreat rules on page [86]). If a unit retreats to an enemy province, it 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.

There are major afflictions and minor afflictions. The chance of an affliction being major is affliction chance / 1.5, or at most 33%. Where the hit occurs determines which kind of afflictions may be inflicted. The game will randomize from all afflictions available for that level (major or minor) and that body part.

Body Part	Minor Affliction	Major Affliction
Any	Battle Fright Profuse Bleeding	none
Head	Eye Loss Mute	Dementia Feeble-mindedness Blindness

Chest	Chest Wound Never-Healing Wound	Diseased
Arm	Weakened	Lost an arm
Leg	Limp	Crippled

Profuse Bleeding is the only affliction that is not permanent: it will disappear during or after the battle. While a unit bleeds, it loses 5% of its hit points and gains 10 fatigue per round of combat. The bleeding has a 10% chance of stopping per round. Being underwater halves this chance and regeneration increases it.

Limp will cause commanders to suffer a -4 map movement penalty. Non-commander units do not lose any map movement points, but whenever their army marches more than one province in a month, they will have a 25% chance of dying.

Cripple will cause commanders to lose 75% of their map movement speed. Non-commander units do not lose any map movement points, but whenever their army marches, they will have a 50% chance of dying, or a 75% chance of dying if marching more than one province.

SIEGES

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**

- Flying units are **doubled**

Repair strength = unit strength **squared** / 2

- Flying units are **doubled**
- Mindless units are only worth **1/8th** of calculated value
- Animals (not monkeys!) are **halved**
- Undisciplined units are **halved**

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 exactly how close a fortress is to being breached (although you will get hints). 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!

RETREATS

If units retreat from a battle, they will go to an adjacent province, or perhaps a friendly castle in the same province. To do this, a commander must be smart. Each commander will undergo a check and has a 75% chance of making a “smart” retreat. (If a unit is in native terrain, it will get a second chance to be smart at 50% if it fails its first check.

A smart leader will:

- Retreat into a fort in the same province if there is one
- Move to a random friendly-controlled adjacent province if no fort is present

A not-so-smart leader will:

- move into a random adjacent province, even if not friendly controlled.

Troops will follow a leader under whose command they are when they retreat, if they pass a morale check. The squad morale bonus counts double for this, undisciplined units suffer a -3 penalty, and the squad morale penalty for skirmish formation also applies.

Troops that have lost their leader or who fail a check to follow their leader will individually check for being smart or not (with only a 50% chance of success, although the 50% second chance for natives still applies) and then retreat accordingly.

A unit or commander that retreats to an enemy province is killed.

BATTLE SUMMARY

Forces of Man			
Castellan	1		
Duiu of Farming	1	6	
Longbowmen	9	7	
Spearmen	19	27	13
Wardens of Avalon	47	94	12
Total	77		25

Forces of Independents			
Barbarian Chiefs	3		3
Barbarian Lord	1	2	1
Sorceresses	2	1	2
Barbarians	93	19	93
Heavy Infantries	6		6
Phantasmal Warriors	27		27
Total	132		132









When battle results are reported, you can see the relative effectiveness of the units present by seeing which units were responsible for the most kills. They will of course be affected by your tactics, formations, and magic. The summary will show you how many units started the battle, how many kills they scored, and how many of them were killed by the enemy.

MAGIC

If the combat system is the heart of Dominions 5, 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.

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.

Refer to the spell charts in the Appendix for a thumbnail description of each spell in the game.

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.

Indirect magic bonuses for resistances and protection have a minimum skill level requirement of 3 to confer the bonuses listed. For resistances, the unit gains +5 of the specified resistance at level 3, and 2 per level above 3. For protection, the unit gains +3 protection at level 3, and 1 per level above 3.

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

Example: You are playing Asphodel, Carrion Woods and select a Freak Lord pretender. You take advantage of the 10-point cost for new paths and choose Fire 2, Air 2, Water 3, Earth 4, and Blood 1. Your pretender will gain +10 Leadership and +10 Magic Leadership (for Fire 2), +10 Magic Leadership (for Air 2), +5 Cold Resistance and +15 Magic Leadership (for Water 3), +4 Protection and +20 Magic Leadership (for Earth 4) and +5 Undead Leadership and +5 Magic Leadership for Blood 1. Note that the pretender does not gain Shock Resistance or Fire Resistance because neither of those paths (Air and Fire) meet the resistance requirement of skill 3 in that path.

Notice that if you add up all the leadership bonuses, this Freak Lord has +10 Leadership, +5 Undead Leadership, and +60 Magic Leadership. What a freak!

Indirect magic apply all units with any magic skill, including pretenders, within the level activation requirements described above.

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.

Interrupts Spells have to be prepared for a while before they can be cast. During this preparation time, the caster can be interrupted if he is damaged. The preparation time is about half of the time required to cast the spell. The other half of the time is spent recovering after the spell has been cast. The casting time for most spells is one combat round, but battle enchantments and spells that cost magic gems often take longer.

The chance of being interrupted when damaged while casting a spell is expressed as a percentage of your full hit points caused by the damage, plus 25%. Thus, a strike that inflicted half of a spell caster's full hit points in damage would have a 75% chance of interrupting the spell being cast.

Units with the "combat caster" ability (such as the paladin) are half as likely to be interrupted as a normal unit. Mindless units are also half as likely to be interrupted as a normal unit would be.

Some monsters are innate spell casters. These monsters do not require any preparation time for their spells and do not care about different casting times.

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. Local enchantments are also dispelled if the province they affect is conquered by an enemy. The exception to that is that local enchantment powered by Blood magic will persist even if the province is conquered. They must be dispelled instead.

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 5. They often cost a lot of gems and have severe effects. Only a certain number of such spells can be in effect at any one time. This can be 3, 5, 7, or 9 and can be changed in **Game Setup**. 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 the maximum allowable number of global spells is already active. The next one will replace one of the 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, or +½ for each extra blood slave (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 Astral skill.

Communal Chants: Spellsingers of MA Man have access to the new communion spells Chorus Master and Chorus Slave. They work as regular communions do, but can only be cast by Spellsingers. Also, if a Chorus Slave loses consciousness, she leaves the communion.

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

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. Each mage can only research one school of magic in a turn, which is different from Dominions 4.

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.

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 only non-mages who can research are the philosophers of Arcoscephale and Therodoros, 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. Philosophers get a research bonus from Sloth scales, because the general lying about and thinking that is prevalent under such scales agrees with the philosophers' lifestyle. Philosophers and commanders with Divine Insight are not affected by Magic or Drain scales, because their understanding is not magical, but more fundamental.

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.

Some divine spells are dependent on the magic skills of the pretender god. The spells Banishment and Smite have alternative versions that replace the original spells if the pretender is particularly skilled in one magic path. The highest magic skill of the pretender determines what the Banishment and Smite replacements are. In case of a tie, the order below determines which spells are known.

Divine spells replacing Banishment (and the modifications to the base spell)

Fire	Ashes to Ashes	Causes burning as a secondary effect
Air	Wind of Memories	Increased range, increased area of effect, slightly lower damage
Water	Purifying Water	Increased area of effect, slightly lower damage. Secondary effect causes additional armor-piercing damage (will mostly harm unarmored targets).
Earth	Pull from the Grave	Causes Earth Grip as a secondary effect
Astral	Stellar Decree	Increase range and area of effect, but slightly lower damage. Secondary effect stuns undead with their minds intact.
Death	Decree of the Underworld	Secondary effect causes bewilderment of undead with their minds intact.
Nature	Final Rest	Reduced area of effect, easily resisted but kills targets.
Blood	none	There is no Blood Magic spell of Banishment.

Divine spells replacing Smite (and the modifications to the base spell)

Fire	Heavenly Fire	10 armor-negating fire damage is a secondary effect.
Air	Heavenly Strike	Range 50. 5 armor-negating shock damage
Water	Watery Death	Slightly shorter range. 10 armor-negating drowning damage is a secondary effect.
Earth	Word of Stone	Slightly shorter range. Petrification is a secondary effect.
Astral	Word of Power	Range 100. Secondary effect can paralyze non-mindless units.
Death	Syllable of Death	Slightly shorter range. Secondary effect can kill living beings or exhaust them.
Nature	Word of Thorns	Reduces damage. Entanglement and bleeding as secondary effect.
Blood	Claim Life	Can only target living beings. Increased damage. Gives Chest Wound affliction as a secondary effect.

If a pretender's magic does not reach the threshold in any path, priests of that nation retain Banishment and Smite spells as normal.

Example: The priests of a pretender with 6 Air, 4 Earth, and 6 Death would know Wind of Memories and Heavenly Strike instead of Banishment and Smite.

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.

Alchemy is also possible through magic. There are ritual spells which allow for this conversion. As would be expected, they are Earth and Fire spells of the Alteration school. These convert gems to gold, rather than gems to pearls.



From the tomes of the lore of Dominions

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 splendor of the sun. No one has seen the sun or moon pass through Xibalba for ages, but the Zotz keep their vigil and traditions alive. Lately, the bat people have lost purpose and the priestly rulers of Xibalba look to the surface world to once more bask in the splendor of the sun and moon. The Zotz are led by priest kings from various cities, and only the priesthood represents centralized power. They still train the sacred Sun Guides that were once tasked with guarding the celestial entities through the dark world of Xibalba. The Zotz have contact with surface dwellers, primarily those of Mictlan, and have 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 skill in solar magic is limited. The Zotz are numerous and live in great swarming cave colonies. Numbers—rather than strength—allow them to win battles.

DOMINION

The pretenders of Dominions 5 aspire to godhood. Dominion represents this belief in god separately from military control, as a force that extends with varying strength from province to province.

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 is represented by white candles and its reach can be seen by the yellow border around the provinces that your dominion covers.
- 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 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 if you press [CTRL-3]. You can also see it in the province info box. 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.

Dominion over water Dominion spread that goes to a random province is less likely to cross water borders. If the random province to which the dominion is to spread is a sea province, and the origin province is not (or vice versa, where the origin province is a sea province and the province to receive the spread is not), there is a 50% chance that another random province is selected. This random province then gets the dominion spread instead.

Appointing a prophet One unit can be named as the prophet of your pretender (except in disciple games, as mentioned above). 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 another 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 15% (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.

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
- +10% 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 below 10% of the total.

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.

Yomi (early era) The dominion of this nation follows some special rules. Oni are wild, ugly, and mischievous demons that thrive when the land is in turmoil. Oni will appear in all temples that are inside Yomi's dominion. A high Turmoil scale will increase the number of Oni that appear in the temples. The strength of the Yomi dominion itself does not affect this, as long as it is at least 1. The location of the temple determines what type of Oni might appear – mountains or highlands are required to get the most powerful types. Cold or Warm provinces often result in the Ao-oni or Aka-oni that thrive in that type of climate. Temples in temperate provinces without mountains or highlands will only get the least powerful Oni. Disciples to Yomi do not get this dominion feature. Oni generals also attract Oni if they are in a province with Turmoil scales or Unrest. These Oni are only of the least powerful type. Yomi's dominion is not required for this.

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. 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 of Ermor will not be easy. Ermor's dominion also sense any unburied corpses in the provinces it covers.

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.

Phaeacia, Dark Ships (middle era)

All Phaeacia's commanders can sail (see Sailing ability, p. 59) if both the origin and destination provinces are in friendly dominion. The Dark Vessels ability cannot be transferred to other nations. Disciples do not benefit from the Dark Vessels. If Phaeacia is ruled by a disciple, it can still use its Dark Vessels in all lands under their pretender's dominion.

Therodoros (early era)

Population will die off slowly but surely under the dominion of Therodoros. Friendly forts under this dominion will generate ghosts that will help the Pretender God. In disciple game this will also affect the disciples.

Mekone (early era)

The dominion of Mekone is extra efficient at suppressing other faiths. When trying to remove the enemy dominion, the maximum strength of Mekone is counted as one higher than it really is.

Phlegra (middle and late era)

All provinces under the dominion of Phlegra will have their unrest increased every turn. Higher dominion strength in the province yields a greater increase in unrest. In a disciple game this will only have an effect if Phlegra is the Pretender God and then it will affect the disciples as well. Being a disciple of Phlegra will be difficult.

THE ORIGINS OF NATIONS

The world of Dominions is very much the story of certain 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 5.



Abysia

Abysia does not have any clear inspirational sources. Malign devil-worshipping 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. Pannii 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, Vanarus, and Rus

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 bogatyr of Russian fairy tales.

When Bogarus was added to Dominions 3, I already had some ideas about the predecessors. My imagination was 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.

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 appear in Rus, the early version of the nation.

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.

I never got around to finish my ideas on Rus for Dominions 4. Instead it became the second of the new nations for Dominions 5. Baltic mythology, Latvian in particular, became an inspirational source for the nation.



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. In a Dominions 4 patch, the nation's backstory was remade and more Zoroastrian traits, summons, and spells were added to the nation. The backstory of a primordial was between Daevas and Yazatas along with concepts of the pollution of the sacred flame merged with earlier ideas of Catharsis/Anthrax. We also added some new guardian spirit mechanics based on Zoroastrian concepts of the soul.



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.



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.



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 Dominions 4, I 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.



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 Fomorian, Nemedian, 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.



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.



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.



Mekone & Phlegra

Mekone and its successors are inspired by giants of Greek myth. Described either as strong and proud hoplites, or in later times, as monstrous beings with serpent legs, the idea of a nation of giants that doesn't follow the development of most other giant nations, with smaller and smaller giants in the later ages, started to take form. The serpent legged monstrosities of the late age was at first glance the most intriguing one, but I wanted to make the nation one era at a time, so I started with Mekone. Some research into ancient Athens and Sparta transformed my first ideas into a nation heavily inspired by Sparta. Since Arcoscephale is more influenced by Athens in the early age and Hellenic Greece in later ages, a Spartan society would not overlap with previous Greek influences. I also wanted to incorporate the hubris of the giants and the Gigantomachia—the war against the gods—into the nation, which in turn created the backstory for the middle and late age versions of the nation.

Phlegra in the middle age is a nation that has lost most of its proud legacy. The Gigantes of Mekone are cursed for their hubris and are becoming physically and mentally afflicted. I also wanted to add shepherding cyclopes to the Elder Cyclopes of earlier times. At first, the nation felt a bit bland, but when I started to think on the slaves and the Phlegran society the idea of the oppressors and slave mages appeared. The feel of the nation took a whole new turn and the slave mage mechanics made for entirely new tactics not available to other nations.



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.

Quetzalcoatl, 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.



Nazca

When Nazca was released in a patch for Dominions 4 it had already been on the drawing board for a long time. I really like the necrocratic concept where mummified ancestors have a position of influence in society. A kingdom forced to expand with every generation as previous kings and nobles keeps their conquered lands even after death. A kingdom slowly going bankrupt as stipends to dead ancestors keeps piling up.

The first ideas on Nazca were just speculations how I wanted a Caelian splinter kingdom to be, but when I got the idea of an Inca setting for the new nation it stuck. I started to research Andean concepts and cultural history and was intrigued by mummy bundles, moieties, geoglyphs and necrocratic practices. I have no clear idea of the end of the Nazca saga, so there is room for a possible late era version in a future iteration of Dominions.



Oceania, Pelagia, and Erytheia

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.

With the release of the Dominions 4 UW-patch the backstory of Pelagia was developed. It became intermingled with Berytos and my first ideas on later developments for the nation emerged. I prefer if nations are primarily culturally defined, and secondarily racially defined. Pelagia always felt more like a race thing and less like a kingdom with its own cultural setting. The changes in the patch was a step in this direction, although I find the new nation Erytheia more interesting.

Erytheia is the late era development of Pelagia. It is a nation heavily inspired by Ptolemaic Egypt. Like Ptolemaic Egypt, it is a nation of foreign conquerors adopting local traditions forming an isolated kingdom desperate to keep its royal blood lines and avoid foreign influence. I wanted the Ptolemaic practices of royal sibling marriages represented in the game and this led to some new mechanics developed for Erytheia. I also wanted Erytheia to be more of a contender for the closed realm, Pelagia's name for dry land. The idea of a merman kingdom of both worlds started to take form when I worked on the Dominions 4 UW-patch. The pairing with Ptolemaic concepts fit well and Erytheia became a nation quite different in feel from previous underwater nations.



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.

Phaeacia

Phaeacia is an island nation inspired by its namesake in the Odyssey, the enchanted isle ruled by Alcinous. Imagine palaces of gleaming bronze, with golden gates guarded by dogs of gold and silver. In enchanted gardens filled with fantastic trees, fountains and marble statues, wise men entertain their queen with song and poetry. In a city of marble craftsmen and weavers of unequalled skill make trade goods and silk garments famed throughout the world.

When I worked on Mekone and Phlegra, ideas popped up that were too interesting to be ignored. In one of my *Ars Magica* RPG campaigns the players were lost at sea during a storm and arrived at an enchanted island colony of surviving Phoenician Ba'al worshippers, blessed with longevity. The Ulysses tale combined with my RPG campaign and previous ideas on Berytos resulted in the new island nation. Phaeacia is one of the nations where my imagination runs wild, probably due to the fact that it is influenced by several sources, including my own RPG setting. Finally, the nation needed some new mechanics, sites and events to become what I wanted. The dark vessels and the island start make the nation play differently than other nations and I hope that they are reasonably balanced in MP games.



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 cataphracts 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.



Ragha

Ragha was added in the Caelum patch for Dominions 4. I had played with ideas on a dual Caelian/Abysian nation earlier on, but it wasn't until I started to remake Caelum that those ideas bore fruit. Of the Caelian nations it is probably the one most heavily influenced by history and myth. Since the nation was developed with Zoroastrianism in mind the mage-priests of the nation, dasturs and athravans, became an integral part of the nation and not something that was added ad hoc. The heat/cold preferences of the nation made it a bit difficult to evaluate and balance, but I'm very fond of the concept thematically. The fact that the nation is based on centuries of Persian history and two different dominions nations, gives it more traits than most nations.



R'lyeh and Atlantis

These two nations are heavily influenced by H.P. Lovecraft. While R'lyeh is closer to the Cthulhu mythos with Starspawns 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. Starspawns, 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.



Therodos

Therodos is based on Greek legends and ideas of a golden-age kingdom swallowed by the waves as punishment by the gods. Since I made Berytos I wanted to elaborate on the Telkhines. Previous concepts of the Berytian Telkhine ancestry and new ideas of a spectral nation unaware of its undead precondition were merged and Therodos started to take form. Additional ideas of craftsmen daimones, such as Daktyls and associated Kouretes and Korybantēs found a place in the backstory of the nation.



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 reavers and reavers were some of the possible career paths for the Enkidu race. In *Dominions 5* 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. After *Dominions 4* was released we took up work on *Trade & Taint* again and ideas on the enkidus were developed. Last summer I found myself reading more on Sumerian cities and culture. The transfer of religious and temporal importance from Eridu to other cities during Sumerian times is an interesting process. Thus Uruk became the first new nation added in *Dominions 5*.

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 nation's 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 sirushe, the wingless dragons of the Ishtar Gate.

The nation's shamans and bone readers are also influenced by some shamanistic concepts, Canaanite ideas on veneration of the dead and probably a dose of some old RPGs.

Ur develops 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. In this new era the Entu of the Moon, inspired by En Hedu'anna, the daughter of Sargon the Great, becomes the unifying power of the kingdom and Uruk turns into a theocracy.



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.



Xibalba

Xibalba is a nation inspired by Mayan mythological concepts as expressed in the Mayan texts Popol Vuh and Chilam Balam. The Popol Vuh describes the creation of the world and other mythological concepts. It also tells of the hero twins Hunahpú and Xbalanqué and their travels to Xibalba, the Mayan underworld, through which the sun travels during the night. Ever since high school, when I first came across the pen-and-paper RPG *Chill*, and found a creature named Camazotz, I've been intrigued by bat-gods and Mesoamerican myth. The bat-god was actually the first god made for Mictlan, when that nation appeared in Dominions 2. When I started to work on Xibalba it was clear from the beginning that it would be a Mayan nation of bat-people.

In the middle era Xibalba is flooded and toad people take over. Toads are important in Mesoamerican iconography and I wanted them to have a role in a Mayan nation. I also liked the idea of a nation that goes through heavy changes during the eras. Mesoamerican flood myths and concepts of the Bacab were

used in conjunction with a slightly rewritten Atlantian backstory to fit the concept of a flooded underworld inhabited by Atlantian refugees.

Xibalba was also one of the first nations to get a national global spell based on its national backstory. The concept had been used when we remade the themes and carrion woods into a national spell, but we were never fond of how that worked out. The Xibalban Theft of the Sun along with the Agarthan Unleash Imprisoned Ones reintroduced the national global enchantments.



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.

In Dominions 5, I wanted to elaborate on Yomi and make the nation a bit more of a swarm-nation with demons entering this world in increasing numbers through demon gates raised by misled human priests.



Ys

Ys is based on Breton myths of the sunken city of Ys/Kêr-Is and morgen water spirits. To expand the nation I added some Irish/Welsh ideas of the merrow as well as the Marvernî tribe of Kernou to give the nation an opportunity to establish coastal forts with their own unique units. I initially intended to merge the Ysian backstory with Marignon and add a Melusine morgen hero for that nation, but never got around to finish my ideas. It is not unlikely that Melusine and some other Ys/Marignon connections appear in upcoming Dominions 5 patches.



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.

key	meaning
Path	Magic path skill required to forge (also determines cost)
Rng	Range
Att	Attack
Def	Defense
Dmg	Damage
Len	Length
Enc	Encumbrance
Prot	Protection
CR	Cold Resistance
FR	Fire Resistance
PR	Poison Resistance
SR	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
Aff Res	Affliction Resistance

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	1	1	10	1	
Ice Sword	W1	0	1	3	6	1	
Ice Lance	W1	0	1	2	3	3	
Sling of Accuracy	A1	40	5	0	12	0	Str not added
Blacksteel Sword	E1	0	2	2	9	1	
Enchanted Sword	S1	0	1	2	8	1	
Enchanted Spear	S1	0	2	2	7	3	
Hardwood Club	N1	0	1	1	5	1	

One handed weapons: Lesser Magical Items (Construction level 2)							
Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Burning Blade	F1	0	2	1	12	1	On hit: Flames
Mace of Eruption	F2	0	2	0	11	1	On dmg: Flame Eruption
Sword of the Five Elements	F1W1	0	3	4	8	1	Reinvigoration 2, cost: 2 fire gems + 2 water gems, Nation restricted
Spear of the Morrigan	D1A1	0	3	2	6	3	Partial life drain, On dmg: Decay, Nation restricted
Mercybrand	F2	0	1	1	7	1	Fear +5, Inquisitor, Patrol Bonus 10, On dmg: Flames of Mercy, Nation restricted
Ice Mist Scimitar	W1A1	0	2	3	8	1	Cold Res +10, On strike: Ice Mist

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Coral Blade	W1	0	2	2	9	1	Hit Points +8, On dmg: Draw Blood
Stinger	E1	0	2	1	7	3	AP
Sword of Sharpness	E1	0	2	2	10	1	AP
Axe of Sharpness	E1	0	2	0	11	1	AP
Main Gauche of Parrying	E1	0	2	6	4	0	
Smasher	E2	0	2	0	16	1	On hit: Shatter
Star of Heroes	E2	0	4	-2	12	1	On dmg: Break Armor
Dwarven Hammer	E3	0	0	-1	8	1	Forge Bonus 2
Eyecatcher	E1W1	0	-2	0	-5	0	AN, On dmg: Eyeloss
Faithful	E1S1	0	2	4	7	1	Luck, Aff Res 1
Bane Blade	D1	0	1	2	7	1	On dmg: Decay
Hunter's Knife	N1	0	2	1	4	0	AP
Thorn Spear	N1	0	2	2	5	3	On dmg: Strong Poison
Shillelagh	N1	0	1	1	5	1	Luck, Retinue 1, Nation restricted
Sprite x1	HP 2, Prot 0, MR 14, Mor 7, Str 3, Att 14, Def 18, Prec 14, Enc 1, CS 10, MM 22, FS, SS, Fly, Glamour, Magic, NNEat, Stealthy 65, Wpn: Useless Kick, Elf Shot						
Vine Whip	N2	0	3	0	0	4	Max 1 dmg, On hit: Entanglement
Knife of the Damned	N1S1	0	4	1	4	0	AP, Cursed, Curses wielder, On dmg: Curse
Jade Knife	N1B1	0	1	0	1	0	Sacrifice Bonus 2, Nation restricted
Anemone Mace	W1	0	4	1	-2	1	On hit: Anemone Poison, Nation restricted
Sceptre of Authority	F1	0	1	0	0	1	Command 25, spell: Combustion
Thunder Whip	A1	0	0	0	2	4	Shock Res +5, Max 1 dmg, On strike: Chain Shock
Rod of the Leper King	D1	0	1	0	0	1	Diseased, Undead Command 50
Duskdagger	D1S1	0	3	1	3	0	AN, On dmg: Draw Blood
God-Slayer Spear	E1	0	2	0	6	3	On strike: Bane of Heresy, Nation restricted

One handed weapons: Greater Magical Items (Construction level 4)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Frost Brand	W1	0	1	2	8	1	Cold Res +5, On strike: Small Area Cold
Sword of Swiftness	W2	0	2	4	10	1	2 attacks
Elf Bane	E1S1	0	3	0	12	1	AP, On dmg: Slay Magic
Herald Lance	S2	0	1	1	6	3	Inspirational +1, Triple dmg vs undead and demons, spell: Solar Rays
Serpent Kryss	N1	0	2	1	4	0	AP, Poison Res +5, On dmg: Death Poison
Snake Bladder Stick	N1	0	0	1	5	2	AN, Str not added
Thistle Mace	N2	0	-1	-1	3	1	Nature Magic +1, On dmg: Strong Poison
Whip of Command	N1	0	3	0	1	4	Inspirational -2, Command 100, Task Master +3, Max 1 dmg
Rat Tail	N1	0	2	0	0	4	Animal Awe +4, Task Master +1, Max 1 dmg, On hit: Greater Fear
Summer Sword	N2E1	0	1	2	11	1	Supply Bonus 100, spell: Tangle Vines
Fire Bola	F1	-1	2	0	0	0	On hit: Fire Bonds
Wand of Wild Fire	F3	0	1	0	0	1	spell: Fireball
Cockerel Scepter	F2	0	2	1	6	1	Triple dmg vs undead and demons, spell: Holy Pyre, On hit: Cockerel Blindness, Nation restricted
Lightning Spear	A1	0	2	2	5	3	Shock Res +5, On hit: Shock

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Vajra	S2	0	2	0	5	0	Shock Res +10, spell: Lightning Bolt, On hit: Shock, Nation restricted
Rune Smasher	W2F2	0	2	1	7	1	Penetration +2
Starfire Staff	S2	0	1	0	0	1	Astral Spell Range +25%, spell: Star Fires
Flesh Eater	B1	0	4	-1	14	1	On dmg: Chest Wound
Heart Finder Sword	B2	0	4	2	10	1	On dmg: Heart Finding

One handed weapons: Very Powerful Magical Items (Construction level 6)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Fire Brand	F1E1	0	3	0	8	1	AP, Morale +2, Fire Res +5, On strike: Small Area Fire
Axe of Hate	N2	0	4	0	13	1	Poison Res -15, On dmg: Fatigue and Disease
Dragon Sceptre	F2	0	-2	0	-2	0	Dragon mastery 1, spell: Flame Bolt
Rod of the Phoenix	F4	0	-2	0	-2	0	spell: Incinerate
Evening Star	F1D1	0	6	-2	10	1	On strike: Fire and Weakness
Star of Thraldom	A1	0	6	-2	10	1	On strike: False Fetters
Shadow Brand	D2E1	0	4	1	12	1	AP, On strike: Leeching Darkness
Blood Thorn	B3	0	2	0	4	0	Blood Magic +1, Partial life drain
Demon Whip	F1B1	0	4	0	2	4	Max 1 dmg, On strike: Small Area Fire

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	Fire Spell Range +25%, Cold Res +5, Command 50, spell: Fireball, On strike: Small Area Fatigue
Unquenched Sword	F5	0	4	1	22	1	AP, casts: Heat from Hell, On strike: Small Area Fire
Ember	F2W2	0	5	4	15	1	Fire Res +10, Cold Res +10, On strike: Small Area Frost and Fire
Winter Bringer	W2	0	-2	0	-2	0	spell: Falling Frost
Dawn Fang	E1S1	0	3	3	10	2	Aff Res 1, Magic Res +1, Awe +1, Triple dmg vs undead and demons
The Summit	E4	0	12	6	28	1	AP
Mage Bane	E6	0	5	6	10	1	Magic Res +5, Tainted, On dmg: Unconsciousness
The Tartarian Chains	E4F2	0	3	-2	5	2	2 attacks, On hit: Enslavement
Twin Spear	S1B1	0	2	2	10	3	AP, Luck, Command 50, spell: Call Lesser Horror
Twin Spear	S1D1	0	2	2	10	3	AP, Luck, Command 50
The Sword of Aurgelmer	S6	0	2	2	13	1	Luck, Curses wielder, Morale +4, casts: Will of the Fates, On dmg: Curse
Rod of Death	D1	0	2	0	10	1	AN, Undead Command 20, Str not added, 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 Magic +2, Death Spell Range +50%, Fast Aging +3, On dmg: Major Life Drain
Sword of Injustice	D4	0	3	2	6	1	Priest +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, Poison Res +25, Assassin Patience +2, On dmg: The Deadliest Poison

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Sceptre of Corruption	B4	0	1	0	0	1	Cursed, Command 50, Tainted, 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, Astral Magic +1, Astral Spell Range +25%, Tainted, On hit: Dimensional Shift

Two handed weapons: Magical Trinkets (Construction level 0)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Enchanted Pike	S1	0	3	1	9	5	

Two handed weapons: Lesser Magical Items (Construction level 2)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Holy Scourge	F2	0	5	-2	6	2	2 attacks, Triple dmg vs undead and demons
Black Halberd	E1	0	1	2	12	3	On strike: Bane of Heresy, Nation restricted
Greatsword of Sharpness	E1	0	4	4	15	2	AP
Halberd of Might	E1	0	2	3	16	3	Strength +4
Hammer of the Mountains	E1	0	-1	-3	25	3	On strike: Small Area Stun
Lightning Rod	E1	0	2	4	3	3	Corpse construction Bonus 3, Shock Res +15
Bane Blade	D1	0	2	3	10	2	On dmg: Decay
Doom Glaive	D1S1	0	2	2	16	3	On strike: Small Area Curse and Decay
Thorn Staff	N1	0	3	5	5	3	On dmg: Strong Poison
Gloves of the Gladiator	N2	0	2	1	3	0	Strength +3, Magic Res +1, 4 attacks
Just Man's Cross	F1	45	4	0	12	0	AP, Triple dmg vs undead and demons, Str not added
Trueshot Longbow	A1	50	30	0	12	0	Str not added
Ice Pebble Staff	W3	0	2	4	3	3	Cold Res +5, spell: Numbness
Piercer	E1A1	35	10	0	12	0	AN, Str not added
Black Bow of Botulf	D1	45	5	0	12	0	Str not added, On dmg: Feeblemind
Staff of Flame Focus	F1	0	2	4	3	3	Fire Spell Range +25%

Two handed weapons: Greater Magical Items (Construction level 4)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Flambeau	F3	0	4	2	13	2	AP, Fire Res +5, Triple dmg vs undead and demons, spell: Holy Pyre, On hit: Fire
Midget Masher	E1	0	3	1	20	2	Double dmg vs smaller
Implementor Axe	E1D1	0	2	0	10	2	AP, Fear +10, Pillage +25
Skull Standard	N2D1	0	-2	-3	1	4	Mun, Fear +5, spell: Panic
Thunder Bow	A2	40	3	0	0	0	AN, On strike: Small Area Shock
Golden Arbalest	A1E1	55	10	0	15	0	AP, 2 attacks, Str not added
Vision's Foe	A1D1	50	10	0	13	0	AN, Str not added, On hit: Eyeloss
Staff of Corrosion	W2F1	0	2	4	3	3	spell: Acid Bolt
Wraith Sword	D2	0	2	3	11	2	Partial life drain
Skull Staff	D2	0	2	4	3	3	Death Magic +1
Vine Bow	N1	35	0	0	5	0	Str not added, On hit: Entanglement
Moon Blade	S1	0	4	5	13	2	Double dmg vs magic beings

Two handed weapons: Very Powerful Magical Items (Construction level 6)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Rime Hammer	W2A1	0	5	1	21	3	Cold Res +10, On strike: Freezing Mist
Treelord's Staff	N5	0	2	4	3	3	Awaken Vine Men Bonus 1, Nature Magic +2, Nature Spell Range +25%, Forest Survival
Staff of Elemental Mastery	F4W4	0	2	4	3	3	Elemental +1, Elemental Spell Range +25%, Fire Res +5, Cold Res +5
Carmine Cleaver	F2E1	0	4	1	18	2	AP, Fire Res +5, On dmg: Burn Flesh
Bow of War	A1	40	0	0	8	0	Mun, 13 attacks, Str not added
Staff of Storms	A5	0	2	4	3	3	Corpse construction Bonus 5, spell: Lightning Bolt, casts: Storm, On hit: Shock
Staff of Elemental Mastery	A4E4	0	2	4	3	3	Stoneskin, Elemental +1, Elemental Spell Range +25%, Shock Res +5
Demon Bane	W1	0	5	2	15	2	Fire Res +15, Hit Points +5, Double dmg vs demons
Wave Breaker	W3	0	3	3	10	3	Water Breathing, 3 attacks, casts: Friendly Currents
Gate Cleaver	E3	0	-1	-1	29	2	AN, Siege Strength +50
Ethereal Crossbow	S1	45	5	0	999	0	AN, MR, MindIm
Jellyberd	S1F1	0	2	3	0	3	Protective Force 20, On strike: Jellyberd Poison, Nation restricted
Banefire Crossbow	D1	45	2	0	10	0	AP, Curses wielder, Str not added, On strike: Area Decay
Ivory Bow	D3A1	50	2	0	12	0	AP, Undead Command 5, 3 attacks, Str not added, On dmg: Decay
Standard of the Damned	D4	0	-2	-3	1	4	Mun, Fear +5, spell: Drain Life
Banner of the Northern Star	S4	0	-2	-3	1	4	Mun, Magic Res -2, casts: Light of the Northern Star
Hell Sword	B2F2	0	5	1	14	2	Fire Res +10, Partial life drain

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	2	Priest +1, Fire Res +5, spell: Prison of Fire, On strike: Small Area Fire
Bow of the Titans	A3S2	100	100	0	22	0	AP, Air Spell Range +25%, Strength req 18, Str not added, spell: Seeking Arrow
Tempest	A5	0	5	6	15	2	Shock Res +15, spell: Thunder Strike, casts: Storm, On strike: Chain Lightning
Trident from Beyond	W3S2	0	2	3	13	3	Water Magic +1, On dmg: Soul Slay
The Stone Sword	E5	0	4	7	10	2	On strike: Area Petrification
Hammer of the Forge Lord	E5F3	0	1	0	20	2	Forge Bonus 4, On strike: Small Area Fire
The Sword of Many Colors	E4S3	0	3	5	17	2	Elemental +1, On strike: Killing Light
The Oath Rod of Kurgi	S2B2	0	3	5	5	3	Spell Range +25%, spell: Horror Mark, On dmg: Feeblemind
The Flailing Hands	D2	0	4	-1	10	2	Death Magic +1, Penetration +1, Magic Res +1, 2 attacks, On hit: Fear and Cold
Sun Slayer	D6	0	5	6	13	2	Death Magic +1, Fear +5, spell: Drain Life, casts: Darkness, On strike: Area Death
Harvest Blade	B3N1	0	10	-5	16	0	Gone Berserk, Cursed, Morale +2, Fear +5, On strike: Leg Chop
Infernal Sword	B1F1	0	4	4	14	2	AP, Fire Res +5, On dmg: Banish to Inferno

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
The Staff from the Sun	S5F1	0	3	3	4	3	Fire Magic +1, Fire Spell Range +50%, Fire Res +5, Temp Fire Gems 1, On strike: Area Fire

Shields: Magical Trinkets (Construction level 0)

Name	Path	Prot	Def	Parry	Enc	Special properties
Blacksteel Tower Shield	E1	23	-2	9	2	Cannot be used by mounted units
Blacksteel Kite Shield	E1	29	-2	8	2	
Enchanted Shield	S1	17	-1	7	1	
Raw Hide Shield	N1	13	0	4	0	

Shields: Lesser Magical Items (Construction level 2)

Name	Path	Prot	Def	Parry	Enc	Special properties
Weightless Tower Shield	A2	16	0	8	0	Cannot be used by mounted units
Weightless Kite Shield	A2	21	0	7	0	
Lead Shield	E2	23	-3	6	3	Magic Res +4
Shield of Valor	E1A1	21	-1	8	1	Air Shield
Crystal Shield	S3E2	30	-4	7	4	Cannot be used by mounted units, casts: Power of the Spheres
Eye Shield	N2	16	0	5	0	Eye Vengeance 1 vs MR
Ice Aegis	W2	21	-1	8	1	Cold Res +5, Ice Protection 1

Shields: Greater Magical Items (Construction level 4)

Name	Path	Prot	Def	Parry	Enc	Special properties
Golden Hoplon	F2	23	-1	9	1	Fire Res +15
Charcoal Shield	E2F1	26	-1	5	1	Fire Res +5
Lucky Coin	S2	19	0	4	0	Luck
Shield of the Accursed	S2B1	21	-1	7	1	Defence Skill +3, Horror Mark Attacker 5 vs MR
Vine Shield	N2	13	0	5	0	Entangles attacker
Totem Shield	N1S1	13	0	4	0	Curses attacker

Shields: Very Powerful Magical Items (Construction level 6)

Name	Path	Prot	Def	Parry	Enc	Special properties
Shield of Gleaming Gold	E1F1	23	-1	9	1	Awe +1
Scutata Voltturnus	A1E1	21	-2	9	2	Shock Res +5, Cannot be used by mounted units, casts: Shocking Grasp
Lantern Shield	D2F1	23	-1	6	1	Fear +5, Magic Command 1, Retinue 3 Corpse Candles
Corpse Candle x3	HP 4, Prot 0, MR 13, Mor 50, Str 4, Att 19, Def 19, Prec 5, Enc 0, CS 20, MM 22, SS, Float, Ethereal, Magic, Mindless, NNEat, Poison Res +15, Spirit Sight, Wpn: Bane Burst					

Shields: Unique Magical Artifacts (Construction level 8)

Name	Path	Prot	Def	Parry	Enc	Special properties
Immaculate Shield	F3S2	30	-1	9	1	Blessed, Priest +1, Awe +2
Barrier	E4	40	-2	11	2	Strength +4, Fire Res +15, Shock Res +15, Cannot be used by mounted units
The Aegis	E5	25	-1	7	1	Fear +5, Petrify Attacker 1 vs MR
Shield of the Dawn	E3S2	35	-2	9	2	Aff Res 1, Magic Res +1, Fire Res +5, Awe +1

Armors: Magical Trinkets (Construction level 0)

Name	Path	Prot	Def	Enc	Special properties
Blacksteel Plate	E1	17	-1	2	
Blacksteel Full Plate	E2	24	-3	4	
Berserker Pelt	N1	9	0	0	Gone Berserk
Enchanted Ring Mail Armor	S1	13	-1	1	

Armors: Lesser Magical Items (Construction level 2)

Name	Path	Prot	Def	Enc	Special properties
Fire Plate	F1	16	-1	2	Morale +2, Fire Res +5
Robe of Missile Protection	A1	3	0	0	Air Shield
Lightweight Scale Mail	A1	11	0	1	
Mirror Armor	A1W1	13	-1	1	Magic Res +3
Weightless Scale Mail	A2	11	0	0	
Copper Plate	A1	13	-1	2	Shock Res +25, casts: Charge Body
Shambler Skin Armor	W1	9	0	1	Water Breathing, Air Breathing
Dire Wolf Pelt	N1	8	0	1	Attack Skill +1, Defence Skill +1, Cold Res +5
Kithaironic Lion Pelt	N1E1	15	-1	1	cost: 3 nature gems + 2 earth gems
Armor of Souls	B5	16	-1	1	Blood Magic +1, Magic Res +5
Ranger's Cloak	N1	5	0	0	Stealth Boost +30
Armor of the Five Elements	E1A1	17	-1	2	Magic Res +1, Fire Res +5, Shock Res +5, Cold Res +5, cost: 2 earth gems + 2 air gems, Nation restricted
Purple Silk Garments	S1W1	8	0	0	Defence Skill +2, Magic Res +1, Twist Fate, cost: 3 astral pearls + 2 water gems, Nation restricted

Armors: Greater Magical Items (Construction level 4)

Name	Path	Prot	Def	Enc	Special properties
Red Dragon Scale Mail	F2	16	-1	1	Morale +4, Fire Res +15
Chain Mail of Displacement	A2	19	3	2	
Silver Hauberk	A2E1	17	-1	1	Air Shield
Brightmail Haubergeon	A1E1	13	0	0	
Elemental Armor	E2F1	20	-3	4	Fire Res +10, Shock Res +10, Cold Res +10
Blue Dragon Scale Mail	W2	16	-1	1	Morale +4, Cold Res +15
Robe of the Sea	W3	3	0	0	Water Magic +1, Water Breathing, Air Breathing
Shroud of the Battle Saint	S1	9	0	0	Blessed, Cursed
Robe of Shadows	S2	3	0	0	Ethereal, Stealth Boost +20
Shademail Haubergeon	D2E1	13	0	0	Stealth 20
Green Dragon Scale Mail	N2	16	-1	1	Morale +4, Poison Res +15
Armor of Twisting Thorns	B3N2	13	-1	5	Cursed, Nature Magic +1, Blood Magic +1, Poison Res +5, Poison Barbs 10 AN dmg

Armors: Very Powerful Magical Items (Construction level 6)

Name	Path	Prot	Def	Enc	Special properties
Armor of Knights	E1	23	-1	2	
Marble Armor	E2	16	-1	3	Stoneskin
Stymphalian Wings	E4	18	-4	3	Flying, Trample, Attack Skill -4, Fear +5, Cannot be used by mounted units
Rainbow Armor	A1N1	11	-1	1	Reinvigoration 3, Magic Res +2
Robe of the Magi	A5B5	3	0	0	Magic +1, Reinvigoration 5, Tainted
Robe of Invulnerability	D4	4	0	0	Invulnerability 25
Rime Hauberk	W2	16	-2	2	Cold Res +5, Ice Protection 1
Jade Armor	W2E1	16	-1	4	Quickness
Bone Armor	D4	7	-3	3	Soul Vortex, Cold Res +5
Hydra Skin Armor	N2	12	-1	1	Limited Regeneration 10%, Poison Res +15
Silver Silk Garments	S1A1	8	0	0	Reinvigoration 2, Magic Res +2, Twist Fate, cost: 3 astral pearls + 2 air gems, Nation restricted

Armors: Unique Magical Artifacts (Construction level 8)

Name	Path	Prot	Def	Enc	Special properties
Aseftik's Armor	E4	28	-3	4	Cursed, Morale +8, Magic Res +3
Monolith Armor	E4	30	-8	10	Limited Regeneration 10%, Morale +10, Cannot be used by mounted units
Armor of the Dawn	E3S2	20	-1	2	Aff Res 2, Magic Res +1, Fire Res +5, Awe +1
Robe of Calius the Druid	N3	4	0	0	Magic Res +3, Fire Res +10, Shock Res +10, Cold Res +10, Stealth Boost +20, Water Breathing
Fennis' Pelt	N4	16	0	1	Gone Berserk, Cold Res +5, Mountain Survival, Swiftess 50, casts: Howl
Armor of Virtue	S3	16	-1	1	Blessed, Awe +4, Returning on Damage
Flesh Ward	B4	0	0	0	Cursed, Blood Magic +1, Reinvigoration 2, Strength +4, Damage Reversal 2 vs MR, Cannot be used by inanimate beings, Tainted
Pebble Skin Suit	B4E1	0	0	0	Stoneskin, Cursed, Earth Magic +1, Limited Regeneration 10%, Strength +2, Cannot be used by inanimate beings

Helmets: Magical Trinkets (Construction level 0)

Name	Path	Prot	Def	Enc	Special properties
Blacksteel Helmet	E1	24	0	0	
Enchanted Helmet	S1	15	0	0	
Oppressors Headband	E3	9	0	0	Communion Master, Magic Res -2, Nation restricted

Helmets: Lesser Magical Items (Construction level 2)

Name	Path	Prot	Def	Enc	Special properties
Dragon Helmet	F1	22	0	0	Morale +5, Fire Res +5, Darkvision 50
Crown of the Shah	F1A1	9	0	0	Cursed, Priest +1, Inspirational +1, Command 100, Magic Command 25, Undead Command 25, Can only be used by a certain type of units, casts: Fanaticism, Nation restricted
Crown of Lead	E1	9	0	0	Magic Res +1
Horror Helmet	D2	22	0	0	Fear +5
Black Laurel	D2	0	0	0	Lictor Summoning Bonus 2, Nation restricted
Ivy Crown	N1	0	0	0	Awaken Vine Men Bonus 1, Forest Survival
Horned Helmet	N1	22	0	0	weapon: Gore (att -1, def -1, dmg 0)
Ice Helmet	W1	18	0	0	Cold Res +5

Helmets: Greater Magical Items (Construction level 4)

Name	Path	Prot	Def	Enc	Special properties
Flame Helmet	F4	5	0	0	Fire Magic +1, Reinvigoration -3
Huaca Headdress	F2	9	0	0	Inspirational +1, Command 25, Magic Command 10, Undead Command 10, Nation restricted
Helmet of Heroes	F1E1	19	0	0	Inspirational +2
Winged Helmet	A4	22	0	0	Air Magic +1
Crown of Command	S2	9	0	0	Inspirational +1, Command 50, Magic Command 25
Spirit Mask	D2N1	10	-1	0	Magic Res +1, casts: Frighten
Mistletoe Garland	N1	0	0	0	Luck, Poison Res +5
Headdress of the Bull	N1	8	0	0	Strength +2, Retinue 1, Nation restricted
Buffalo x1	HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Wpn: Hoof, Gore				
Crown of Bones	D2	9	0	0	Inspirational -1, Undead Command 75

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	Ironskin
Crown of the Titans	E2F1	9	0	0	Size +1, Inspirational +1, Command 50
Starshine Skullcap	S2	8	0	0	Astral Magic +1, Magic Res +2
Crown of the Magi	S4W2	9	0	0	Magic Command 10, Fast Casting 30
Skullface	D5	18	-1	0	Death Magic +1, Undead Command 10, spell: Horde of Skeletons
Wraith Crown	D5	9	0	0	Ethereal, Undead Command 50, Darkvision 100, Retinue 5d6 Longdeads

Helmets: Unique Magical Artifacts (Construction level 8)

Name	Path	Prot	Def	Enc	Special properties
Crown of Overmight	F5E3	21	-3	2	Cursed, Strength +5, Inspirational +1, Command 100, Protective Force 30, casts: Charm
Amon Hotep	F5S4	9	0	0	Cursed, Magic Res +5, Fire Res +15, Awe +5, spell: Mummification
Helmet of Perfection	W3A3	25	0	0	Awe +5, Inspirational +3, Eye Vengeance 1 vs MR
Helmet of the Dawn	E2S1	23	0	0	Aff Res 1, Magic Res +2, Awe +1
The Jade Mask	D6N3	20	0	0	Death Magic +2, Regeneration 5%, Magic Res +3, Poison Res +15, Fear +10, Darkvision 50, spell: Rigor Mortis, Nation restricted
Crown of the Ivy King	N2	0	0	0	Barkskin, Awaken Vine Men Bonus 2, Limited Regeneration 5%, Poison Res +15, Animal Awe +5, Forest Survival, spell: Awaken Vine Men
The Crown of Despair	D2	9	0	0	Cursed, Death Spell Range +25%, Fear +5, Death Gems 1/month, Divine Reanimation Bonus 2, Ritual Reanimation Bonus 4, Darkvision 100
Crown of the Fire King	F4	9	0	0	Cursed, Reinvigoration -1, Fire Res +25, Magic Command 25, Heat 3, Retinue 2 Fire Elementals
Fire Elemental x2	HP 14, Prot 0, MR 16, Mor 50, Str 16, Att 10, Def 8, Prec 5, Enc 0, CS 8, MM 16, Ethereal, Inanim, Magic, Mindless, NNEat, Aff Res 99, Fire Res +50, Cold Res -5, Poison Res +25, Spirit Sight, Heat 6, Heat Power 1, Fire Shield 12 AP dmg, Wpn: Flame Strike				
Crown of the Frost King	W4	9	0	0	Cursed, Cold Res +25, Magic Command 25, Chill 25, Retinue 2 Ice Elementals

Name	Path	Prot	Def	Enc	Special properties
Ice Elemental x2	HP 31, Prot 8, MR 16, Mor 50, Str 17, Att 10, Def 9, Prec 5, Enc 0, CS 10, MM 16, Inanim, Magic, Mindless, Trample, Amph, NNEat, Aff Res 4, Cold Res +25, Poison Res +25, Spirit Sight, Ice Protection 1, Chill 4, Wpn: Fist				
The First Crown	S4F4	9	0	0	Cursed, Master Ritualist 1, Awe +5, Tainted

Boots: Magical Trinkets (Construction level 0)

Name	Path	Special properties
Boots of Long Strides	N1	Map Move +6, Swiftess 100
Boots of Water Walking	W1	Swimming

Boots: Lesser Magical Items (Construction level 2)

Name	Path	Special properties
Chi Shoes	A1	weapon: Chi Kick (att 0, def 0, dmg 0)
Boots of the Behemoth	E1	Trample
Boots of Giant Strength	E1	Strength +5
Birch Boots	N1	Cold Res +5, Mountain Survival, Winter Move
Ranger's Boots	N1	Reinvigoration 2, Stealth Boost +20, Forest Survival

Boots: Greater Magical Items (Construction level 4)

Name	Path	Special properties
Brimstone Boots	F1E1	Strength +4, Fire Res +15, Waste Survival
Winged Shoes	A2	Flying, Fly Speed 20
Earth Boots	E2	Earth Magic +1
Boots of the Messenger	N1	Reinvigoration 3, Map Move +9

Boots: Very Powerful Magical Items (Construction level 6)

Name	Path	Special properties
Boots of Quickness	W2	Quickness, Map Move +12
Boots of Stone	E2	Stoneskin, Mountain Survival
Boots of Youth	B2	Reinvigoration 3, Slows Down Aging 90%
Boots of the Spider	A1	Mountain Survival, Forest Survival, Swamp Survival, Waste Survival, Winter Move, Unhindered
Boots of Seven Mile Strides	N2	Map Move +18

Boots: Unique Magical Artifacts (Construction level 8)

Name	Path	Special properties
Boots of Antaeus	E4N1	Earth Magic +1, Reinvigoration 5, Limited Regeneration 10%, Map Move +6
Sandals of the Crane	S1	casts: Blink
Boots of the Planes	S5	Ethereal, Tainted, spell: Teleport
The Boots of Calius the Druid	N4	Reinvigoration 10, Map Move +9

Misc: Magical Trinkets (Construction level 0)

Name	Path	Special properties
Ring of Fire	F1	Fire Res +15
Ring of Tamed Lightning	A1	Shock Res +15
Ring of Frost	W1	Cold Res +15
Bear Claw Talisman	E1N1	Morale +2, Strength +5
Rabbit Foot Charm	S1	Twist Fate
Skull Talisman	D1	Undead Command 5, Retinue 1 Longdead

Name	Path	Special properties
Longdead x1		HP 5, Prot 8, MR 9, Mor 50, Str 10, Att 11, Def 12, Prec 10, Enc 0, CS 8, MM 20, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Broad Sword
Snake Ring	N1	Poison Res +30, spell: Poison Touch
Slave Collar	B1	Cursed, Morale +20, Assassin Patience +1

Misc: Lesser Magical Items (Construction level 2)

Name	Path	Special properties
Burning Pearl	F1	Attack Skill +4, Fire Res +5, Assassin Patience -1
Fire in a Jar	F1	Cold Res +5, Temp Fire Gems 1
Ring of Warning	A1	Warning 5, Patrol Bonus 10
Ring of Levitation	A1	Floating
Owl Quill	A1	Research +6
Eye of Aiming	A1	Cursed, Precision +8
Amulet of Missile Protection	A2	Air Shield
Amulet of Breathing	A2	Water Breathing
Gossamer Cloth	A2N1	Perceived Army Size -25 units
Ring of Water Breathing	W1	Water Breathing
Flask of Holy Water	W1	Bless (sacred units only)
Clam of Pearls	W1N1	Temp Astral Gems 2
Bracers of Protection	E1	Defence Skill +2, Protection +2
Lodestone Amulet	E1	Magic Res +2
Wound Fend Amulet	E1S1	Aff Res 2
The Pebble Pouch	E1	Size req 4, Strength req 20, Number of hands req 2, weapon: Boulder (att 0, def 0, dmg 8)
Stone Bird	E1A1	weapon: Stone Bird (att 0, def 2, dmg 9), 4 attacks, Str not added
Cat's Eye Amulet	E1	Darkvision 50, Stealth Boost +20
Pendant of Luck	S1	Luck
Champion's Skull	D1	Gain Experience 3/month
Effigy of War	D1N1	Perceived Army Size +50 units
Handful of Acorns	N1	Magic Command 1, Retinue 3 Vine Men
Vine Man x3		HP 17, Prot 7, MR 5, Mor 50, Str 11, Att 9, Def 6, Prec 3, Enc 0, CS 8, MM 16, FS, Magic, Mindless, PAmph, NNEat, BIR, PiR, Poison Res +15, Wpn: Fist, Fist
Barkskin Amulet	N1	Barkskin
Cat Charm	N2	Defence Skill +4
Enormous Cauldron of Broth	N3	Supply Bonus 100
Ring of the Warrior	B1	Morale +2, Attack Skill +5
Imp Familiar	B1	Cursed, Research +3, Undead Command 1, No Forge Bonus, Retinue 1, Tainted
Shadow Imp x1		HP 7, Prot 5, MR 13, Mor 9, Str 8, Att 11, Def 13, Prec 10, Enc 1, CS 7, MM 16, Demon, NNEat, Stealthy 60, Dark Power 2, Wpn: Pitchfork
Soul Contract	B3F1	Cursed, Undead Command 10, No Forge Bonus, Summoner 1, Tainted, cost: 90 blood slaves + 5 fire gems

Misc: Greater Magical Items (Construction level 4)

Name	Path	Special properties
Medallion of Vengeance	F1	Explosion on Death 20 AP dmg (AoE 10)
Pills of Water Breathing	A2	Gift of Water Breathing 20 size points
Dancing Trident	A1	weapon: Dancing Trident (att 0, def 1, dmg 19), Str not added
Storm Spool	A1	Corpse construction Bonus 2, Shock Res +15, Overcharged 1 AN capped dmg

Name	Path	Special properties
Wall Shaker	A3	Siege Strength +25, spell: Panic
Bag of Winds	A5	Air Magic +1, Magic Command 1, casts: Summon Lesser Air Elemental
Flying Carpet	A3	Army Flight 14 size pnts, Fly Speed 20
Dancing Shield	A1E1	Protective Force 20
Enchanted Mirror	A2	Perceived Army Size +75 units
Cauldron of the Elven Halls	A3	Perceived Army Size -75 units
Amulet of the Fish	W1A1	Air Breathing
Manual of Water Breathing	N3W1	Gift of Water Breathing 50 size points
Girdle of Might	E1	Reinvigoration 3, Strength +3
Crystal Matrix	E1S1	Communion Master
Slave Matrix	E1S1	Communion Slave
Amulet of Antimagic	S1	Magic Res +4
Spell Focus	S1	Penetration +1
Eye of the Void	S1	Cursed, Penetration +2, Magic Res -2, Spirit Sight, Tainted
Stone Sphere	S2E1	Tainted, spell: Astral Window
Crystal Coin	S2E2	Astral Magic +1
Amulet of the Dead	D1	Undead Command 5, Divine Reanimation Bonus 2, Ritual Reanimation Bonus 2, spell: Animate Skeleton
Skull Mentor	D2	Research +14
Bane Venom Charm	D2	Diseased, Reaper 5
Horn of Valor	N1	Inspirational +1
Acorn Necklace	N1E1	Luck, Shock Res +15
Endless Bag of Wine	N1	Supply Bonus 50
Amulet of Giants	N1	Size +1 (max 4)
Lychantropos' Amulet	N2	Gone Berserk, Cursed, Limited Regeneration 10%, Strength +4, Darkvision 50
Ring of Regeneration	N2	Limited Regeneration 10%
Amulet of Resilience	N2	Reinvigoration 5
Cornucopia	N3	Supply Bonus 50, Temp Nature Gems 2
Miraculous Cure All Elixir	N5	Disease Healing 1
Astral Serpent	N1S1	AN, Poison Res +5, weapon: Astral Serpent (att 3, def 0, dmg 3), Str not added, On dmg: Death Poison
Sanguine Dowsing Rod	B1	Blood Searcher 1
Brazen Vessel	B5	Blood Magic +1
The Heart of Life	B3	Cursed, Reinvigoration 10, Poison Res +5, Slows Down Aging 50%, No Forge Bonus, Cannot be used by inanimate beings
Lifelong Protection	B2	Cursed, Undead Command 5, No Forge Bonus, Tainted, casts: Summon 2 Imps, cost: 40 blood slaves
Blood Stone	B3E2	Earth Magic +1, Temp Earth Gems 1
Water Lens	W1	Water Spell Range +25%, Temp Water Gems 1
Windcatcher Sail	A2	Nation restricted

Misc: Very Powerful Magical Items (Construction level 6)

Name	Path	Special properties
Lightless Lantern	F1	Research +12, Darkvision 100, Tainted
Skull of Fire	F1D1	Fire Magic +1, Cold Res -5
Barrel of Air	A4	Gift of Water Breathing 150 size points
Mirror of False Impressions	A4	Command -20, False Army

Name	Path	Special properties
Water Bracelet	W1	Water Magic +1
Bottle of Living Water	W2	Magic Command 1, Retinue 1
Water Elemental x1	HP 27, Prot 0, MR 17, Mor 50, Str 18, Att 13, Def 13, Prec 5, Enc 0, CS 12, MM 16, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Fire Res +12, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush, Crush	
Sea King's Goblet	W3	Gift of Water Breathing 100 size points
Mercury Barrel	W1E1	Magic Command 1, Retinue 1, Nation restricted
Living Mercury x1	HP 48, Prot 0, MR 18, Mor 50, Str 28, Att 14, Def 14, Prec 5, Enc 0, CS 14, MM 16, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush	
The Copper Arm	E3F1	Cursed, Extra Arm
Crystal Heart	E2S2	Cursed, Communion Master, Extra Life, Cannot be used by inanimate beings
Stone Idol	E2S2	Heretic 3
Eye Pendant	E3D3	Warning 5, Disease Healing 1, Patrol Bonus 10
Arcane Lens	S3	Spell Range +25%
Eye of Innocence	S2	Cursed, Stealth Boost +40
Ring of Wizardry	S7	Magic +1, Penetration +1
Ring of Sorcery	S6	Sorcery +1, Penetration +1
Elixir of Life	N2F2	Slows Down Aging 80%, Extra Life
Pocket Ship	N3A2	Army Sail 200 size pnts, Ship Size 4
Moonvine Bracelet	N3S1	Nature Magic +1, casts: Summon Vine Man
The Black Heart	B2	Cursed, Morale +2, Assassin, No Forge Bonus, Cannot be used by inanimate beings
Blood Pendant	B2	Blood Spell Range +25%, Strength +2, Darkvision 50
Ring of Returning	S3	Returning on Damage
The Heart of Quickness	B2F1	Quickness, Cursed, Reinvigoration 2, Cold Res +5, Poison Res -5, Fast Aging +2, Map Move +12, Cannot be used by inanimate beings

Misc: Unique Magical Artifacts (Construction level 8)

Name	Path	Special properties
The Ruby Eye	F3	Cursed, Fire Magic +1, Water Gems 2/month
Fever Fetish	F1N1	Diseased, Fire Gems 2/month
The Ark	F5S5	casts: Ark
Amulet of the Doppelganger	A2	Seduction, Stealth 50
The Flying Ship	A5	Army Flight 500 size pnts, Fly Speed 26
Igor Könhelm's Tome	A2D2	Corpse construction Bonus 10, Storm Power 5
Tome of High Power	A2S2	Air Magic +1, Astral Magic +1, Spell Range +50%, Tainted
The Magic Lamp	A5F4	spell: Summon Jinn
Krupp's Bracers	E2	Reinvigoration 3
Draupnir	E5	Gold Production 200/month
The First Anvil	E6	Master Smith 1
Holger the Head	E1D1	Supply Bonus -3, casts: Grow Headless Hoburg
Percival the Pocket Knight	E2N1	casts: Grow Knight
Alchemist's Stone	E1F1	Fire Res +5, Cold Res +5, Alchemy Bonus 50
Gate Stone	E7S7	spell: Astral Travel
Atlas of Creation	E5S5	Earth Magic +1, Nature Magic +1, Astral Magic +1, Tainted, spell: Record of Creation
Bell of Cleansing	W2	Fire Res +5, casts: Cleansing Chime

Name	Path	Special properties
Orb of Atlantis	W4E1	Water Magic +1, Magic Command 10, Gift of Water Breathing 200 size points, spell: Summon Lesser Water Elemental, casts: Friendly Currents
The Astral Harpoon	S5B1	spell: Astral Harpoon
The Forbidden Light	S5F5	Cursed, Fire Magic +2, Astral Magic +2, Fire Res +5, Cold Res +5, Fire Gems 1/month, Fast Aging +1, Tainted, casts: Solar Brilliance
Nethgul	S3W2	casts: Nethgul
The Black Mirror	S4B2	Curses wielder, Magic Res -4, spell: Mind Hunt, casts: Disbelieve
The Horror Harmonica	S5D4	Morale -2, Tainted, spell: Call Horror, casts: Wailing Winds
Tome of the Lower Planes	S3B2	Blood Magic +1
Carcator the Pocket Lich	D4	Research +4, Undead Command 20, casts: Grow Lich
The Ankh	D5	Shock Res +5, Tainted, casts: Life after Death
Disease Grinder	D3F1	Convert Disease to Death Gems 1
The Black Book of Secrets	D2B2	Death Magic +1, Blood Magic +1, Fear +5
The Green Eye	N2	Cursed, Penetration +2, casts: Sleep
Wondrous Box of Monsters	N4	casts: Grow Monster
Fountain of Youth	N3F3	Slows Down Aging in Province 75%
Midget's Revenge	N1W1	Size +1, Attack Skill +3, Defence Skill +3, Strength +2, Hit Points +10, Invulnerability 20, Maximum size 1
Soulstone of the Wolves	N6E1	spell: Call of the Wild, casts: Howl
The Chalice	N5S3	Slows Down Aging 100%, Healing 5, spell: Banishment
The Tome of Gaia	N2E2	Earth Magic +1, Nature Magic +1
The Protection of Geryon	B3	Cursed, Banish Killer, No Forge Bonus, cost: 30 blood slaves
The Manual of Cross Breeding	B3N3	Adept Cross Breeder +20, Tainted
The Gift of Kurgi	B5	Ethereal, Flying, Cursed, Curses wielder, Fear +30, Protective Force 20, Storm Immunity, Tainted, spell: Send Lesser Horror, casts: Call Lesser Horror
Ardmon's Soul Trap	B3S1	Reinvigoration -1, Strength -2, casts: Open Soul Trap
Tome of the Forgotten Masons	E5B1	Cursed, Mason, Tainted

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	meaning
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. Battlefield enchantments are canceled if the caster dies or leaves the battle.
UndIm	Undead are Immune
InanimIm	Inanimates are Immune
MindIm	Mindless are 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 Spells									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 0	Fire Flies	F1	20	30+	0	-1	6	6	AP, NUW
Evo 1	Burning Hands	F1	5	1	1	0	13+	1	AP, NUW
Evo 1	Fire Darts	F1	20	30+	0	4	10	3+	AP, NUW
Alt 2	Combustion	F1	10	30	0	100	0	1	NUW
Alt 2	Resist Cold	F1	10	0	0	0	0	1	
Alt 6	Blindness	F1	20	20	0	100	0	1	MR
Conj 3	Summon Lesser Fire Elemental	F1	100	1	0	0	0	1	NUW
	Fire Elemental x1	HP 11, Prot 0, MR 15, Mor 50, Str 14, Att 10, Def 8, Prec 5, Enc 0, CS 7, MM 16, Ethereal, Inanim, Magic, Mindless, NNEat, Aff Res 99, Fire Res +50, Cold Res -5, Poison Res +25, Spirit Sight, Heat 5, Heat Power 1, Fire Shield 11 AP dmg, Wpn: Flame Strike							
Conj 5	Will o' the Wisp	F1	100	0	0	0	0	2	NUW
	Will o' the Wisp x2	HP 3, Prot 0, MR 12, Mor 50, Str 3, Att 20, Def 20, Prec 5, Enc 0, CS 22, MM 22, SS, Float, Ethereal, Magic, Mindless, NNEat, Fire Res +15, Poison Res +15, Spirit Sight, Wpn: Flame Burst							
Ench 1	Protection from Fire	F1	5	0	0	0	0	1	
Ench 3	Fire Shield	F1	20	0	0	0	0	1	NUW
Thau 2	Bonds of Fire	F1	20	20	0	3	0	1	NUW
Evo 1	Flame Bolt	F2	20	45+	0	2	22+	1	AP, NUW
Evo 2	Fire Blast	F2	20	7+	1	0	14+	1	AP, NUW
Evo 2	Sulphur Haze	F2A1	20	30	4+	0	1	1	AN, NUW

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 3	Fireball	F2	20	35+	1	1	16+	1	AP, NUW
Evo 6	Flame Eruption	F2	30	7+	15	0	14+	1	AP, NUW
Evo 8	Pillar of Fire	F2	20	100	1	0	34+	1	AP, NUW
Alt 3	Immolation	F2	20	0	7	0	12+	1	AP, NUW
Alt 7	Phoenix Pyre	F2	20	0	0	0	0	1	NUW
Alt 8	Conflagration	F2	20	30	10	100	0	1	NUW
Conj 3	Phoenix Power	F2	20	0	0	0	0	1	NUW
Ench 5	Flame Ward	F2	100	15	15	0	0	1	
Thau 3	Rage	F2	20	30	0	100	0	1	MR, MindIm
Thau 8	Hydrophobia	F2	100	30	5	100	0	1	MR, UndIm, InanimIm, MindIm
Evo 2	Flare	F3	50	45+	1	1	19+	1	AP, NUW
Evo 4	Fire Cloud	F3	20	30	3+	1	6	1	AP, NUW
Evo 5	Falling Fires	F3	20	30	3+	1	15	1	AP, NUW
Alt 5	Cold Resistance	F3	100	15	15	0	0	1	
Alt 5	Incinerate	F3	20	30	0	100	18+	1	AN
Alt 5	Solar Eclipse	F3S1	100	0	0	0	0	1	BE, NUW
Alt 6	Boil	F3W1	20	30	1	100	9+	1	AN, UW
Conj 5	Summon Fire Elemental	F3	100	1	0	0	0	1	NUW
	Fire Elemental x1	HP 20, Prot 0, MR 18, Mor 50, Str 20, Att 10, Def 8, Prec 5, Enc 0, CS 10, MM 16, Ethereal, Inanim, Magic, Mindless, NNEat, Aff Res 99, Fire Res +50, Cold Res -5, Poison Res +25, Spirit Sight, Heat 8, Heat Power 1, Fire Shield 14 AP dmg, Wpn: Flame Strike							
Thau 4	Prison of Fire	F3	30	30	3+	2	0	1	NUW
Alt 8	Warriors of Muspelheim	F4	200	0	BF	0	0	1	
Conj 7	Living Fire	F4	200	1	0	0	0	4+	NUW
	Fire Elemental x4+	HP 14, Prot 0, MR 16, Mor 50, Str 16, Att 10, Def 8, Prec 5, Enc 0, CS 8, MM 16, Ethereal, Inanim, Magic, Mindless, NNEat, Aff Res 99, Fire Res +50, Cold Res -5, Poison Res +25, Spirit Sight, Heat 6, Heat Power 1, Fire Shield 12 AP dmg, Wpn: Flame Strike							
Ench 4	Flaming Arrows	F4	100	0	BF	0	0	1	NUW
Ench 6	Heat from Hell	F4	200	0	0	0	0	1	BE, NUW
Ench 8	Fire Fend	F4	100	0	BF	0	0	1	
Evo 7	Fire Storm	F5	300	0	0	0	0	1	BE, NUW
Evo 9	Flame Storm	F5	100	40+	40	0	15+	1	AP, NUW

Air Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 0	Air Shield	A1	10	0	0	0	0	1	NUW
Evo 1	Shocking Grasp	A1	3	1	0	0	18+	1	AN
Alt 1	Charge Body	A1	5	0	0	0	0	1	
Alt 1	Aim	A1	5	5+	1	5	0	1	
Alt 2	Phantasmal Warrior	A1	10	5	0	0	0	1	
	Phantasmal Warrior x1	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 10, Prec 10, Enc 0, CS 12, MM 22, Ethereal, Inanim, Magic, Mindless, Amph, NNEat, Poison Res +25, Spirit Sight, Wpn: Phantasmal Weapon							
Alt 2	Mirror Image	A1	10	0	0	0	0	1	AN
Conj 2	Summon Storm Power	A1	10	0	0	0	0	1	NUW

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 3	Summon Lesser Air Elemental	A1	100	1	0	0	0	1	NUW
	Air Elemental x1	HP 8, Prot 0, MR 15, Mor 50, Str 9, Att 13, Def 13, Prec 5, Enc 0, CS 24, MM 34, Fly, Ethereal, Inanim, Magic, Mindless, Trample, NNEat, Aff Res 99, Shock Res +15, Poison Res +25, Spirit Sight, Storm Power 3, Wpn: Lightning Swarm							
Ench 1	Windrunner	A1	10	0	0	0	0	1	AN
Ench 1	Protection from Lightning	A1	5	0	0	0	0	1	
Ench 2	Flight	A1	20	0	0	0	0	1	NUW
Thau 2	Steal Breath	A1	20	30	0	5	40+	1	AN, MR, UndIm, InanimIm, NUW
Evo 2	Lightning Bolt	A2	10	40+	0	4	14+	1	AN
Evo 2	Shock Wave	A2	10	2	6	0	9+	1	AN
Evo 5	Orb Lightning	A2	20	20	0	0	5	1	AN
Alt 1	False Fetters	A2	10	15	2+	0	0	1	MR
Alt 3	Mistform	A2	10	0	0	0	0	1	
Alt 4	Wind Guide	A2	100	0	BF	0	0	1	NUW
Ench 3	Gift of Flight	A2	20	10	1	0	0	1	NUW
Ench 5	Thunder Ward	A2	100	15	15	0	0	1	
Evo 3	Mist	A3	100	0	0	0	0	1	BE, NUW
Evo 4	Thunder Strike	A3	50	100	1	2	26+	1	AN, NUW
Evo 9	Chain Lightning	A3	30	25	0	0	5+	3	AN
Alt 3	Ghost Wolves	A3	10	5	0	0	0	2	
	Phantasmal Wolf x2	HP 1, Prot 0, MR 10, Mor 50, Str 9, Att 10, Def 10, Prec 10, Enc 0, CS 26, MM 22, Ethereal, Inanim, Magic, Mindless, Amph, NNEat, Poison Res +25, Spirit Sight, Wpn: Phantasmal Weapon							
Alt 6	False Horror	A3	10	5	0	0	0	1	
	False Horror x1	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 13, Prec 10, Enc 0, CS 4, MM 22, Float, Ethereal, Inanim, Mindless, Amph, NNEat, Poison Res +25, Fear +5, Spirit Sight, Wpn: Phantasmal Claw, Phantasmal Claw							
Conj 5	Summon Air Elemental	A3	100	1	0	0	0	1	NUW
	Air Elemental x1	HP 14, Prot 0, MR 18, Mor 50, Str 15, Att 16, Def 16, Prec 5, Enc 0, CS 30, MM 34, Fly, Ethereal, Inanim, Magic, Mindless, Trample, NNEat, Aff Res 99, Shock Res +15, Poison Res +25, Spirit Sight, Storm Power 4, Wpn: Lightning Swarm							
Ench 6	Arrow Fend	A3	100	0	BF	0	0	1	NUW
Thau 5	Confusion	A3	10	30	1	3	0	1	MR, MindIm
Evo 5	Storm	A4	100	0	0	0	0	1	BE, NUW
Alt 5	Phantasmal Army	A4	100	4+	0	0	0	25+	
	Phantasmal Warrior x25+	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 10, Prec 10, Enc 0, CS 12, MM 22, Ethereal, Inanim, Magic, Mindless, Amph, NNEat, Poison Res +25, Spirit Sight, Wpn: Phantasmal Weapon							
Conj 7	Living Clouds	A4	200	1	0	0	0	4+	NUW
	Air Elemental x4+	HP 10, Prot 0, MR 16, Mor 50, Str 11, Att 14, Def 14, Prec 5, Enc 0, CS 26, MM 34, Fly, Ethereal, Inanim, Magic, Mindless, Trample, NNEat, Aff Res 99, Shock Res +15, Poison Res +25, Spirit Sight, Storm Power 3, Wpn: Lightning Swarm							
Ench 7	Mass Flight	A4	200	0	BF	0	0	1	NUW
Ench 8	Thunder Fend	A4	100	0	BF	0	0	1	
Evo 6	Wrathful Skies	A5	200	0	0	0	0	1	BE, NUW
Alt 7	Fog Warriors	A5	300	1	BF	0	0	1	

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 7	Shimmering Fields	A6	200	25	50	0	10+	1	AN
Ench 8	Mists of Deception	A6	200	0	0	0	0	1	BE, NUW

Water Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 0	Freezing Touch	W1	10	1	0	0	9+	1	AN, NUW
Evo 1	Slime	W1	20	30+	1	2	0	1	MR, NUW
Evo 1	Geyser	W1F1	5	20+	1	3	6+	1	AP
Evo 1	Water Strike	W1	20	35+	0	2	13+	1	UW
Alt 2	Resist Fire	W1	10	0	0	0	0	1	
Alt 2	Quicken Self	W1	20	0	0	0	0	1	
Alt 2	Ice Shield	W1	20	0	0	0	0	1	UW
Alt 4	Liquid Body	W1	20	0	0	0	0	1	
Alt 6	Frozen Heart	W1	20	25+	0	100	10+	1	AN, InanimIm
Conj 2	Summon Water Power	W1	20	0	0	0	0	1	UW
Conj 3	Summon Lesser Water Elemental	W1	100	1	0	0	0	1	
	Water Elemental x1	HP 21, Prot 0, MR 15, Mor 50, Str 14, Att 11, Def 11, Prec 5, Enc 0, CS 9, MM 16, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Fire Res +6, Poison Res +25, Spirit Sight, Wpn: Crush, Crush							
Ench 1	Protection from Cold	W1	5	0	0	0	0	1	
Ench 2	Water Shield	W1	20	0	0	0	0	1	UW
Ench 2	Breath of Winter	W1	20	0	0	0	0	1	
Ench 6	Water Ward	W1	100	15	25	0	0	1	UW
Evo 1	Cold Bolt	W2	20	50+	0	3	19+	1	NUW
Evo 1	Acid Spray	W2F1	20	2	3	0	10	1	AP, NUW
Evo 2	Cold Blast	W2	20	7+	1	0	19+	1	NUW
Evo 2	Rain	W2	100	0	0	0	0	1	BE, NUW
Evo 3	Acid Bolt	W2F1	30	35+	1	3	16+	1	AP, NUW
Evo 6	Cleansing Water	W2	20	30+	4+	0	5+	1	AN, NUW
Evo 7	Ice Strike	W2	20	30	22+	1	18	1	NUW
Alt 3	Numbness	W2	20	25	1	100	0	1	
Alt 4	Quickness	W2	20	20	1	1	0	1	
Alt 4	Slow	W2	20	30	1	100	0	1	MR
Alt 4	Encase in Ice	W2	20	25	1	100	0	1	UW
Alt 8	Quickening	W2	100	20	9+	0	0	1	
Conj 4	School of Sharks	W2	100	0	0	0	0	10+	UW
	Small Shark x10+	HP 2, Prot 0, MR 4, Mor 30, Str 1, Att 13, Def 12, Prec 5, Enc 3, CS 14, MM 18, Aqua, NNEat, Stealthy 40, Wpn: Bite							
Ench 5	Winter Ward	W2	100	15	15	0	0	1	
Thau 1	Desiccation	W2	20	30	1	100	0	1	AN, MR, UndIm, InanimIm, NUW
Evo 3	Freezing Mist	W3A1	20	30	4+	1	1	1	AN, NUW
Evo 4	Acid Rain	W3F1	30	30	4+	3	12	1	AP, NUW
Evo 5	Falling Frost	W3	20	30	5+	0	17+	1	NUW
Alt 5	Fire Resistance	W3	100	15	15	0	0	1	
Alt 5	Bone Melter	W3N2	20	25	1	3	Death	1	Mun, MR
Alt 6	Wave Warriors	W3	100	15	5	0	0	1	

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 7	Prison of Sedna	W3	100	25	6+	100	0	1	UW
Conj 5	Summon Water Elemental	W3	100	1	0	0	0	1	
	Water Elemental x1	HP 30, Prot 0, MR 18, Mor 50, Str 20, Att 14, Def 14, Prec 5, Enc 0, CS 14, MM 16, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Fire Res +15, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush, Crush							
Conj 6	Shark Attack	W3	300	1	0	0	0	1	BE, UW
Ench 5	Friendly Currents	W3	100	0	0	0	0	1	BE, UW
Thau 3	Sailors' Death	W3	20	30	1	1	14+	1	AN, MR, UndIm, InanimIm, NUW
Thau 4	Curse of the Desert	W3	30	30	5	100	0	1	AN, MR, UndIm, InanimIm, NUW
Evo 7	Acid Storm	W4F1	300	0	0	0	0	1	BE, NUW
Alt 8	Liquify	W4	20	30	3	100	Death	1	MR-
Alt 8	Warriors of Niefelheim	W4	200	0	BF	0	0	1	
Conj 7	Living Water	W4	200	1	0	0	0	4+	
	Water Elemental x4+	HP 24, Prot 0, MR 16, Mor 50, Str 16, Att 12, Def 12, Prec 5, Enc 0, CS 10, MM 16, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Fire Res +9, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush							
Ench 5	Quagmire	W4	100	0	0	0	0	1	BE, NUW
Ench 6	Grip of Winter	W4	200	0	0	0	0	1	BE
Ench 8	Frost Fend	W4	100	0	BF	0	0	1	
Evo 9	Niefel Flames	W5	200	40+	25+	0	10	1	AN, NUW
Ench 9	Demon Cleansing	W5	100	0	0	0	0	1	BE

Earth Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 0	Flying Shards	E1	30	30+	0	0	10	4+	Mun, NUW
Evo 3	Magma Bolts	E1F1	20	30+	0	2	25+	3	NUW
Alt 1	Fists of Iron	E1	30	1	0	5	16+	1+	
Alt 1	Earth Grip	E1	10	20	0	5	0	1	
Alt 2	Resist Lightning	E1	10	0	0	0	0	1	
Alt 2	Stoneskin	E1	10	0	0	0	0	1	
Alt 2	Armor of Achilles	E1	40	15	1	3	10	1	AN
Alt 3	Ironskin	E1	20	0	0	0	0	1	
Alt 4	Temper Flesh	E1	20	0	0	0	0	1	
Conj 3	Summon Lesser Earth Elemental	E1	100	1	0	0	0	1	
	Earth Elemental x1	HP 26, Prot 7, MR 15, Mor 50, Str 15, Att 10, Def 9, Prec 3, Enc 0, CS 8, MM 16, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist							
Ench 2	Flying Shield	E1A1	20	0	0	0	0	1	NUW
Thau 3	Iron Will	E1	20	25	1	100	0	1	MindIm
Evo 2	Rust Mist	E2W1	30	30	6+	0	0	1	NUW
Evo 6	Magma Eruption	E2F2	50	30	4+	0	22+	1	NUW
Alt 1	Earth Might	E2	20	20	1	0	0	1	
Alt 2	Earth Meld	E2	60	25	5	3	0	1	
Alt 5	Iron Warriors	E2	40	15	1	2	0	1	
Conj 3	Summon Earthpower	E2	20	0	0	0	0	1	
Thau 1	Farstrike	E2S1	5	50	0	5	17+	1	

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 4	Blade Wind	E3	80	35+	0	0	14	40+	Mun, NUW
Evo 5	Gifts from Heaven	E3S1	50	100	1	-3	150	3	NUW
Evo 7	Rain of Stones	E3A1	100	0	0	0	0	1	BE, NUW
Alt 4	Destruction	E3	40	30	6	3	5	1	AN
Alt 4	Curse of Stones	E3	300	0	BF	0	0	1	MR-
Alt 5	Lightning Resistance	E3	100	15	15	0	0	1	
Alt 5	Maws of the Earth	E3	100	30+	7+	3	15+	1	AP
Alt 5	Shatter	E3	20	15	0	100	35+	1	AN
Alt 6	Iron Bane	E3	100	0	BF	0	0	1	
Alt 7	Marble Warriors	E3	100	15	25	0	0	1	
Conj 5	Summon Earth Elemental	E3	100	1	0	0	0	1	
	Earth Elemental x1	HP 50, Prot 10, MR 18, Mor 50, Str 24, Att 10, Def 8, Prec 3, Enc 0, CS 14, MM 16, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist, Fist							
Cnst 3	Legions of Steel	E3	40	15	25	0	0	1	
Ench 3	Strength of Giants	E3	40	15	25	0	0	1	
Evo 5	Earthquake	E4	300	0	BF	0	8	1	Mun, AP, NUW
Alt 8	Ground Army	E4	200	0	BF	0	0	1	
Conj 7	Living Earth	E4	200	1	0	0	0	4+	
	Earth Elemental x4+	HP 34, Prot 8, MR 16, Mor 50, Str 18, Att 10, Def 9, Prec 3, Enc 0, CS 10, MM 16, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist							
Evo 9	Meteor Shower	E5S4	300	0	0	0	0	1	BE, NUW
Alt 6	Petrify	E5	40	30	1	100	Death	1	AN
Alt 9	Army of Gold	E5	300	0	BF	0	0	1	
Alt 9	Army of Lead	E5	300	0	BF	0	0	1	
Cnst 7	Weapons of Sharpness	E5	20	15	25	0	0	1	

Astral Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 0	Twist Fate	S1	10	0	0	0	0	1	
Evo 1	Star Fires	S1	20	35	0	2	5+	2	AN, NUW
Evo 3	Magic Duel	S1	100	100	1	100	Death	1	AN, MindIm
Evo 3	Healing Light	S1N1	20	30+	1	100	10	1	AN, UndIm, InanimIm, MindIm, NUW
Evo 4	Nether Bolt	S1D1	15	35+	1	2	20+	1	AP, MR
Evo 7	Nether Darts	S1D1	15	30+	0	0	15+	15+	AP, MR
Alt 1	Personal Luck	S1	20	0	0	0	0	1	UndIm, InanimIm
Alt 2	Cheat Fate	S1	20	10	1	0	0	1	
Alt 3	Luck	S1	20	10	1	2	0	1	UndIm, InanimIm
Alt 4	Body Ethereal	S1	30	5	1	0	0	1	
Conj 3	Power of the Spheres	S1	100	0	0	0	0	1	
Ench 1	Resist Magic	S1	20	0	0	0	0	1	
Ench 3	Astral Shield	S1	20	0	0	0	0	1	
Thau 1	Blink	S1	10	0	0	0	30	1	
Thau 1	Communion Master	S1	20	0	0	0	0	1	
Thau 1	Communion Slave	S1	20	0	0	0	0	1	

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 1	Arcane Bolt	S2	20	40+	0	3	10+	1	AN
Evo 2	Solar Rays	S2	20	40+	1	100	12+	1	AP, NUW
Evo 5	Stellar Cascades	S2	20	35	5	100	25	1	AP, NUW
Thau 1	Horror Mark	S2	20	50	0	100	0	1	MindIm
Thau 2	Returning	S2	200	0	0	0	1	1	AN
Thau 2	Mind Burn	S2	20	100	0	100	12+	1	AN, MR, MindIm
Thau 4	Paralyze	S2	20	100	0	100	60+	1	AN, MR, MindIm
Evo 5	Astral Geyser	S3	20	50+	1	0	0	1	AN, MindIm
Evo 6	Astral Fires	S3F1	20	40+	4+	100	10	1	AN, MR
Alt 6	Control	S3	100	25	0	100	0	1	AN, MR
Alt 6	Battle Fortune	S3	100	15	5	5	0	1	UndIm, InanimIm
Conj 4	Light of the Northern Star	S3	200	0	0	0	0	1	BE
Ench 4	Astral Healing	S3	100	0	BF	0	2	1	AN, InanimIm, MindIm
Ench 4	Antimagic	S3	100	0	BF	0	0	1	
Ench 6	Opposition	S3	20	25	0	100	Death	1	MR
Thau 5	Soul Slay	S3	20	100	0	100	Death	1	MR, MindIm
Alt 7	Doom	S4	100	0	BF	0	0	1	
Alt 8	Will of the Fates	S4	400	0	BF	0	0	1	UndIm, InanimIm
Thau 6	Enslave Mind	S4	20	100	0	100	0	1	AN, MR, MindIm
Thau 7	Vortex of Returning	S4	300	0	BF	0	1	1	AN
Evo 8	Astral Tempest	S5	200	0	0	0	0	1	BE
Ench 7	Solar Brilliance	S5	300	0	0	0	0	1	BE, NUW
Thau 8	Soul Drain	S5D5	500	0	0	0	0	1	MindIm, BE
Alt 8	Time Stop	S6	100	0	0	0	104	1	MR
Ench 8	Unraveling	S6	600	0	BF	0	0	1	MR
Alt 9	Arcane Domination	S7	700	0	BF	0	0	1	AN, MR-
Thau 9	Master Enslave	S8	800	0	BF	0	0	1	AN, MR-, MindIm

Death Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 0	Hand of Dust	D1	10	1	0	0	6+	1	AN
Evo 4	Bane Fire Dart	D1F1	20	30+	0	4	15+	1	AP, NUW
Alt 1	Skeletal Body	D1	20	0	0	0	0	1	
Alt 2	Weakness	D1	20	25	0	3	3	1	AN, MR
Alt 4	Stygian Skin	D1W1	20	0	0	0	0	1	InanimIm
Conj 1	Spirit Curse	D1	100	50	0	100	0	1	
Conj 5	Ghost Grip	D1	10	25	0	3	25+	5	
Conj 5	Corpse Candle	D1F1	100	0	0	0	0	3	NUW
	Corpse Candle x3	HP 4, Prot 0, MR 13, Mor 50, Str 4, Att 19, Def 19, Prec 5, Enc 0, CS 20, MM 22, SS, Float, Ethereal, Magic, Mindless, NNEat, Poison Res +15, Spirit Sight, Wpn: Bane Burst							
Ench 1	Animate Skeleton	D1	30	5	0	-2	0	1	
	Longdead x1	HP 5, Prot 8, MR 9, Mor 50, Str 10, Att 11, Def 12, Prec 10, Enc 0, CS 8, MM 20, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Broad Sword							
Ench 1	Animate Dead	D1	20	5	0	-2	0	1	
Thau 1	Dust to Dust	D1	20	30	1	0	22+	1	AN

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 1	Decay	D1	20	25	0	3	0	1	MR
Thau 1	Frighten	D1	5	50	1	5	0	1	AN
Evo 3	Shadow Bolt	D2	20	35+	0	3	10+	1	AN, MR, UndIm
Evo 4	Bolt of Unlife	D2	20	30+	0	1	20+	1	AN, MR, UndIm, MindIm
Evo 5	Shadow Blast	D2	100	35+	6+	0	20+	1	AN, MR, UndIm
Alt 1	Hand of Death	D2	5	1	0	0	40+	1	AN
Alt 5	Enfeeble	D2	100	25	6+	3	2	1	AN, MR
Alt 8	Disintegrate	D2	10	30	0	100	Death	1	AN, MR
Conj 4	Summon Lammashatas	D2	100	0	0	0	0	2	
	Lammashata x2	HP 15, Prot 0, MR 15, Mor 30, Str 13, Att 13, Def 16, Prec 13, Enc 0, CS 12, MM 22, Fly, Ethereal, Und, Amph, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Invulnerability 20, Wpn: Wraith Sword							
Ench 3	Raise Skeletons	D2	40	5	0	-2	0	3	
	Longdead x3	HP 5, Prot 8, MR 9, Mor 50, Str 10, Att 11, Def 11, Prec 10, Enc 0, CS 8, MM 20, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spear							
Ench 4	Raise Dead	D2	40	5	0	-2	0	10+	
Ench 5	Horde of Skeletons	D2	40	5	0	-2	0	5+	
	Longdead x5+	HP 5, Prot 12, MR 9, Mor 50, Str 10, Att 11, Def 11, Prec 10, Enc 0, CS 8, MM 20, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spear							
Thau 5	Control the Dead	D2	20	25	1	0	0	1	AN, MR
Evo 6	Blast of Unlife	D3	20	30+	1	0	15+	1	AN, MR, UndIm, MindIm
Evo 6	Bane Fire	D3F1	30	45+	1	1	55+	1	AP, NUW
Evo 7	Stygian Rains	D3W2	200	0	BF	0	0	1	InanimIm, NUW
Alt 5	Invulnerability	D3	20	0	0	0	0	1	
Alt 6	Soul Vortex	D3	40	0	0	0	0	1	
Thau 4	Terror	D3	10	30	5+	1	0	1	AN
Thau 5	Leeching Darkness	D3	20	30	3+	1	6	1	AP, MR, NUW
Thau 6	Wither Bones	D3	50	30	6+	-1	16+	1	AN
Evo 6	Wailing Winds	D4A1	200	0	0	0	0	1	BE, NUW
Evo 7	Cloud of Death	D4	10	30	9+	-3	6+	1	AN, MR, UndIm, NUW
Evo 7	Wind of Death	D4A1	100	0	BF	0	0	1	MR-, NUW
Alt 5	Drain Life	D4	10	30	0	25	14+	1	AN, InanimIm
Alt 6	Skeletal Legion	D4	100	0	BF	0	0	1	
Alt 6	Darkness	D4	400	0	0	0	0	1	BE, NUW
Ench 6	Rigor Mortis	D4	300	0	0	0	0	1	BE
Ench 7	Life after Death	D4	400	0	BF	0	0	1	MindIm
Thau 7	Plague	D4	100	25	1	0	0	1	MR, UndIm, InanimIm
Evo 8	Vortex of Unlife	D5	20	30+	5+	0	16+	1	AN, MR, UndIm, MindIm
Ench 9	Fields of the Dead	D5E2	100	0	0	0	0	1	BE
Alt 7	Bone Grinding	D7	100	0	BF	0	3	1	Mun, AN
Thau 9	Undead Mastery	D7	700	0	BF	0	0	1	AN, MR-
Nature Spells									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 0	Sleep Ray	N1	20	1	1	0	0	1	AN, MR, UndIm, InanimIm, MindIm
Evo 1	Vine Arrow	N1	20	30+	0	0	14+	1	NUW
Evo 2	Web	N1	20	25+	2	2	0	1	Mun

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 1	Eagle Eyes	N1	5	0	0	0	0	1	
Alt 1	Poison Touch	N1	5	1	0	0	10+	1	AN
Alt 1	Resist Poison	N1	5	0	0	0	0	1	
Alt 1	Barkskin	N1	5	0	0	0	0	1	
Alt 3	Protection	N1	20	20	1	100	0	1	
Alt 3	Mossbody	N1W1	20	5	1	0	0	1	
Alt 4	Elemental Fortitude	N1	10	0	0	0	0	1	
Alt 4	Swarm	N1	100	0	0	0	0	20+	
	Frog x20+	HP 1, Prot 1, MR 3, Mor 50, Str 1, Att 5, Def 10, Prec 5, Enc 2, CS 4, MM 10, SS, Magic, Mindless, PAmph, NNEat, Stealthy 40, Wpn: Tiny Bite							
Conj 1	Tangle Vines	N1	20	20	1	2	0	1	
Conj 4	Maggots	N1	100	25	0	100	50	1	Mun, AN
Conj 6	Summon Sprites	N1A1	100	1	0	0	0	6	NUW
	Sprite x6	HP 2, Prot 0, MR 14, Mor 7, Str 3, Att 14, Def 18, Prec 14, Enc 1, CS 10, MM 22, FS, SS, Fly, Glamour, Magic, NNEat, Stealthy 65, Wpn: Useless Kick, Elf Shot							
Ench 1	Poison Resistance	N1	5	0	0	0	0	1	
Ench 1	Healing Touch	N1	20	1	1	1	30+	1	AN, InanimIm
Ench 2	Gift of the Hare	N1	20	15	1+	0	0	1	AN
Ench 3	Heal	N1	20	15	1	5	30+	1	AN, InanimIm
Thau 1	Fascination	N1	20	15	0	100	100	1	AN, MR, MindIm
Thau 1	Seven Year Fever	N1F1	30	25	1	2	0	1	MR, UndIm, InanimIm
Thau 1	Curse	N1S1	30	50	0	100	0	1	
Thau 4	Touch of Madness	N1	30	20	1	0	0	1	AN, InanimIm, MindIm
Evo 3	Sleep Cloud	N2	20	30	3+	3	26+	1	AN, MR, UndIm, InanimIm, MindIm
Evo 4	Breath of the Dragon	N2	20	20+	3	-1	5+	1	AN, NUW
Evo 7	Storm of Thorns	N2	20	35+	0	0	15+	7+	NUW
Alt 2	Enlarge	N2	20	10	1	0	0	1	
Alt 4	Shrink	N2	20	20+	1	0	0	1	MR
Alt 5	Wooden Warriors	N2	50	10	5	0	0	1	
Alt 7	Curse of the Frog Prince	N2	20	25	0	100	0	1	MR, UndIm, InanimIm, MindIm
Ench 2	Personal Regeneration	N2	20	0	0	0	0	1	InanimIm
Ench 4	Poison Ward	N2	100	15	15	0	0	1	
Thau 2	Sleep	N2	20	35	0	100	0	1	AN, MR, UndIm, InanimIm, MindIm
Thau 3	Panic	N2	20	30	5+	1	0	1	AN
Thau 4	Rage of the Cornered Rat	N2	20	20	3+	0	0	1	AN, Animals only
Thau 5	Charm Animal	N2	20	20	0	100	0	1	MR, Animals only
Evo 5	Poison Cloud	N3	20	30	4+	-1	1	1	AN
Evo 5	Healing Mists	N3A1	20	30	9+	3	2	1	AN, InanimIm, NUW
Evo 6	Stream of Life	N3	20	40+	1	2	40+	1	AN, MR, UndIm, InanimIm
Alt 6	Army of Giants	N3	100	10	10	0	0	1	
Alt 7	Creeping Doom	N3	100	0	0	0	0	70+	NUW
	Large Beetle x70+	HP 1, Prot 1, MR 3, Mor 50, Str 1, Att 14, Def 12, Prec 10, Enc 5, CS 6, MM 16, FS, Fly, Magic, Mindless, NNEat, Stealthy 40, Wpn: Tiny Sting							
Alt 7	Mass Protection	N3	100	1	BF	0	0	1	

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 8	Polymorph	N3	200	25	10+	5	0	1	MR, UndIm, InanimIm, MindIm
Conj 4	Strength of Gaia	N3E1	20	0	0	0	0	1	
Conj 5	Howl	N3	300	0	0	0	0	1	BE, NUW
Ench 3	Regeneration	N3	40	15	1	0	0	1	InanimIm
Ench 4	Haste	N3	100	15	25	0	0	1	AN, InanimIm
Ench 5	Foul Vapors	N3W1	100	0	0	0	0	1	BE
Thau 4	Wildness	N3	20	30	1	3	0	1	MR, Animals only
Thau 5	The Ravenous Swarm	N3	100	1	0	0	0	1	BE, NUW
Thau 7	Charm	N3	30	25	0	100	0	1	AN, MR, MindIm
Conj 8	Wild Growth	N4	40	20	10+	0	0	1	
Ench 7	Serpent's Blessing	N4	100	0	BF	0	0	1	
Ench 8	Mass Regeneration	N4	200	0	BF	0	0	1	InanimIm
Thau 5	Growing Fury	N4	100	0	0	0	0	1	BE
Ench 6	Relief	N5	100	0	0	0	0	1	BE
Ench 9	Gaia's Blessing	N5E2	300	0	BF	0	0	1	
Thau 6	Syllable of Sleep	N5	20	30	25	0	0	1	AN, MR, UndIm, InanimIm, MindIm
Thau 8	Beast Mastery	N6	400	0	BF	0	0	1	AN, MR-, Animals only
Alt 9	Army of Rats	N7	500	0	BF	0	0	1	MR

Blood Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Blood 0	Bleed	B1	100	30+	0	0	0	1	AN, MR, UndIm, InanimIm, NUW
Blood 1	Blood Burst	B1	200	35	1	5	11+	1	AN, UndIm, InanimIm, NUW
Blood 1	Blood Heal	B1	100	0	0	3	50	1	AN, UndIm, InanimIm, NUW
Blood 1	Sabbath Master	B1	100	0	0	0	0	1	NUW
Blood 1	Sabbath Slave	B1	100	0	0	0	0	1	NUW
Blood 1	Reinvigoration	B1	100	0	0	0	200	1	AN, NUW
Blood 1	Summon Imps	B1	100	1	0	0	0	5	NUW
	Imp x5	HP 8, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 7, MM 22, Fly, Demon, NNEat, Fire Res +15, Cold Res -5, Wpn: Claws							
Blood 1	Blood Boil	B1F1	50	25	0	3	11+	1	AN, MR, UndIm, InanimIm
Blood 2	Banish Demon	B1	100	30	0	100	Death	1	MR, UndIm, NUW
Blood 3	Leeching Touch	B1	20	1	0	0	15+	1	AN, InanimIm
Blood 4	Hellfire	B1F2	100	25+	3	0	9+	2	AP, NUW
Blood 7	Leech	B1	100	30	1	25	25+	1	AN, InanimIm, NUW
Blood 9	Damage Reversal	B1	100	0	0	0	0	1	NUW
Blood 2	Agony	B2	100	40	4+	2	1	1	AN, MR, UndIm, InanimIm, NUW
Blood 3	Pain Transfer	B2	20	0	0	0	0	1	NUW
Blood 4	Blood Lust	B2	100	0	BF	0	0	1	UndIm, NUW
Blood 4	Call Lesser Horror	B2S2	200	5	0	-2	0	1	NUW
	Brass Claw Horror x1	HP 16, Prot 14, MR 18, Mor 30, Str 14, Att 14, Def 12, Prec 10, Enc 0, CS 12, MM 22, Magic, PAmph, NNEat, PiR, Shock Res +15, Fear +5, Darkvision 100, Spirit Sight, Void Sanity 20, Magic Power 1, Wpn: Venomous Bite, Venomous Bite, Brass Claw, Brass Claw							
Blood 5	Hellbind Heart	B2	100	30	0	100	0	1	AN, MR, MindIm, NUW
Blood 5	Summon Illearth	B2E2	200	1	0	0	0	1	NUW

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
	Illearth x1	HP 50, Prot 8, MR 18, Mor 50, Str 24, Att 10, Def 8, Prec 0, Enc 0, CS 14, MM 16, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 15%, Poison Res +25, Spirit Sight, Wpn: Fist, Fist							
Blood 6	Harm	B2	100	50	4+	5	2+	1	AN, MR, InanimIm, NUW
Blood 2	Hell Power	B3	300	0	0	0	0	1	NUW
Blood 6	Call Horror	B3S3	300	5	0	-2	0	1	NUW
	Horror x1	HP 40, Prot 20, MR 20, Mor 30, Str 15, Att 18, Def 20, Prec 10, Enc 0, CS 4, MM 100, Float, Ethereal, Magic, Amph, NNEat, Fear +15, Darkvision 100, Spirit Sight, Void Sanity 20, Magic Power 1, Wpn: Life Drain, Life Drain, Astral Claw, Astral Claw							
Blood 7	Blood Rain	B3	300	0	0	0	0	1	BE, NUW
Blood 8	Rush of Strength	B3	100	0	BF	0	0	1	NUW
Blood 8	Life for a Life	B3	199	100	0	100	40+	1	AN, InanimIm, NUW
Blood 9	Infernal Prison	B3F1	200	35	0	100	0	1	AN, NUW
Blood 9	Claws of Kokytos	B3W1	200	35	0	100	0	1	AN, NUW
Blood 5	Bloodletting	B4	400	0	BF	0	1	1	AN, MR, UndIm, InanimIm, NUW
Blood 7	Purify Blood	B4N1	300	0	BF	0	0	1	NUW

Priest Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Blessing	H1	0	15+	5+	100	0	1	
Div 0	Banishment	H1	0	25+	4+	0	4+	1	AN, MR, Restriction Non-specialized God
Div 0	Ashes to Ashes	H1	0	25+	4+	0	4+	1	AN, MR
Div 0	Purifying Water	H1	0	25+	6+	0	2+	1	AN, MR, Restriction Water God
Div 0	Pull from the Grave	H1	0	25+	4+	0	4+	1	AN, MR, Restriction Earth God
Div 0	Wind of Memories	H1	0	30+	8+	0	2+	1	AN, MR, Restriction Air God
Div 0	Final Rest	H1	0	25+	2+	0	Death	1	AN, MR-, Restriction Nature God
Div 0	Decree of the Underworld	H1	0	25+	4+	0	4+	1	AN, MR, Restriction Death God
Div 0	Stellar Decree	H1	0	30+	8+	0	2+	1	AN, MR, Restriction Astral God
Div 0	Sermon of Courage	H2	0	25+	10+	100	0	1	
Div 0	Smite Demon	H2	0	30+	0	100	15+	1	AN, MR, UndIm
Div 0	Holy Word	H2	0	25	0	100	100	1	MR
Div 0	Holy Avenger	H2	0	0	0	0	0	1	
Div 0	Divine Blessing	H3	0	0	BF	100	0	1	
Div 0	Smite	H3	0	30	0	100	10	1	AN, MR, Restriction Non-specialized God
Div 0	Heavenly Fire	H3	0	30	0	100	10	1	AN, MR
Div 0	Watery Death	H3	0	25	0	100	10	1	AN, MR, Restriction Water God
Div 0	Word of Stone	H3	0	25	0	100	10	1	AN, MR, Restriction Earth God
Div 0	Heavenly Strike	H3	0	50	0	100	10	1	AN, MR, Restriction Air God
Div 0	Word of Power	H3	0	100	0	100	10	1	AN, MR, Restriction Astral God
Div 0	Syllable of Death	H3	0	25	0	100	10	1	AN, MR, Restriction Death God
Div 0	Word of Thorns	H3	0	30	0	100	5	1	AN, MR, Restriction Nature God
Div 0	Claim Life	H3	0	30	0	100	20	1	AN, MR, UndIm, InanimIm, Restriction Blood God
Div 0	Fanaticism	H4	0	0	BF	0	0	1	
Div 0	Divine Channeling	H5	90	0	0	0	0	1	BE

National Spells: Arcoscephale (age 1)

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Golden Spear							

National Spells: Marverni (age 1)

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 3	Awaken Tattoos	N1H1	20	20+	5	100	0	1	

National Spells: Sauromatia (age 1)

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 1	Call Ancestor	D1	20	1	0	0	0	1	
	Ancestral Spirit x1	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Paralyze							
Conj 7	Wrath of the Ancestors	D1	100	1	0	0	0	20+	
	Ancestral Spirit x20+	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Paralyze							
Ench 3	Awaken Tattoos	N1H1	20	20+	5	100	0	1	

National Spells: T'ien Ch'i (age 1)

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 5	Celestial Chastisement	S3	20	20	0	100	8+	1	AN
Conj 1	Call Ancestor	D1	20	1	0	0	0	1	
	Ancestral Spirit x1	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Paralyze							
Conj 7	Wrath of the Ancestors	D1	100	1	0	0	0	20+	
	Ancestral Spirit x20+	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Paralyze							

National Spells: Abysia (age 1)

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 5	Inner Furnace	F3	100	0	BF	0	0	1	MR-, MindIm, NUW
Evo 5	Liquid Flames of Rhuax	F3E1	20	30+	1	0	24+	1	AP, NUW

National Spells: Caelum (age 1)

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Parting of the Soul	D1A1	40	30	0	100	15+	1	AN, MR, MindIm

National Spells: Pangaea (age 1)

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 0	Tune of Fear	N1	5	0	25	0	0	1	AN, MindIm, NUW
Ench 0	Tune of Growth	N1	5	0	25	0	0	1	NUW
Ench 0	Tune of Dancing Death	N1	5	0	25	0	31+	1	AN, MR, MindIm, NUW

National Spells: Agartha (age 1) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 5	Liquid Flames of Rhuax	F3E1	20	30+	1	0	24+	1	AP, NUW

National Spells: Fomoria (age 1) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 8	Dance of the Morigans	D5A2	400	0	0	0	0	1	BE, NUW

National Spells: Vanheim (age 1) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 26, Fly, Glamour, Sacred, Stealthy 65, Spirit Sight, Wpn: Light Lance							

National Spells: Helheim (age 1) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 26, Fly, Glamour, Sacred, Stealthy 65, Spirit Sight, Wpn: Light Lance							

National Spells: Kailasa (age 1) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Celestial Music	S3	100	1	BF	0	0	1	NUW

National Spells: Yomi (age 1) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 6	End of Weakness	E2	100	0	BF	0	0	1	UndIm, NUW

National Spells: Xibalba (age 1) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 2	Break the Third Soul	A1	20	30	0	5	20+	1	AN, UndIm, InanimIm, NUW
Thau 3	Gift of the Third Soul	A1	20	20	0	0	0	1	UndIm, InanimIm
Thau 2	Break the Second Soul	E1	20	30	0	5	0	1	Mun, AN, NUW
Thau 3	Gift of the Second Soul	E1	20	20	0	0	0	1	Mun
Thau 2	Break the Fourth Soul	D1	20	30	0	5	0	1	Mun, AN, NUW
Thau 3	Gift of the Fourth Soul	D1	20	20	0	2	0	1	Mun
Blood 2	Break the First Soul	B1	20	30	0	5	0	1	AN, UndIm, InanimIm, NUW
Blood 3	Gift of the First Soul	B1	20	20	0	0	0	1	UndIm, InanimIm

National Spells: Mekone (age 1) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Golden Spear							

National Spells: Therodos (age 1) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Golden Spear							

National Spells: Arcoscephale (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Golden Spear							

National Spells: Ermor (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Unholy Command	H1	0	10	0	0	0	1	AN, MR-
Div 0	Unholy Protection	H1	0	20	1	100	0	1	
Div 0	Unholy Blessing	H1	0	20	1	100	0	1	
Div 0	Unholy Power	H1	0	20	1	100	0	1	
Div 0	Unholy Protection	H2	0	10	10	100	0	1	
Div 0	Unholy Blessing	H2	0	10	10	100	0	1	
Div 0	Unholy Power	H3	0	10	5	100	0	1	
Div 0	Unholy Blessing	H3	0	0	BF	100	0	1	
Div 0	Protection of the Sepulchre	H3	0	0	BF	100	0	1	MR-
Div 0	Power of the Sepulchre	H4	0	0	BF	0	0	1	

National Spells: Sceleria (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Unholy Command	H1	0	10	0	0	0	1	AN, MR-
Div 0	Unholy Protection	H1	0	20	1	100	0	1	
Div 0	Unholy Blessing	H1	0	20	1	100	0	1	
Div 0	Unholy Power	H1	0	20	1	100	0	1	
Div 0	Unholy Protection	H2	0	10	10	100	0	1	
Div 0	Unholy Blessing	H2	0	10	10	100	0	1	
Div 0	Apostasy	H3	0	50	0	100	0	1	MR-
Div 0	Unholy Power	H3	0	10	5	100	0	1	
Div 0	Unholy Blessing	H3	0	0	BF	100	0	1	
Div 0	Protection of the Sepulchre	H3	0	0	BF	100	0	1	MR-
Div 0	Power of the Sepulchre	H4	0	0	BF	0	0	1	

National Spells: Man (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 1	Chorus Master	N1	20	0	0	0	0	1	
Thau 1	Chorus Slave	N1	20	0	0	0	0	1	

National Spells: Ulm (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 3	Iron Darts	E1H1	10	40	0	5	13	3+	AP, NUW
Evo 6	Iron Blizzard	E1H1	50	30	0	3	10	30+	AP, NUW
Thau 5	Tempering the Will	E3	20	0	BF	100	0	1	MR-, MindIm

National Spells: Marignon (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 4	Holy Pyre	F2	20	40+	23+	1	7+	1	AP, NUW

National Spells: T'ien Ch'i (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 5	Celestial Chastisement	S3	20	20	0	100	8+	1	AN

National Spells: Abysia (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 5	Inner Furnace	F3	100	0	BF	0	0	1	MR-, MindIm, NUW
Evo 5	Liquid Flames of Rhuax	F3E1	20	30+	1	0	24+	1	AP, NUW

National Spells: Caelum (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Parting of the Soul	D1A1	40	30	0	100	15+	1	AN, MR, MindIm

National Spells: Pangaea (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 0	Tune of Fear	N1	5	0	25	0	0	1	AN, MindIm, NUW
Ench 0	Tune of Growth	N1	5	0	25	0	0	1	NUW
Ench 0	Tune of Dancing Death	N1	5	0	25	0	31+	1	AN, MR, MindIm, NUW

National Spells: Asphodel (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 0	Quick Roots	H1	0	30+	1+	100	0	1	AN
Ench 0	Regrowth	H2	0	30+	2+	100	0	1	AN
Ench 0	Mend the Dead	H3	0	30+	0	100	50+	1	AN
Ench 0	Puppet Mastery	H3	0	0	BF	100	0	1	AN, MR
Ench 0	Carrion Growth	H4	0	0	BF	100	0	1	AN, MR-

National Spells: Vanheim (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 26, Fly, Glamour, Sacred, Stealthy 65, Spirit Sight, Wpn: Light Lance							

National Spells: Bandar Log (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Celestial Music	S3	100	1	BF	0	0	1	NUW

National Spells: Ashdod (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 4	Strange Fire	S2F1	20	40+	3	1	8+	1	AP, NUW

National Spells: Xibalba (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 2	Break the Third Soul	A1	20	30	0	5	20+	1	AN, UndIm, InanimIm, NUW
Thau 3	Gift of the Third Soul	A1	20	20	0	0	0	1	UndIm, InanimIm
Thau 2	Break the Second Soul	E1	20	30	0	5	0	1	Mun, AN, NUW
Thau 3	Gift of the Second Soul	E1	20	20	0	0	0	1	Mun
Thau 2	Break the Fourth Soul	D1	20	30	0	5	0	1	Mun, AN, NUW
Thau 3	Gift of the Fourth Soul	D1	20	20	0	2	0	1	Mun
Blood 2	Break the First Soul	B1	20	30	0	5	0	1	AN, UndIm, InanimIm, NUW
Blood 3	Gift of the First Soul	B1	20	20	0	0	0	1	UndIm, InanimIm

National Spells: Phlegra (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Golden Spear							

National Spells: Phaeacia (age 2) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Golden Spear							

National Spells: Arcoscephale (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Golden Spear							
Thau 3	Rhapsody of the Dead	D1	20	15+	4+	0	4+	1	AN, MR, MindIm, NUW
Thau 3	Rhapsody of Life	N1	20	15+	0	5	10+	1	AN, InanimIm, MindIm, NUW

National Spells: Pythium (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 2	Gift of the Sacred Swamp	N1H1	20	15	3	0	0	1	

National Spells: Lemuria (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Unholy Command	H1	0	10	0	0	0	1	AN, MR-
Div 0	Unholy Protection	H1	0	20	1	100	0	1	
Div 0	Unholy Blessing	H1	0	20	1	100	0	1	
Div 0	Unholy Power	H1	0	20	1	100	0	1	
Div 0	Anathema	H2	0	50	1	100	0	1	
Div 0	Unholy Protection	H2	0	10	10	100	0	1	
Div 0	Unholy Blessing	H2	0	10	10	100	0	1	
Div 0	Apostasy	H3	0	50	0	100	0	1	MR-

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Unholy Power	H3	0	10	5	100	0	1	
Div 0	Unholy Blessing	H3	0	0	BF	100	0	1	
Div 0	Protection of the Shadelands	H3	0	0	BF	100	0	1	MR-
Div 0	Power of the Shadelands	H4	0	0	BF	0	0	1	

National Spells: Ulm (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 3	Iron Darts	E1H1	10	40	0	5	13	3+	AP, NUW
Evo 6	Iron Blizzard	E1H1	50	30	0	3	10	30+	AP, NUW
Thau 5	Tempering the Will	E3	20	0	BF	100	0	1	MR-, MindIm
Ench 4	Gift of the Moon	S1	20	30+	1	100	0	1	Animals only

National Spells: Marignon (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 4	Holy Pyre	F2	20	40+	23+	1	7+	1	AP, NUW

National Spells: T'ien Ch'i (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 5	Celestial Chastisement	S3	20	20	0	100	8+	1	AN
Conj 1	Call Ancestor	D1	20	1	0	0	0	1	
	Ancestral Spirit x1	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Paralyze							
Conj 7	Wrath of the Ancestors	D1	100	1	0	0	0	20+	
	Ancestral Spirit x20+	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Paralyze							

National Spells: Jomon (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Teaching Sign	H1N1	0	0	0	0	0	1	
Div 0	Fear-not Sign	H1A1	0	15	2+	100	0	1	
Div 0	Welcome Sign	H1F1	0	5	0	100	0	1	MR-
Div 0	Earth-touching Sign	H1E1	0	20	0	100	Death	1	AN, MR-, UndIm
Div 0	Meditation Sign	H1W1	0	0	0	0	15	1	

National Spells: Agartha (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 5	Iron Marionettes	E3	100	30	25	100	0	1	

National Spells: Abysia (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 5	Inner Furnace	F3	100	0	BF	0	0	1	MR-, MindIm, NUW
Evo 5	Liquid Flames of Rhuax	F3E1	20	30+	1	0	24+	1	AP, NUW

National Spells: Caelum (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Parting of the Soul	D1A1	40	30	0	100	15+	1	AN, MR, MindIm

National Spells: C'tis (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Protection of the Grave	H1	0	20	1	100	0	1	
Div 0	Power of the Grave	H1	0	20	1	100	0	1	
Div 0	Protection of the Grave	H2	0	10	10	100	0	1	
Div 0	Royal Power	H3	0	10	5	100	0	1	
Div 0	Royal Protection	H3	0	0	BF	100	0	1	MR-
Div 0	Power of the Reborn King	H4	0	0	BF	0	0	1	

National Spells: Pangaea (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 0	Tune of Fear	N1	5	0	25	0	0	1	AN, MindIm, NUW
Ench 0	Tune of Growth	N1	5	0	25	0	0	1	NUW
Ench 0	Tune of Dancing Death	N1	5	0	25	0	31+	1	AN, MR, MindIm, NUW

National Spells: Midgård (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 26, Fly, Glamour, Sacred, Stealthy 65, Spirit Sight, Wpn: Light Lance							

National Spells: Gath (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 4	Strange Fire	S2F1	20	40+	3	1	8+	1	AP, NUW

National Spells: Ragha (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Parting of the Soul	D1A1	40	30	0	100	15+	1	AN, MR, MindIm

National Spells: Xibalba (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 2	Break the Third Soul	A1	20	30	0	5	20+	1	AN, UndIm, InanimIm, NUW
Thau 3	Gift of the Third Soul	A1	20	20	0	0	0	1	UndIm, InanimIm
Thau 2	Break the Second Soul	E1	20	30	0	5	0	1	Mun, AN, NUW
Thau 3	Gift of the Second Soul	E1	20	20	0	0	0	1	Mun
Thau 2	Break the Fourth Soul	D1	20	30	0	5	0	1	Mun, AN, NUW
Thau 3	Gift of the Fourth Soul	D1	20	20	0	2	0	1	Mun
Blood 2	Break the First Soul	B1	20	30	0	5	0	1	AN, UndIm, InanimIm, NUW
Blood 3	Gift of the First Soul	B1	20	20	0	0	0	1	UndIm, InanimIm

National Spells: Phlegra (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Golden Spear							

National Spells: Erytheia (age 3) 🏰

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Golden Spear							

Summoning Rituals

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	meaning
School	school of magic
Alt	Alteration
Conj	Conjuration
Const	Construction
Ench	Enchantment
Thaum	Thaumaturgy
Blood	Blood Magic
Path	magical paths
A / S / B / D	Air / aStral / Blood / Death
E / F / N / W	Earth / Fire / Nature / Water
H / ?	Holy / Random path
Cost	Number of gems required for casting. The type of gem matches the primary path (listed first).
Rng	Range in number of provinces. No range means it takes effect where it is casted.
Dmg	Damage
HP	Hit Points
Str	Strength
Att	Attack
Mor	Morale
Def	Defense
MR	Magic resistance
Pre	Precision
Enc	Encumbrance
Mv	Movement
MM	Map Move
Amph	Amphibian
Aqua	Aquatic
Pamph	Poor Amphibian
NNEat	Need Not Eat
Und	Undead
Magic	Magic Being
Inanim	Inanimate Being
AP	Armor-Piercing (protection halved)
AN	Armor-Negating
FS / MS / SS / WS	Forest/Mountain/Swamp/Waste Survival
DV	Darkvision
SIR / PiR / BIR	Slash/Pierce/Blunt Resistant
CR / FR / PR / SR	Cold/Fire/Poison/Shock Resistance
Mag	Magic paths for commanders than can cast spells

Fire Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Bind Scorpion Beast	F1E1	2	-	-	NUW
	Scorpion Beast x1	HP 44, Prot 16, MR 5, Mor 15, Str 16, Att 12, Def 7, Prec 3, Enc 2, CS 8, MM 10, WS, Poison Res +15, Darkvision 100, Wpn: Claw, Scorpion Tail				
Ench 4	Terracotta Army	F1E1	10	-	-	
	Terracotta Soldier x10+	HP 7, Prot 10, MR 12, Mor 50, Str 10, Att 10, Def 9, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Fire Res +20, Poison Res +25, Spirit Sight, Wpn: Pike				

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Summon Fire Ants	F2N1	10	-	-	NUW
	Fire Ant x10+					HP 21, Prot 14, MR 5, Mor 50, Str 14, Att 11, Def 8, Prec 4, Enc 2, CS 14, MM 22, WS, Magic, Mindless, NNEat, Stealthy 40, Poison Res +15, Wpn: Sting
Conj 4	Summon Fire Drake	F2	6	-	-	NUW
	Fire Drake x1					HP 28, Prot 10, MR 13, Mor 14, Str 15, Att 10, Def 7, Prec 8, Enc 4, CS 9, MM 10, WS, Fire Res +15, Wpn: Bite, Drake Fire
Conj 4	Summon Flame Jelly	F2	6	-	-	UW
	Flame Jelly x10+					HP 25, Prot 0, MR 20, Mor 50, Str 7, Att 5, Def 5, Prec 5, Enc 0, CS 4, MM 10, Float, Magic, Mindless, Aqua, NNEat, BIR, PiR, Fire Res +15, Poison Res +15, Wpn: Flame Sting Tentacles
Conj 6	Summon Fire Snakes	F2	7	-	-	NUW
	Fire Snake x5+					HP 25, Prot 9, MR 15, Mor 13, Str 13, Att 13, Def 7, Prec 10, Enc 5, CS 8, MM 12, WS, Magic, Fire Res +25, Poison Res +15, Heat 3, Heat Power 1, Wpn: Fire Flare, Venomous Fangs
Conj 5	Summon Summer Lions	F3	20	-	-	NUW
	Summer Lion x5+					HP 44, Prot 0, MR 15, Mor 50, Str 17, Att 14, Def 11, Prec 5, Enc 0, CS 20, MM 22, WS, Ethereal, Magic, Mindless, NNEat, Fire Res +50, Poison Res +15, Spirit Sight, Heat 3, Wpn: Bite, Claw
Conj 6	Summon Flame Spirit	F3	30	-	-	NUW
	Flame Spirit x1					HP 15, Prot 0, MR 15, Mor 18, Str 12, Att 12, Def 12, Prec 12, Enc 0, CS 12, MM 16, Float, Ethereal, Magic, NNEat, Fire Res +50, Cold Res -10, Poison Res +15, Spirit Sight, Heat 4, Heat Power 1, Fire Shield 10 AP dmg, Retinue 1d6 Will o' the Wisps, Ldr 55, MagLdr 25, Mag: F3, Wpn: Flame Strike
Conj 8	King of Elemental Fire	F5	50	-	-	NUW
	King of Magma (x1)					HP 87, Prot 9, MR 18, Mor 30, Str 23, Att 13, Def 9, Prec 10, Enc 0, CS 14, MM 16, Magic, NNEat, Fire Res +25, Poison Res +15, Spirit Sight, Heat 10, Heat Power 1, Fire Shield 12 AP dmg, Ldr 105, MagLdr 70, Mag: F5E1, Wpn: Flame Strike

Air Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 1	Corpse Man Construction	A1D1	1	-	-	NUW
	Corpse Construct x1					HP 25, Prot 0, MR 4, Mor 50, Str 15, Att 8, Def 5, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, Mindless, PAmph, NNEat, Shock Res +15, Cold Res +15, Poison Res +25, Overcharged 1 AN capped dmg, Wpn: Fist
Conj 3	Call of the Winds	A2	10	5	-	NUW
	Black Hawk x41					HP 5, Prot 0, MR 5, Mor 8, Str 5, Att 8, Def 12, Prec 8, Enc 3, CS 4, MM 22, FS, MS, Fly, Wpn: Talons
Conj 3	Summon Amphiptere	A2N1	3	-	-	NUW
	Amphiptere x1					HP 45, Prot 11, MR 14, Mor 14, Str 17, Att 14, Def 9, Prec 10, Enc 3, CS 10, MM 28, Fly, Poison Res +15, Wpn: Venomous Fangs, Spray Poison
Conj 4	Summon Wyverns	A2	3	-	-	NUW
	Wyvern x2					HP 35, Prot 12, MR 14, Mor 13, Str 15, Att 13, Def 11, Prec 10, Enc 3, CS 7, MM 22, MS, WS, Fly, Shock Res +15, Poison Res +15, Wpn: Bite, Barbed Tail
Conj 4	Summon Gryphons	A2	9	-	-	NUW
	Gryphon x5+					HP 44, Prot 7, MR 13, Mor 15, Str 16, Att 14, Def 10, Prec 10, Enc 3, CS 15, MM 22, MS, WS, Fly, Wpn: Bite, Claw
Conj 5	Summon Spring Hawks	A3	20	-	-	NUW
	Spring Hawk x5+					HP 7, Prot 0, MR 15, Mor 50, Str 6, Att 15, Def 15, Prec 5, Enc 0, CS 2, MM 34, MS, Fly, Ethereal, Magic, Mindless, NNEat, Shock Res +15, Poison Res +15, Spirit Sight, Storm Immunity, Wpn: Lightning Swarm
Conj 5	Contact Draconians	A3	30	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Draconian Chief x1	HP 52, Prot 10, MR 14, Mor 14, Str 19, Att 13, Def 13, Prec 10, Enc 3, CS 10, MM 22, MS, Fly, Poison Res +15, Ldr 40, Wpn: Venomous Bite				
	Draconian x15	HP 45, Prot 9, MR 14, Mor 12, Str 18, Att 11, Def 12, Prec 10, Enc 3, CS 10, MM 22, MS, Fly, Poison Res +15, Wpn: Venomous Bite				
Conj 6	Summon Great Eagles	A3	8	-	-	NUW
	Great Eagle x5+	HP 52, Prot 7, MR 14, Mor 18, Str 18, Att 12, Def 11, Prec 14, Enc 3, CS 8, MM 40, MS, Fly, Siege Strength +10, Patrol Bonus 10, Wpn: Talons, Beak				
Ench 5	Watcher	A3E1	5	-	-	
	Watcher x1	HP 75, Prot 20, MR 14, Mor 50, Str 20, Att 5, Def 0, Prec 25, Enc 0, CS 2, MM 0, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 50, Wpn: Lightning				
Alt 7	Phantasmal Attack	A4	8	4	-	Anonymous
	Phantasmal Warrior x25+	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 10, Prec 10, Enc 0, CS 12, MM 22, Ethereal, Inanim, Magic, Mindless, Amph, NNEat, Poison Res +25, Spirit Sight, Wpn: Phantasmal Weapon				
	Phantasmal Archer x20	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 10, Prec 10, Enc 0, CS 12, MM 22, Ethereal, Inanim, Magic, Mindless, Amph, NNEat, Poison Res +25, Spirit Sight, Wpn: Phantasmal Weapon, Phantasmal Bow				
Conj 8	Queen of Elemental Air	A5	50	-	-	NUW
	Queen of Clouds (x1)	HP 45, Prot 0, MR 18, Mor 30, Str 14, Att 13, Def 15, Prec 13, Enc 0, CS 30, MM 40, Fly, Ethereal, Glamour, Magic, NNEat, Shock Res +15, Poison Res +15, Spirit Sight, Storm Power 3, Ldr 80, MagLdr 65, Mag: A5, Wpn: Thunder Fist, Lightning Swarm				

Water Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 3	Claymen	W1E1	5	-	-	
	Clayman x5+	HP 15, Prot 6, MR 10, Mor 50, Str 13, Att 10, Def 9, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, BIR, PiR, Regeneration 10%, Poison Res +25, Spirit Sight, Wpn: Hammer				
Alt 6	Manifest Vitriol	W2F1	3	-	-	NUW
	Green Lion x1	HP 34, Prot 7, MR 16, Mor 50, Str 16, Att 14, Def 11, Prec 12, Enc 0, CS 18, MM 22, Ethereal, Magic, Mindless, NNEat, Fire Res +15, Poison Res +15, Spirit Sight, Wpn: Bite, Claw, Vitriol Breath				
Conj 3	Summon Yetis	W2A1	13	-	-	NUW
	Yeti x5+	HP 46, Prot 8, MR 13, Mor 15, Str 22, Att 13, Def 8, Prec 8, Enc 2, CS 14, MM 16, MS, Cold Res +25, Chill 3, Wpn: Rock, Sticks and Stones				
Conj 3	Summon Cave Cows	W2E2	3	-	-	NUW
	Cave Cow x5+	HP 32, Prot 4, MR 7, Mor 10, Str 15, Att 10, Def 8, Prec 10, Enc 3, CS 8, MM 10, NNEat, Darkvision 100, Wpn: Bite, Corrosive Spit				
Conj 4	Summon Ice Drake	W2	7	-	-	NUW
	Ice Drake x1	HP 41, Prot 13, MR 13, Mor 14, Str 17, Att 10, Def 7, Prec 8, Enc 4, CS 8, MM 10, Cold Res +15, Wpn: Bite, Drake Frost				
Conj 4	Summon Sea Serpent	W2	4	-	-	UW
	Sea Serpent x1	HP 70, Prot 10, MR 8, Mor 14, Str 18, Att 15, Def 11, Prec 10, Enc 4, CS 20, MM 16, Aqua, Poison Res +15, Fear +5, Wpn: Venomous Fangs				
Ench 4	Vile Water	W2	2	-	-	NUW
	Gelatinous Cube x1	HP 50, Prot 0, MR 13, Mor 50, Str 16, Att 8, Def 5, Prec 0, Enc 0, CS 2, MM 10, Magic, Mindless, Trample, Amph, NNEat, Stealthy 65, BIR, SIR, PiR, Aff Res 99, Fire Res +15, Cold Res +5, Poison Res +15, Wpn: Acid				
Conj 3	Call Kraken	W3	1	-	-	UW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Kraken x1					HP 60, Prot 8, MR 5, Mor 13, Str 16, Att 10, Def 7, Prec 6, Enc 3, CS 8, MM 10, Recup, Aqua, Stealthy 60, BIR, Darkvision 100, Wpn: Tentacle, Tentacle, Tentacle, Tentacle
Conj 5	Contact Sea Trolls	W3	15	-	-	
	Sea Troll x5+					HP 52, Prot 8, MR 14, Mor 12, Str 22, Att 9, Def 10, Prec 8, Enc 2, CS 14, MM 16, Amph, NNEat, Regeneration 10%, Poison Res +15, Darkvision 50, Wpn: Claw
Conj 5	Summon Winter Wolves	W3	8	-	-	NUW
	Winter Wolf x5+					HP 13, Prot 0, MR 15, Mor 50, Str 11, Att 12, Def 11, Prec 5, Enc 0, CS 26, MM 22, MS, Ethereal, Magic, Mindless, NNEat, Cold Res +25, Poison Res +15, Spirit Sight, Chill 6, Wpn: Bite
Conj 5	Contact Naiad	W3N1	35	-	-	
	Naiad x1					HP 10, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 9, Prec 10, Enc 2, CS 12, MM 16, Recup, Amph, Stealthy 40, Awe +6, Gift of Water Breathing 30 size points, Ldr 40, MagLdr 30, Mag: W3N3, Wpn: Fist
Conj 5	Naiad Warriors	W3N1	18	-	-	
	Kydnid x15					HP 10, Prot 15, MR 15, Mor 12, Str 9, Att 11, Def 13, Prec 10, Enc 6, CS 8, MM 14, Recup, Amph, Awe +4, Wpn: Bronze Sword
Conj 6	Summon Bishop Fish	W3	15	-	-	UW
	Bishop Fish x1					HP 17, Prot 3, MR 16, Mor 9, Str 9, Att 7, Def 5, Prec 7, Enc 4, CS 10, MM 8, Sacred, Aqua, Darkvision 50, Ldr 40, Mag: H3, Wpn: Fist
Conj 6	Sea King's Court	W3	55	-	-	
	Sea King x1					HP 63, Prot 10, MR 17, Mor 14, Str 24, Att 11, Def 12, Prec 8, Enc 2, CS 14, MM 16, Amph, NNEat, Regeneration 15%, Poison Res +15, Water Gems 1/month, Darkvision 50, Gift of Water Breathing 30 size points, Ldr 40, MagLdr 25, Mag: W3, Wpn: Mace
	Sea Troll x15					HP 52, Prot 8, MR 14, Mor 12, Str 22, Att 9, Def 10, Prec 8, Enc 2, CS 14, MM 16, Amph, NNEat, Regeneration 10%, Poison Res +15, Darkvision 50, Wpn: Claw
	Troll Guard x5					HP 58, Prot 16, MR 14, Mor 13, Str 23, Att 9, Def 10, Prec 8, Enc 3, CS 13, MM 14, Amph, NNEat, Regeneration 10%, Poison Res +15, Darkvision 50, Wpn: Coral Glaive
Conj 7	Summon Asp Turtle	W3	13	-	-	UW
	Asp Turtle x1					HP 91, Prot 22, MR 13, Mor 18, Str 25, Att 9, Def 6, Prec 5, Enc 2, CS 14, MM 16, Trample, Aqua, Fear +5, Wpn: Bite
Conj 7	Summon Catoblepas	W3D2	15	-	-	NUW
	Catoblepas x1					HP 75, Prot 8, MR 15, Mor 16, Str 24, Att 8, Def 6, Prec 5, Enc 3, CS 6, MM 10, SS, Poison Res +25, Fear +10, Spirit Sight, Wpn: Hoof, Gore, Gaze of Death
Ench 6	Hidden in Snow	W3D1	75	-	-	NUW
	Unfrozen Lord x1					HP 30, Prot 11, MR 16, Mor 18, Str 17, Att 13, Def 14, Prec 10, Enc 0, CS 8, MM 22, Und, NNEat, PiR, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Cold Power 1, Ldr 40, UndLdr 80, Wpn: Bane Blade
	Unfrozen Mage x1					HP 20, Prot 11, MR 18, Mor 18, Str 15, Att 12, Def 14, Prec 10, Enc 0, CS 8, MM 22, Und, NNEat, PiR, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Cold Power 1, Ldr 10, UndLdr 40, MagLdr 15, Mag: D1?4, Wpn: Quarterstaff
	Unfrozen Warrior x10					HP 28, Prot 11, MR 16, Mor 18, Str 16, Att 12, Def 12, Prec 10, Enc 0, CS 8, MM 22, Und, NNEat, PiR, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Cold Power 1, Wpn: Flint Sword
	Unfrozen x15					HP 25, Prot 11, MR 16, Mor 18, Str 16, Att 11, Def 10, Prec 10, Enc 0, CS 8, MM 22, Und, NNEat, PiR, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Cold Power 1, Wpn: Stone Spear
Conj 6	Streams from Hades	W4D1	40	-	-	
	Kokythiad x1					HP 10, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 9, Prec 10, Enc 2, CS 12, MM 16, Recup, Amph, Stealthy 40, Fear +5, Darkvision 100, Spirit Sight, Invulnerability 15, Ldr 40, UndLdr 90, MagLdr 15, Mag: W3D3, Wpn: Fist

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Queen of Elemental Water	W5	50	-	-	UW
	Queen of the Deeps (x1)	HP 65, Prot 0, MR 18, Mor 30, Str 18, Att 15, Def 15, Prec 10, Enc 0, CS 10, MM 16, Recup, Magic, Aqua, NNEat, BIR, SIR, PiR, Cold Res +15, Poison Res +15, Spirit Sight, Ldr 80, MagLdr 65, Mag: W5, Wpn: Crush				
Conj 9	Call Ancient Presence	W6N4	25	-	-	NUW
	Ancient Presence x1	HP 197, Prot 6, MR 18, Mor 30, Str 26, Att 16, Def 7, Prec 10, Enc 0, CS 8, MM 22, SS, Und, Magic, NNEat, BIR, PiR, Regeneration 20%, Fire Res -10, Poison Res +25, Fear +10, Wpn: Devour, Steal Strength				

Earth Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 1	Summon Cave Grubs	E1	6	-	-	NUW
	Cave Grub x5+	HP 52, Prot 6, MR 7, Mor 18, Str 17, Att 10, Def 7, Prec 5, Enc 5, CS 5, MM 10, Magic, NNEat, Siege Strength +10, Wpn: Corrosive Bite				
Conj 2	Summon Ogres	E1	10	-	-	NUW
	Ogre x5+	HP 26, Prot 11, MR 8, Mor 14, Str 18, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, MS, Cold Res +5, Wpn: Great Club				
Conj 3	Summon Cave Crab	E1W1	4	-	-	
	Cave Crab x1	HP 54, Prot 22, MR 4, Mor 15, Str 20, Att 11, Def 9, Prec 5, Enc 2, CS 10, MM 16, Amph, Darkvision 100, Wpn: Crab Claw				
Conj 4	Summon Cave Drake	E2	4	-	-	NUW
	Cave Drake x1	HP 58, Prot 22, MR 12, Mor 14, Str 19, Att 8, Def 6, Prec 5, Enc 5, CS 7, MM 10, MS, Darkvision 50, Wpn: Bite				
Cnst 3	Clockwork Soldiers	E2	5	-	-	NUW
	Clockwork Soldier x5+	HP 7, Prot 18, MR 12, Mor 50, Str 11, Att 10, Def 11, Prec 5, Enc 0, CS 10, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, Reinvigoration -15, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Darkvision 1000, Wpn: Broad Sword				
Cnst 5	Clockwork Horrors	E2	9	-	-	NUW
	Clockwork Horror x10+	HP 5, Prot 18, MR 12, Mor 50, Str 12, Att 12, Def 10, Prec 5, Enc 0, CS 18, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, Reinvigoration -15, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Darkvision 100, Wpn: Blade Hand, Blade Hand				
Cnst 7	Mechanical Men	E2	15	-	-	NUW
	Mechanical Man x10+	HP 8, Prot 18, MR 12, Mor 50, Str 12, Att 10, Def 14, Prec 5, Enc 0, CS 7, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Broad Sword				
Alt 6	Iron Pigs	E3N1	9	-	-	NUW
	Iron Pig x7	HP 15, Prot 20, MR 5, Mor 8, Str 12, Att 8, Def 7, Prec 5, Enc 5, CS 10, MM 22, FS, Trample, Shock Res -5, Wpn: Bite				
Conj 5	Summon Fall Bears	E3	12	-	-	NUW
	Fall Bear x5+	HP 53, Prot 0, MR 15, Mor 50, Str 19, Att 10, Def 8, Prec 5, Enc 0, CS 14, MM 22, FS, Ethereal, Magic, Mindless, NNEat, Regeneration 10%, Poison Res +15, Spirit Sight, Wpn: Claw				
Conj 5	Contact Trolls	E3	15	-	-	NUW
	Troll x5+	HP 35, Prot 15, MR 14, Mor 12, Str 22, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, MS, NNEat, Regeneration 10%, Fire Res -10, Darkvision 50, Wpn: Great Club				
Conj 6	Contact Hill Giant	E3	3	-	-	NUW
	Hill Giant x1	HP 106, Prot 12, MR 9, Mor 16, Str 28, Att 13, Def 6, Prec 8, Enc 3, CS 17, MM 22, MS, Wpn: Grab and Swallow, Great Club				
Conj 6	Troll King's Court	E3	55	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Troll King x1					HP 42, Prot 24, MR 17, Mor 14, Str 24, Att 11, Def 7, Prec 8, Enc 4, CS 12, MM 14, MS, NNEat, Regeneration 15%, Fire Res -10, Darkvision 50, Ldr 40, MagLdr 25, Mag: E3, Wpn: Maul
	Troll x10					HP 35, Prot 15, MR 14, Mor 12, Str 22, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, MS, NNEat, Regeneration 10%, Fire Res -10, Darkvision 50, Wpn: Great Club
	War Troll x5					HP 38, Prot 21, MR 14, Mor 13, Str 23, Att 10, Def 5, Prec 8, Enc 5, CS 11, MM 10, MS, NNEat, Regeneration 10%, Fire Res -10, Darkvision 50, Wpn: Maul
	Troll Moose Knight x2					HP 40, Prot 21, MR 14, Mor 14, Str 23, Att 11, Def 8, Prec 8, Enc 4, CS 22, MM 16, FS, MS, Regeneration 10%, Fire Res -10, Darkvision 50, Wpn: Flail, Moose Kick, Antlers
Cnst 5	Crusher Construction	E3	15	-	-	NUW
	Crusher x1					HP 110, Prot 24, MR 12, Mor 50, Str 25, Att 8, Def 7, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Wpn: Stone Fist
Cnst 9	Siege Golem	E3	20	-	-	NUW
	Siege Golem x1					HP 165, Prot 24, MR 12, Mor 50, Str 30, Att 9, Def 9, Prec 5, Enc 0, CS 10, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Siege Strength +100, Wpn: Shatterfist, Shatterfist
Ench 5	Enliven Gargoyles	E3A1	10	-	-	
	Gargoyle x5+					HP 12, Prot 20, MR 12, Mor 50, Str 13, Att 10, Def 10, Prec 5, Enc 0, CS 8, MM 28, Fly, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Wpn: Claw, Claw
Ench 6	Enliven Statues	E3	20	-	-	
	Living Statue x10+					HP 15, Prot 20, MR 12, Mor 50, Str 15, Att 12, Def 14, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Wpn: Stone Spear
Ench 6	Hidden in Sand	E3D1	75	-	-	NUW
	Dust King x1					HP 30, Prot 10, MR 16, Mor 18, Str 17, Att 13, Def 16, Prec 10, Enc 0, CS 9, MM 22, WS, Sacred, Und, NNEat, PiR, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Heat Power 1, Ldr 40, UndLdr 80, Wpn: Kopesh
	Dust Priest x1					HP 20, Prot 7, MR 18, Mor 18, Str 15, Att 12, Def 15, Prec 10, Enc 0, CS 10, MM 22, WS, Sacred, Und, NNEat, PiR, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Heat Power 1, Ldr 10, UndLdr 130, MagLdr 25, Mag: E1D2H2?3, Wpn: Quarterstaff
	Dust Warrior x10					HP 28, Prot 10, MR 16, Mor 18, Str 16, Att 12, Def 15, Prec 10, Enc 0, CS 9, MM 22, WS, Und, NNEat, PiR, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Heat Power 1, Wpn: Kopesh
	Dust Walker x15					HP 25, Prot 10, MR 16, Mor 18, Str 16, Att 11, Def 14, Prec 10, Enc 0, CS 9, MM 22, WS, Und, NNEat, PiR, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Heat Power 1, Wpn: Spear
Ench 6	Hidden Underneath	E3D1	75	-	-	NUW
	Released King x1					HP 12, Prot 26, MR 16, Mor 18, Str 17, Att 13, Def 15, Prec 10, Enc 0, CS 3, MM 19, Inanim, Und, PAmph, NNEat, PiR, Fire Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Dark Power 2, Ldr 40, UndLdr 80, Wpn: Fossilized Hatchet
	Released Sage x1					HP 8, Prot 20, MR 18, Mor 18, Str 16, Att 11, Def 11, Prec 10, Enc 0, CS 11, MM 22, Inanim, Und, PAmph, NNEat, PiR, Fire Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Dark Power 2, Ldr 10, UndLdr 100, MagLdr 30, Mag: E1D2?2, Wpn: Magic Sceptre
	Released Warrior x10					HP 10, Prot 27, MR 16, Mor 18, Str 16, Att 12, Def 11, Prec 10, Enc 0, CS 7, MM 19, Inanim, Und, PAmph, NNEat, PiR, Fire Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Ambidextrous 2, Dark Power 2, Wpn: Fossilized Sword, Fossilized Hatchet
	Released One x15					HP 8, Prot 27, MR 16, Mor 18, Str 16, Att 11, Def 13, Prec 10, Enc 0, CS 3, MM 19, Inanim, Und, PAmph, NNEat, PiR, Fire Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Dark Power 2, Wpn: Stone Spear
Cnst 9	Iron Dragon	E4F2	30	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Iron Dragon x1					HP 150, Prot 24, MR 12, Mor 50, Str 25, Att 12, Def 7, Prec 10, Enc 0, CS 7, MM 28, Fly, Inanim, Magic, Mindless, Trample, PAmph, NNEat, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Wpn: Bite, Tail Sweep, Dragon Fire
Conj 8	King of Elemental Earth	E5	50	-	-	
	King of Mountains (x1)					HP 130, Prot 20, MR 18, Mor 30, Str 27, Att 13, Def 8, Prec 9, Enc 0, CS 10, MM 16, MS, Magic, PAmph, NNEat, Regeneration 5%, Poison Res +15, Spirit Sight, Ldr 80, MagLdr 65, Mag: E5, Wpn: Fist

Astral Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Golem Construction	S3E2	30	-	-	
	Golem x1					HP 85, Prot 6, MR 18, Mor 50, Str 25, Att 8, Def 7, Prec 7, Enc 0, CS 10, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Fire Res +15, Poison Res +25, Spirit Sight, MagLdr 20, Mag: S2, Wpn: Fist
Thau 5	Telestic Animation	S3	5	-	-	
	Telestic Animate x1					HP 40, Prot 12, MR 18, Mor 30, Str 10, Att 5, Def 0, Prec 10, Enc 0, CS 2, MM 0, Sacred, Inanim, Magic, Amph, NNEat, BIR, PiR, Poison Res +25, Spirit Sight, MagLdr 40, Mag: H2, Wpn:
Conj 6	Ether Gate	S4D1	90	-	-	
	Ether Lord x1					HP 25, Prot 12, MR 18, Mor 15, Str 16, Att 14, Def 15, Prec 15, Enc 2, CS 15, MM 18, Ethereal, Magic, Amph, Spirit Sight, Magic Power 1, Ldr 40, UndLdr 60, MagLdr 75, Mag: S3D2?1, Wpn: Moon Lance
	Ether Warrior x15					HP 22, Prot 19, MR 15, Mor 15, Str 16, Att 13, Def 14, Prec 15, Enc 5, CS 12, MM 12, Ethereal, Magic, Amph, Spirit Sight, Magic Power 1, Wpn: Moon Blade
Conj 8	Call the Eater of the Dead	S4D4	50	-	-	NUW
	Eater of the Dead (x1)					HP 180, Prot 4, MR 18, Mor 30, Str 20, Att 10, Def 4, Prec 4, Enc 0, CS 8, MM 16, Recup, Und, Trample, PAmph, NNEat, BIR, Regeneration 10%, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Wpn: Crush, Steal Strength
Conj 9	Call Abomination	S5W2	25	-	-	
	Abomination x1					HP 266, Prot 5, MR 20, Mor 18, Str 20, Att 15, Def 8, Prec 8, Enc 1, CS 6, MM 16, Magic, Amph, NNEat, BIR, Regeneration 10%, Poison Res +15, Fear +10, Darkvision 100, Spirit Sight, Void Sanity 20, Wpn: Life Drain Tentacle, Life Drain Tentacle, Life Drain Tentacle, Gaze of Death
Cnst 9	Juggernaut Construction	S5	25	-	-	
	Juggernaut x1					HP 200, Prot 20, MR 18, Mor 50, Str 20, Att 5, Def 5, Prec 5, Enc 0, CS 4, MM 10, Sacred, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, PiR, Poison Res +25, Spirit Sight, Mag: H3, Wpn: Buff

Death Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Spirit Mastery	D1	4	-	-	
	Dispossessed Spirit x15+					HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Ethereal, Und, Amph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Paralyze
Ench 1	Reanimation	D1	3	-	-	
	Longdead x10					HP 5, Prot 0, MR 9, Mor 50, Str 10, Att 11, Def 9, Prec 10, Enc 0, CS 11, MM 22, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spear
Ench 2	Revive King	D1	3	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Mound King x1					HP 7, Prot 12, MR 14, Mor 30, Str 12, Att 12, Def 15, Prec 10, Enc 0, CS 25, MM 24, Inanim, Und, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 40, UndLdr 80, Wpn: Light Lance, Hoof
Conj 1	Black Servant	D2	5	-	-	
	Black Servant x1					HP 18, Prot 0, MR 11, Mor 15, Str 13, Att 11, Def 11, Prec 8, Enc 0, CS 12, MM 22, Ethereal, Und, Amph, NNEat, Stealthy 60, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain
Conj 2	Summon Shades	D2	8	-	-	
	Shade x5+					HP 10, Prot 0, MR 13, Mor 15, Str 10, Att 10, Def 12, Prec 10, Enc 0, CS 12, MM 22, Float, Ethereal, Und, Amph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Dark Power 3, Wpn: Steal Strength
Conj 3	Revive Wights	D2	20	-	-	
	Wight x5					HP 20, Prot 19, MR 14, Mor 17, Str 16, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Bane Blade
Conj 3	Revive Bane	D2	7	-	-	
	Bane x1					HP 23, Prot 19, MR 15, Mor 18, Str 17, Att 13, Def 13, Prec 10, Enc 0, CS 8, MM 20, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Inspirational +1, Spirit Sight, Chill 3, Ldr 40, UndLdr 120, Wpn: Bane Blade
Conj 6	Summon Ghosts	D2	14	-	-	
	Ghost x5+					HP 20, Prot 0, MR 15, Mor 18, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Float, Ethereal, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Life Drain
Ench 3	Create Revenant	D2	9	-	-	NUW
	Revenant x1					HP 15, Prot 0, MR 14, Mor 30, Str 12, Att 9, Def 7, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 110, Mag: D1, Wpn: Fist
Ench 6	Reanimate Archers	D2F1	5	-	-	NUW
	Longdead Archer x10					HP 5, Prot 0, MR 9, Mor 50, Str 10, Att 11, Def 8, Prec 10, Enc 0, CS 11, MM 22, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Fist, Banefire Bow
Alt 4	Arouse Hunger	D3	8	5	-	NUW
	Ghoul x30+					HP 10, Prot 0, MR 8, Mor 18, Str 11, Att 10, Def 10, Prec 8, Enc 0, CS 10, MM 22, Und, NNEat, Poison Res +25, Darkvision 50, Wpn: Poisoned Claw
Conj 4	Summon Shade Beasts	D3	15	-	-	
	Shade Beast x15+					HP 12, Prot 3, MR 12, Mor 30, Str 11, Att 11, Def 8, Prec 0, Enc 0, CS 18, MM 28, Ethereal, Und, PAmph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Dark Power 2, Wpn: Reanimating Bite
Conj 6	Summon Spectre	D3	22	-	-	
	Spectral Mage x1					HP 25, Prot 0, MR 16, Mor 18, Str 13, Att 10, Def 16, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 10, UndLdr 70, MagLdr 5, Mag: D1?2, Wpn: Life Drain
Conj 7	Summon Mound Fiend	D3	28	-	-	NUW
	Mound Fiend x1					HP 20, Prot 0, MR 15, Mor 15, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Sacred, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 10, UndLdr 200, Mag: D3H2, Wpn: Life Drain
Conj 8	King of Banefires	D3F4	50	-	-	NUW
	King of Banefires (x1)					HP 54, Prot 0, MR 18, Mor 30, Str 20, Att 15, Def 9, Prec 10, Enc 0, CS 14, MM 16, Ethereal, Und, Magic, NNEat, Fire Res +25, Poison Res +25, Fear +5, Spirit Sight, Heat 5, Banefire Shield 15 AP dmg, Ldr 100, UndLdr 90, MagLdr 60, Mag: F4D3, Wpn: Banefire Strike

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 4	Behemoth	D3	7	-	-	NUW
	Behemoth x1	HP 104, Prot 7, MR 13, Mor 30, Str 22, Att 7, Def 6, Prec 0, Enc 0, CS 12, MM 22, Inanim, Und, Trample, PAmph, NNEat, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Wpn: Tusk				
Ench 5	Pale Riders	D3	10	-	-	NUW
	Longdead Horseman x20+	HP 5, Prot 10, MR 10, Mor 50, Str 10, Att 11, Def 14, Prec 10, Enc 0, CS 25, MM 25, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Light Lance, Hoof				
Ench 6	Ziz	D3A2	4	-	-	NUW
	Ziz x1	HP 78, Prot 5, MR 13, Mor 30, Str 20, Att 13, Def 8, Prec 13, Enc 0, CS 6, MM 22, Fly, Inanim, Und, NNEat, Shock Res +15, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 10, Siege Strength +10, Patrol Bonus 10, Storm Immunity, Wpn: Beak, Talons				
Ench 7	Carrion Reanimation	D3	10	5	-	
	Soulless x100	HP 15, Prot 0, MR 5, Mor 50, Str 12, Att 5, Def 3, Prec 4, Enc 0, CS 6, MM 18, Inanim, Und, Mindless, PAmph, NNEat, Cold Res +15, Poison Res +25, Wpn: Fist				
Ench 7	Leviathan	D3W1	12	-	-	UW
	Leviathan x1	HP 143, Prot 19, MR 13, Mor 30, Str 28, Att 6, Def 3, Prec 5, Enc 0, CS 10, MM 16, Inanim, Und, Trample, Amph, NNEat, Cold Res +15, Poison Res +25, Fear +10, Spirit Sight, Wpn: Bite				
Conj 5	Revive Bane Lord	D4	12	-	-	
	Bane Lord x1	HP 42, Prot 20, MR 16, Mor 18, Str 19, Att 14, Def 14, Prec 10, Enc 0, CS 8, MM 20, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Inspirational +1, Spirit Sight, Chill 3, Ldr 60, UndLdr 160, Wpn: Bane Blade				
Conj 7	Harvester of Sorrows	D4	20	-	-	
	Harvester of Sorrows x1	HP 66, Prot 0, MR 18, Mor 30, Str 18, Att 12, Def 15, Prec 10, Enc 0, CS 8, MM 34, Fly, Ethereal, Und, PAmph, NNEat, Stealthy 65, Cold Res +15, Poison Res +25, Fear +15, Spirit Sight, Reaper 10, Wpn: Life Drain				
Cnst 9	Poison Golem	D4E2	35	-	-	
	Poison Golem x1	HP 85, Prot 18, MR 18, Mor 50, Str 25, Att 8, Def 7, Prec 7, Enc 0, CS 10, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, Fire Res +15, Poison Res +25, Spirit Sight, Reaper 10, Banefire Shield 5 AP dmg, Wpn: Fist				
Conj 7	Call Wraith Lord	D5	40	-	-	
	Wraith Lord x1	HP 33, Prot 22, MR 17, Mor 30, Str 15, Att 16, Def 16, Prec 10, Enc 0, CS 9, MM 20, Ethereal, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 80, UndLdr 210, Mag: D3, Wpn: Bane Blade				
Ench 8	Lichcraft	D5	30	-	-	NUW
	Lich x1	HP 15, Prot 8, MR 18, Mor 30, Str 13, Att 10, Def 10, Prec 12, Enc 0, CS 8, MM 22, Inanim, Und, PAmph, NNEat, PiR, Fire Res -10, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 200, Mag: D4, Wpn: Magic Sceptre				
Ench 9	Army of the Dead	D5	10	3	-	
	Longdead x40+	HP 5, Prot 0, MR 9, Mor 50, Str 10, Att 11, Def 10, Prec 10, Enc 0, CS 11, MM 22, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Broad Sword				
	Soulless x20	HP 15, Prot 0, MR 5, Mor 50, Str 12, Att 5, Def 3, Prec 4, Enc 0, CS 6, MM 18, Inanim, Und, Mindless, PAmph, NNEat, Cold Res +15, Poison Res +25, Wpn: Fist				
Conj 9	Ghost Riders	D6	5	4	-	Anonymous
	Longdead Horseman x33	HP 5, Prot 10, MR 10, Mor 50, Str 10, Att 11, Def 14, Prec 10, Enc 0, CS 25, MM 25, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Light Lance, Hoof				
Conj 9	Legion of Wights	D6	30	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Wight x20+					
		HP 20, Prot 19, MR 14, Mor 17, Str 16, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Bane Blade				

Nature Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 1	Summon Sea Dogs	N1W1	2	-	-	
	Sea Dog x5+	HP 14, Prot 7, MR 6, Mor 11, Str 10, Att 11, Def 10, Prec 5, Enc 2, CS 12, MM 16, Amph, Wpn: Bite				
Conj 1	Summon Crocodiles	N1W1	4	-	-	NUW
	Crocodile x5+	HP 23, Prot 12, MR 5, Mor 14, Str 14, Att 10, Def 6, Prec 5, Enc 3, CS 7, MM 10, SS, Wpn: Bite				
Conj 2	Pack of Wolves	N1	2	-	-	NUW
	Wolf x10+	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealthy 40, Wpn: Bite				
Conj 2	Summon Horned Serpents	N1	4	-	-	NUW
	Horned Serpent x5+	HP 29, Prot 11, MR 13, Mor 13, Str 13, Att 14, Def 7, Prec 10, Enc 3, CS 8, MM 12, FS, SS, Poison Res +15, Wpn: Venomous Fangs				
Conj 3	Awaken Vine Men	N1	1	-	-	NUW
	Vine Man x3	HP 17, Prot 7, MR 5, Mor 50, Str 11, Att 9, Def 6, Prec 3, Enc 0, CS 8, MM 16, FS, Magic, Mindless, PAmph, NNEat, BIR, PiR, Poison Res +15, Wpn: Fist, Fist				
Conj 3	Awaken Algae Men	N1	1	-	-	UW
	Algae Man x3	HP 12, Prot 14, MR 5, Mor 50, Str 11, Att 9, Def 6, Prec 3, Enc 0, CS 8, MM 16, FS, Magic, Mindless, Amph, NNEat, BIR, PiR, Poison Res +15, Wpn: Fist, Fist				
Cnst 3	Construct Manikin	N1D1	9	-	-	NUW
	Manikin x10+	HP 12, Prot 0, MR 12, Mor 50, Str 11, Att 7, Def 7, Prec 5, Enc 0, CS 6, MM 22, FS, Inanim, Und, Magic, Mindless, PAmph, NNEat, PiR, Poison Res +25, Spirit Sight, Wpn: Sleep Vines, Claw				
Conj 1	Summon Animals	N2	10	-	-	
	Wolf x15+	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealthy 40, Wpn: Bite				
Conj 2	Summon Killer Mantis	N2	8	-	-	NUW
	Killer Mantis x5+	HP 18, Prot 10, MR 5, Mor 50, Str 14, Att 13, Def 9, Prec 4, Enc 2, CS 16, MM 22, WS, Magic, Mindless, NNEat, Stealthy 40, Poison Res +15, Wpn: Mantis Claw, Mantis Claw				
Conj 3	Pride of Lions	N2	10	-	-	NUW
	Great Lion x10+	HP 20, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, Darkvision 50, Wpn: Bite, Claw				
Conj 3	Summon Sea Lions	N2W1	10	-	-	UW
	Leocampus x10+	HP 27, Prot 5, MR 6, Mor 13, Str 16, Att 13, Def 10, Prec 5, Enc 3, CS 22, MM 22, Aqua, Wpn: Bite, Claw				
Conj 3	Summon Bog Beasts	N2W2	7	-	-	NUW
	Bog Beast x5+	HP 32, Prot 8, MR 7, Mor 10, Str 15, Att 10, Def 8, Prec 10, Enc 3, CS 8, MM 10, SS, Poison Res +25, Wpn: Venomous Bite, Poison Spit				
Conj 4	Summon Leogryphs	N2	12	-	-	NUW
	Leogryph x10+	HP 23, Prot 5, MR 12, Mor 14, Str 16, Att 14, Def 10, Prec 5, Enc 3, CS 22, MM 22, Wpn: Bite, Claw				
Conj 4	Summon Swamp Drake	N2W1	7	-	-	NUW
	Swamp Drake x1	HP 44, Prot 14, MR 13, Mor 14, Str 17, Att 10, Def 7, Prec 8, Enc 4, CS 8, MM 10, SS, Poison Res +15, Poison Barbs 5 AN dmg, Wpn: Venomous Bite, Drake Gas				
Conj 5	Summon Manticore	N2E2	5	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Manticore x1	HP 62, Prot 11, MR 14, Mor 14, Str 20, Att 13, Def 11, Prec 12, Enc 2, CS 18, MM 28, MS, WS, Fly, Poison Res +15, Fear +5, Wpn: Stinger, Claw, Flick Barbs				
Cnst 5	Construct Mandragora	N2D1	10	-	-	NUW
	Mandragora x5+	HP 25, Prot 5, MR 14, Mor 50, Str 15, Att 9, Def 9, Prec 5, Enc 0, CS 6, MM 22, FS, Inanim, Und, Magic, Mindless, PAmph, NNEat, PiR, Poison Res +25, Spirit Sight, Wpn: Sleep Vines, Sleep Vines, Claw				
Conj 4	Awaken Vine Ogres	N3	3	-	-	NUW
	Vine Ogre x2	HP 55, Prot 9, MR 5, Mor 50, Str 18, Att 12, Def 5, Prec 4, Enc 0, CS 12, MM 16, FS, Magic, Mindless, PAmph, NNEat, BIR, PiR, Poison Res +15, Wpn: Fist, Fist				
Conj 4	Summon Kithaironic Lion	N3E1	5	-	-	NUW
	Kithaironic Lion x1	HP 31, Prot 18, MR 13, Mor 15, Str 18, Att 14, Def 11, Prec 5, Enc 1, CS 22, MM 22, FS, Magic, SIR, PiR, Darkvision 50, Wpn: Bite, Claw				
Conj 5	Spirits of the Wood	N3	8	-	-	NUW
	Woodland Spirit x10+	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Ethereal, Recup, NNEat, Stealthy 40, Regeneration 20%, Poison Res +15, Awe +4, Spirit Sight, Wpn: Steal Strength				
Conj 5	Contact Forest Trolls	N3	10	-	-	NUW
	Forest Troll x5+	HP 26, Prot 11, MR 14, Mor 11, Str 19, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, FS, NNEat, Regeneration 10%, Fire Res -5, Darkvision 50, Wpn: Great Club				
Conj 6	Forest Troll Tribe	N3	37	-	-	NUW
	Troll Shaman x1	HP 26, Prot 11, MR 16, Mor 11, Str 19, Att 10, Def 11, Prec 8, Enc 3, CS 13, MM 16, FS, NNEat, Regeneration 10%, Fire Res -5, Darkvision 50, Ldr 10, UndLdr 30, MagLdr 10, Mag: D1N1?1, Wpn: Quarterstaff				
	Forest Troll x15	HP 26, Prot 11, MR 14, Mor 11, Str 19, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, FS, NNEat, Regeneration 10%, Fire Res -5, Darkvision 50, Wpn: Great Club				
Conj 6	Contact Forest Giant	N3	2	-	-	NUW
	Forest Giant x1	HP 66, Prot 10, MR 9, Mor 15, Str 24, Att 11, Def 9, Prec 8, Enc 3, CS 15, MM 22, FS, Wpn: Great Club				
Conj 6	Contact Lamias	N3	5	-	-	NUW
	Lamia x5+	HP 14, Prot 5, MR 13, Mor 15, Str 12, Att 11, Def 9, Prec 10, Enc 3, CS 12, MM 16, FS, SS, Regeneration 50%, Poison Res +15, Wpn: Claw, Life Drain				
Cnst 5	Wooden Construction	N3	3	-	-	NUW
	Lumber Construct x1	HP 70, Prot 12, MR 12, Mor 50, Str 20, Att 8, Def 7, Prec 5, Enc 0, CS 7, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, BIR, PiR, Poison Res +25, Spirit Sight, Wpn: Fist				
Conj 3	Call of the Wild	N4	12	4	-	NUW
	Wolf x30	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealthy 40, Wpn: Bite				
Conj 5	Awaken Sleeper	N4	10	-	-	NUW
	Sleeper x1	HP 26, Prot 18, MR 15, Mor 18, Str 17, Att 15, Def 19, Prec 15, Enc 5, CS 12, MM 14, Recup, Inspirational +1, Ldr 120, UndLdr 40, MagLdr 80, Wpn: Enchanted Spear, Javelin of Flight				
Conj 7	Animal Horde	N4	15	-	-	NUW
	Wolf x100	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealthy 40, Wpn: Bite				
Conj 7	Awaken Ivy King	N4	30	-	-	NUW
	Ivy King x1	HP 63, Prot 7, MR 16, Mor 16, Str 19, Att 13, Def 7, Prec 8, Enc 0, CS 12, MM 16, FS, Magic, PAmph, NNEat, BIR, PiR, Awaken Vine Men Bonus 3, Poison Res +15, Animal Awe +5, Ldr 40, MagLdr 55, Mag: N3, Wpn: Fist, Fist				
Conj 6	Contact Lamia Queen	N5D2	25	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Lamia Queen x1					HP 15, Prot 6, MR 17, Mor 15, Str 12, Att 11, Def 14, Prec 10, Enc 3, CS 12, MM 16, FS, SS, Regeneration 50%, Poison Res +15, Ldr 40, UndLdr 90, MagLdr 10, Mag: D2N1?2, Wpn: Oath Rod
Conj 8	Faerie Court	N5	40	-	-	NUW
	Faery Queen x1					HP 15, Prot 0, MR 18, Mor 7, Str 11, Att 12, Def 11, Prec 15, Enc 1, CS 12, MM 22, FS, Fly, Glamour, Recup, Magic, Stealthy 65, Disease Healing 1, Ldr 40, MagLdr 70, Mag: A3N3, Wpn: Fist
	Sprite x15					HP 2, Prot 0, MR 14, Mor 7, Str 3, Att 14, Def 18, Prec 14, Enc 1, CS 10, MM 22, FS, SS, Fly, Glamour, Magic, NNEat, Stealthy 65, Wpn: Useless Kick, Elf Shot
Ench 7	Awaken Treelord	N5	35	4	-	NUW
	Treelord (x1)					HP 250, Prot 20, MR 18, Mor 30, Str 15, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, NNEat, BIR, PiR, Awaken Vine Men Bonus 3, Fire Res -5, Retinue 2d6 Dire Wolves, Ldr 10, UndLdr 5, MagLdr 25, Mag: N4B1, Wpn: Branch, Branch, Branch
Thau 8	Call the Worm That Walks	N5	30	-	-	
	Worm Mage x1					HP 10, Prot 0, MR 18, Mor 30, Str 12, Att 11, Def 10, Prec 11, Enc 0, CS 6, MM 16, FS, Recup, Amph, NNEat, SIR, PiR, Reinvigoration 2, Regeneration 10%, Poison Res +5, Invulnerability 15, Swarm Body, Ldr 10, MagLdr 15, Mag: N3, Wpn: Fist
Conj 9	Awaken Tarrasque	N6	25	-	-	NUW
	Tarrasque x1					HP 245, Prot 19, MR 18, Mor 30, Str 27, Att 13, Def 8, Prec 10, Enc 4, CS 8, MM 10, SS, Recup, Regeneration 10%, Supply Bonus -10, Poison Res +25, Fear +10, Wpn: Bite, Claw, Tail Sweep, Dragon Gas

Blood Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 1	Bind Shadow Imp	B1	4	-	-	NUW
	Shadow Imp x1					HP 7, Prot 5, MR 13, Mor 9, Str 8, Att 11, Def 13, Prec 10, Enc 1, CS 7, MM 16, Demon, NNEat, Stealthy 60, Dark Power 2, Wpn: Pitchfork
Blood 1	Bind Fiery Imps	B1F1	6	-	-	NUW
	Fiery Imp x5+					HP 7, Prot 5, MR 13, Mor 9, Str 8, Att 12, Def 12, Prec 11, Enc 1, CS 7, MM 16, Demon, NNEat, Fire Res +15, Cold Res -5, Fire Shield 6 AP dmg, Wpn: Pitchfork, Throw Flames
Blood 2	Bind Bone Fiends	B1D1	5	-	-	NUW
	Bone Fiend x5+					HP 15, Prot 0, MR 13, Mor 50, Str 15, Att 13, Def 13, Prec 5, Enc 0, CS 10, MM 22, Inanim, Und, Mindless, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Claw, Claw
Blood 4	Bind Serpent Fiend	B1	2	-	-	NUW
	Serpent Fiend x1					HP 22, Prot 8, MR 16, Mor 16, Str 12, Att 12, Def 12, Prec 10, Enc 2, CS 14, MM 22, SS, WS, Fly, Demon, NNEat, Poison Res +15, Wpn: Venomous Fangs
Blood 5	Awaken Dark Vines	B1N3	12	-	-	NUW
	Dark Vines x2					HP 126, Prot 9, MR 15, Mor 50, Str 19, Att 10, Def 5, Prec 0, Enc 0, CS 4, MM 10, FS, Magic, Mindless, NNEat, BIR, PiR, Poison Res +15, Wpn: Tentacle, Tentacle, Tentacle
Blood 2	Bind Spine Devil	B2	3	-	-	NUW
	Spine Devil x1					HP 25, Prot 13, MR 16, Mor 30, Str 15, Att 12, Def 12, Prec 5, Enc 2, CS 15, MM 16, Demon, NNEat, Poison Barbs 8 AN dmg, Wpn: Venomous Claw, Venomous Claw
Blood 2	Bind Fiend	B2	5	-	-	NUW
	Fiend of Darkness x1					HP 30, Prot 10, MR 17, Mor 30, Str 15, Att 13, Def 13, Prec 10, Enc 1, CS 13, MM 22, Fly, Demon, NNEat, Stealthy 40, Dark Power 2, Wpn: Venomous Claw, Venomous Claw
Blood 3	Bind Devil	B2F2	7	-	-	NUW
	Devil x1					HP 35, Prot 8, MR 17, Mor 30, Str 14, Att 14, Def 13, Prec 12, Enc 2, CS 12, MM 22, WS, Fly, Demon, NNEat, Fire Res +25, Cold Res -5, Heat 3, Wpn: Trident, Barbed Tail

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 3	Bind Frost Fiend	B2W2	8	-	-	NUW
	Frost Fiend x1	HP 25, Prot 5, MR 17, Mor 30, Str 12, Att 12, Def 17, Prec 13, Enc 2, CS 12, MM 22, Fly, Demon, NNEat, Fire Res -5, Cold Res +25, Ice Protection 1, Chill 3, Cold Power 1, Wpn: Ice Rod, Frost Blast				
Blood 4	Bind Storm Demon	B2A2	10	-	-	NUW
	Storm Demon x1	HP 20, Prot 5, MR 17, Mor 30, Str 12, Att 10, Def 14, Prec 14, Enc 2, CS 12, MM 34, Fly, Ethereal, Demon, NNEat, Shock Res +15, Storm Power 3, Wpn: Thunder Fist, Lightning				
Blood 5	Bind Demon Knight	B2E2	15	-	-	NUW
	Demon Knight x1	HP 20, Prot 22, MR 15, Mor 30, Str 15, Att 13, Def 17, Prec 10, Enc 1, CS 28, MM 16, Demon, NNEat, Fire Res +15, Fear +5, Wpn: Lance, Broad Sword, Hoof				
Blood 5	Send Lesser Horror	B2S3	9	6	-	NUW, Anonymous
	Spine Membrane Horror x1	HP 12, Prot 16, MR 18, Mor 30, Str 12, Att 13, Def 15, Prec 10, Enc 0, CS 12, MM 40, Fly, Ethereal, Magic, PAmph, NNEat, PiR, Fear +5, Spirit Sight, Void Sanity 20, Magic Power 1, Wpn: Stinger, Mind Blast				
Blood 7	Blood Rite	B2D2	11	-	-	NUW
	Vampire x1	HP 12, Prot 0, MR 15, Mor 15, Str 13, Att 11, Def 11, Prec 11, Enc 0, CS 14, MM 22, Fly, Und, NNEat, Stealthy 40, BIR, SIR, Regeneration 10%, Fire Res -5, Cold Res +15, Poison Res +25, Darkvision 100, Invulnerability 25, Wpn: Life Drain				
Blood 6	Bind Ice Devil	B3W3	88	-	-	NUW
	Ice Devil (x1)	HP 76, Prot 15, MR 18, Mor 30, Str 20, Att 14, Def 18, Prec 10, Enc 1, CS 14, MM 16, Demon, Fire Res -5, Cold Res +25, Ritual Reanimation Bonus 4, Ice Protection 3, Chill 3, Cold Power 1, Retinue 2d6 Bone Fiends, Ldr 120, UndLdr 210, MagLdr 15, Mag: W3D3, Wpn: Magic Staff, Barbed Tail				
Blood 7	Father Illearth	B3E4	105	-	-	NUW
	Father Illearth (x1)	HP 130, Prot 13, MR 18, Mor 30, Str 27, Att 13, Def 8, Prec 9, Enc 0, CS 10, MM 16, MS, Magic, NNEat, Regeneration 15%, Poison Res +15, Fear +5, Spirit Sight, Ldr 80, UndLdr 15, MagLdr 75, Mag: E4B3, Wpn: Fist				
Blood 7	Curse of Blood	B3D4	77	-	-	NUW
	Vampire Lord x1	HP 15, Prot 0, MR 17, Mor 15, Str 15, Att 13, Def 13, Prec 13, Enc 0, CS 14, MM 22, Fly, Und, NNEat, Stealthy 40, BIR, SIR, Regeneration 10%, Fire Res -5, Cold Res +15, Poison Res +25, Darkvision 100, Invulnerability 25, Dominion Summoner 1+ Thralls, Ldr 80, UndLdr 185, MagLdr 15, Mag: D3B3, Wpn: Life Drain				
Blood 5	Horde from Hell	B4	44	4	-	NUW
	Imp x25	HP 8, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 7, MM 22, Fly, Demon, NNEat, Fire Res +15, Cold Res -5, Wpn: Claws				
Blood 5	Bind Succubus	B4	66	-	-	NUW
	Succubus x1	HP 30, Prot 0, MR 17, Mor 30, Str 15, Att 13, Def 13, Prec 13, Enc 1, CS 13, MM 28, Fly, Demon, NNEat, Stealthy 40, Spirit Sight, Dream Seduction, Invisibility, Ldr 40, UndLdr 40, Wpn: Life Drain				
Blood 7	Bind Arch Devil	B4F2	99	-	-	NUW
	Arch Devil (x1)	HP 62, Prot 12, MR 18, Mor 30, Str 19, Att 15, Def 14, Prec 13, Enc 1, CS 14, MM 28, WS, Fly, Demon, Fire Res +25, Cold Res -5, Heat 3, Ldr 140, UndLdr 120, MagLdr 20, Mag: F4, Wpn: Trident, Barbed Tail				
Blood 9	Send Horror	B455	30	6	-	NUW, Anonymous
	Horror x1	HP 40, Prot 20, MR 20, Mor 30, Str 15, Att 18, Def 20, Prec 10, Enc 0, CS 4, MM 100, Float, Ethereal, Magic, Amph, NNEat, Fear +15, Darkvision 100, Spirit Sight, Void Sanity 20, Magic Power 1, Wpn: Life Drain, Life Drain, Astral Claw, Astral Claw				
Blood 6	Ritual of Five Gates	B5	39	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Fiend of Darkness x1	HP 30, Prot 10, MR 17, Mor 30, Str 15, Att 13, Def 13, Prec 10, Enc 1, CS 13, MM 22, Fly, Demon, NNEat, Stealthy 40, Dark Power 2, Wpn: Venomous Claw, Venomous Claw				
	Devil x1	HP 35, Prot 8, MR 17, Mor 30, Str 14, Att 14, Def 13, Prec 12, Enc 2, CS 12, MM 22, WS, Fly, Demon, NNEat, Fire Res +25, Cold Res -5, Heat 3, Wpn: Trident, Barbed Tail				
	Frost Fiend x1	HP 25, Prot 5, MR 17, Mor 30, Str 12, Att 12, Def 17, Prec 13, Enc 2, CS 12, MM 22, Fly, Demon, NNEat, Fire Res -5, Cold Res +25, Ice Protection 1, Chill 3, Cold Power 1, Wpn: Ice Rod, Frost Blast				
	Storm Demon x1	HP 20, Prot 5, MR 17, Mor 30, Str 12, Att 10, Def 14, Prec 14, Enc 2, CS 12, MM 34, Fly, Ethereal, Demon, NNEat, Shock Res +15, Storm Power 3, Wpn: Thunder Fist, Lightning				
	Demon Knight x1	HP 20, Prot 22, MR 15, Mor 30, Str 15, Att 13, Def 17, Prec 10, Enc 1, CS 28, MM 16, Demon, NNEat, Fire Res +15, Fear +5, Wpn: Lance, Broad Sword, Hoof				
Blood 7	Plague of Locusts	B5	88	4	-	NUW
	Demonic Locust x9	HP 29, Prot 19, MR 16, Mor 16, Str 14, Att 15, Def 8, Prec 12, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, Fire Res +5, Poison Res +5, Heretic 1, Wpn: Stinger				
Blood 8	Bind Heliophagus	B5	111	-	-	NUW
	Heliophagus (x1)	HP 55, Prot 10, MR 18, Mor 30, Str 17, Att 14, Def 18, Prec 14, Enc 1, CS 14, MM 28, Fly, Demon, NNEat, Stealthy 40, Poison Res +15, Fear +5, Spirit Sight, Dark Power 4, Invisibility, Ldr 10, UndLdr 215, MagLdr 15, Mag: D4B3, Wpn: Magic Staff, Barbed Tail				
Blood 9	Infernal Forces	B5F2	50	-	-	NUW
	Devil x7+	HP 35, Prot 8, MR 17, Mor 30, Str 14, Att 14, Def 13, Prec 12, Enc 2, CS 12, MM 22, WS, Fly, Demon, NNEat, Fire Res +25, Cold Res -5, Heat 3, Wpn: Trident, Barbed Tail				
	Imp x20	HP 8, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 7, MM 22, Fly, Demon, NNEat, Fire Res +15, Cold Res -5, Wpn: Claws				
Blood 9	Infernal Tempest	B5A2	50	-	-	NUW
	Storm Demon x7+	HP 20, Prot 5, MR 17, Mor 30, Str 12, Att 10, Def 14, Prec 14, Enc 2, CS 12, MM 34, Fly, Ethereal, Demon, NNEat, Shock Res +15, Storm Power 3, Wpn: Thunder Fist, Lightning				
Blood 9	Forces of Ice	B5W2	50	-	-	NUW
	Frost Fiend x8+	HP 25, Prot 5, MR 17, Mor 30, Str 12, Att 12, Def 17, Prec 13, Enc 2, CS 12, MM 22, Fly, Demon, NNEat, Fire Res -5, Cold Res +25, Ice Protection 1, Chill 3, Cold Power 1, Wpn: Ice Rod, Frost Blast				
Blood 9	Infernal Crusade	B5E2	50	-	-	NUW
	Demon Knight x10+	HP 20, Prot 22, MR 15, Mor 30, Str 15, Att 13, Def 17, Prec 10, Enc 1, CS 28, MM 16, Demon, NNEat, Fire Res +15, Fear +5, Wpn: Lance, Broad Sword, Hoof				
Blood 9	Forces of Darkness	B6	50	-	-	NUW
	Fiend of Darkness x14+	HP 30, Prot 10, MR 17, Mor 30, Str 15, Att 13, Def 13, Prec 10, Enc 1, CS 13, MM 22, Fly, Demon, NNEat, Stealthy 40, Dark Power 2, Wpn: Venomous Claw, Venomous Claw				
Blood 9	Bind Demon Lord	B8	150	-	-	NUW
	Lord of Hell (x1)	HP 177, Prot 13, MR 18, Mor 30, Str 30, Att 15, Def 12, Prec 13, Enc 1, CS 10, MM 28, Fly, Demon, NNEat, Fire Res +15, Poison Res +15, Fear +10, Blood Slaves 3/month, Spirit Sight, Heretic 5, Summoner 5 Slaves of Belphegor, Ldr 180, UndLdr 60, MagLdr 60, Mag: F4E4B4, Wpn: Fist				

National Rituals: Arcoscephale (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Forge Brass Bull	F3E3	30	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, SIR, PiR, Fire Res +25, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Hound of Twilight	E2D1	4	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, Poison Res +15, Fear +5, Darkvision 100, Spirit Sight, Patrol Bonus 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 7	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Spell Singer, Wpn:				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Ethereal, Demon, NNEat, Stealthy 40, Cold Res +15, Poison Res +15, Fear +5, Spirit Sight, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x12	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, Spirit Sight, Invulnerability 15, Patrol Bonus 5, Mag: S1D2N1, Wpn: Banefire Torch				
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, Fire Res -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 55, Mag: N3, Wpn: Branch				

National Rituals: Ermor (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Contact Lar	N1	16	-	-	NUW
	Lar x1	HP 14, Prot 0, MR 16, Mor 12, Str 11, Att 12, Def 11, Prec 12, Enc 1, CS 14, MM 18, FS, Ethereal, Sacred, Recup, Magic, NNEat, Stealthy 40, Supply Bonus 10, Poison Res +15, Spirit Sight, Ldr 10, MagLdr 20, Mag: W1E1N2, Wpn: Fist				

National Rituals: Marverni (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Sounder of Boars	N1H1	20	-	-	NUW
	Great Boar x20	HP 20, Prot 6, MR 5, Mor 13, Str 15, Att 12, Def 8, Prec 5, Enc 2, CS 16, MM 22, FS, Sacred, Trample, Wpn: Gore				
Conj 5	Contact Boar of Carnutes	N1E1	7	-	-	NUW
	Great Boar of Carnutes x1	HP 58, Prot 10, MR 14, Mor 15, Str 21, Att 13, Def 9, Prec 5, Enc 2, CS 20, MM 22, FS, Sacred, Trample, Dominion Summoner 1+ Great Boars, Ldr 40, MagLdr 40, Wpn: Gore				
Conj 3	Sloth of Bears	N2	8	-	-	NUW
	Great Bear x10+	HP 40, Prot 8, MR 5, Mor 13, Str 19, Att 9, Def 7, Prec 5, Enc 3, CS 14, MM 22, FS, MS, Wpn: Claw				

National Rituals: Sauromatia (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 9	Daughter of Typhon	N5D2	30	-	-	NUW
	Daughter of Typhon (x1)	HP 220, Prot 13, MR 18, Mor 30, Str 19, Att 15, Def 12, Prec 5, Enc 3, CS 10, MM 12, SS, Sacred, Recup, BIR, PiR, Regeneration 10%, Fire Res -10, Poison Res +25, Fear +10, Wpn: Lesser Heads, Lesser Heads, Lesser Heads, Lesser Heads, Immortal Head				

National Rituals: T'ien Ch'i (age 1) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Heavenly Fires	F1S1	6	-	-	NUW
	Demon of Heavenly Fires x3	HP 24, Prot 0, MR 15, Mor 15, Str 15, Att 13, Def 10, Prec 13, Enc 1, CS 12, MM 28, Fly, Sacred, Magic, NNEat, Fire Res +25, Spirit Sight, Heat 3, Heat Power 1, Wpn: Flaming Fist, Flaming Wheel				
Conj 4	Celestial Hounds	A1S1	4	-	-	NUW
	Celestial Hound x2	HP 25, Prot 7, MR 14, Mor 15, Str 17, Att 14, Def 10, Prec 5, Enc 1, CS 20, MM 28, Fly, Sacred, Magic, NNEat, Shock Res +15, Spirit Sight, Patrol Bonus 10, Wpn: Bite, Claw				
Conj 6	Call Celestial Soldiers	A2S1	15	-	-	NUW
	Celestial Soldier x5	HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 14, Prec 15, Enc 4, CS 13, MM 10, Sacred, Magic, NNEat, Spirit Sight, Wpn: Glaive				
Conj 3	Heavenly Rivers	W1S1	12	-	-	NUW
	Demon of Heavenly Rivers x3	HP 32, Prot 15, MR 15, Mor 15, Str 20, Att 12, Def 11, Prec 10, Enc 1, CS 12, MM 16, Sacred, Magic, Amph, NNEat, Spirit Sight, Wpn: Great Club				
Conj 1	Celestial Servant	E1S1	1	-	-	NUW
	Celestial Servant x1	HP 48, Prot 4, MR 14, Mor 14, Str 24, Att 9, Def 8, Prec 9, Enc 1, CS 12, MM 16, Sacred, Magic, NNEat, Supply Bonus -3, Spirit Sight, Wpn: Rake				
Conj 6	Contact Huli Jing	N2	30	-	-	NUW
	Huli Jing x1	HP 11, Prot 0, MR 18, Mor 8, Str 9, Att 11, Def 12, Prec 13, Enc 2, CS 8, MM 16, FS, Stealthy 80, MagLdr 15, Mag: N3?1, Wpn: Dagger				
Conj 3	Ambush of Tigers	N2	10	-	-	NUW
	Tiger x10+	HP 21, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Darkvision 50, Wpn: Bite, Claw				
Conj 3	Herd of Buffaloes	N2	10	-	-	NUW
	Buffalo x5+	HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Wpn: Hoof, Gore				

National Rituals: Machaka (age 1) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Herd of Elephants	N2	25	-	-	NUW
	Elephant x5+	HP 61, Prot 11, MR 6, Mor 8, Str 20, Att 9, Def 8, Prec 5, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk				

National Rituals: Mictlan (age 1) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1	HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacred, Amph, Poison Res +15, Wpn: Venomous Fangs				
Conj 7	Summon Tlaloque	W4	60	-	-	NUW
	Tlaloque of the West (x1)	HP 48, Prot 5, MR 18, Mor 30, Str 19, Att 12, Def 15, Prec 12, Enc 1, CS 16, MM 16, Sacred, Demon, NNEat, Supply Bonus 50, Spirit Sight, Ldr 40, UndLdr 115, MagLdr 35, Mag: W4D2B3H3, Wpn: Quarterstaff				
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW
	Jaguar Toad x2	HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 6, Prec 5, Enc 3, CS 6, MM 16, SS, Sacred, Trample, Poison Res +15, Wpn: Claw, Poison Spit				
Conj 6	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1	HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 85, Mag: S3N3H2, Wpn: Venomous Fangs				
Conj 3	Summon Jaguars	N2H1	25	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Jaguar x17					HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacred, Stealthy 40, Darkvision 50, Wpn: Bite, Claw
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1					HP 57, Prot 6, MR 7, Mor 14, Str 17, Att 7, Def 6, Prec 5, Enc 3, CS 7, MM 16, SS, Sacred, Trample, Poison Res +25, Wpn: Claw
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3					HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW
	Ozelotl x3					HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw
Blood 5	Contact Civateteo	B2D2	36	-	-	NUW
	Civateteo x1					HP 20, Prot 0, MR 16, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 22, Ethereal, Sacred, Und, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Ldr 80, UndLdr 145, MagLdr 5, Mag: D1B1H2, Wpn: Life Drain
Blood 6	Bind Tzitzimitl	B2S2	10	-	-	NUW
	Tzitzimitl x1					HP 43, Prot 6, MR 18, Mor 30, Str 18, Att 13, Def 13, Prec 13, Enc 1, CS 16, MM 20, Fly, Sacred, Demon, NNEat, Spirit Sight, Wpn: Pincer, Scorpion Tail, Stellar Bolt
Blood 6	Contact Tlahuelpuchi	B3	42	-	-	NUW
	Tlahuelpuchi x1					HP 17, Prot 0, MR 16, Mor 13, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 28, Fly, NNEat, Stealthy 50, Darkvision 100, Assassin, Assassin Patience +2, UndLdr 40, MagLdr 15, Mag: D1N1B2, Wpn: Life Drain
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1					HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 2, CS 15, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 80, UndLdr 145, MagLdr 30, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw
	Beast Bat x8					HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+					HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw

National Rituals: Abysia (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1					HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Ambidextrous 2, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear
Conj 2	Summon Spectral Infantry	D1F1	5	-	-	NUW
	Smoulderghost x5					HP 15, Prot 0, MR 14, Mor 16, Str 13, Att 11, Def 10, Prec 7, Enc 0, CS 12, MM 22, WS, Ethereal, Und, NNEat, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Wpn: Spectral Axe

National Rituals: Caelum (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1					HP 14, Prot 0, MR 16, Mor 13, Str 11, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Cold Res +5, Poison Res +15, Awe +2, Spirit Sight, Disease Healing 1, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 20, Mag: W2H1, Wpn: Fist

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6					HP 16, Prot 16, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1					HP 35, Prot 0, MR 18, Mor 18, Str 13, Att 13, Def 13, Prec 13, Enc 1, CS 4, MM 34, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Awe +4, MagLdr 35, Mag: A3S2H3, Wpn: Sacred Circlet
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of the Sky x1					HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Magic, Shock Res +15, Cold Res +5, Awe +3, Spirit Sight, Ldr 80, MagLdr 50, Mag: A4S2H2, Wpn: Fist
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Sky and Metals (x1)					HP 44, Prot 3, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 22, Fly, Sacred, Magic, NNEat, Shock Res +15, Awe +5, Spirit Sight, Invulnerability 20, Ldr 120, MagLdr 115, Mag: A4E3H4, Wpn: Magic Staff
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x6					HP 16, Prot 12, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Chaos Power 1, Wpn: Magic Lance
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1					HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacred, Demon, NNEat, Stealthy 60, Fire Res +5, Spirit Sight, Dream Seduction , Chaos Power 1, Ldr 40, UndLdr 40, Wpn: Claw
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Yata x1					HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 12, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Spirit Sight, Chaos Power 1, Ldr 95, UndLdr 130, MagLdr 15, Mag: F3D3H2, Wpn: Claw
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Frozen Minds (x1)					HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 28, Fly, Sacred, Demon, NNEat, Fire Res +15, Fear +5, Spirit Sight, Heretic 5, Invulnerability 15, Chaos Power 1, Ldr 135, UndLdr 120, MagLdr 95, Mag: F3D4H3, Wpn: Magic Staff

National Rituals: C'tis (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1					HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Ambidextrous 2, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear
Conj 7	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1					HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 85, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 4	Sacred Crocodile	N2W2	3	-	-	NUW
	Sacred Crocodile x1					HP 73, Prot 14, MR 8, Mor 15, Str 21, Att 11, Def 6, Prec 5, Enc 3, CS 7, MM 10, SS, Sacred, Wpn: Bite
Conj 5	Summon Monster Toads	N2	8	-	-	NUW
	Monster Toad x3					HP 57, Prot 6, MR 7, Mor 14, Str 17, Att 7, Def 6, Prec 5, Enc 3, CS 7, MM 16, SS, Sacred, Trample, Poison Res +25, Wpn: Claw

National Rituals: Pangaea (age 1) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, Fire Res -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 55, Mag: N3, Wpn: Branch				

National Rituals: Agartha (age 1) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Rhuax Pact	F1E1	2	-	-	
	Magma Child x5	HP 17, Prot 8, MR 14, Mor 50, Str 12, Att 10, Def 8, Prec 10, Enc 0, CS 10, MM 16, Magic, Mindless, NNEat, Fire Res +25, Poison Res +15, Spirit Sight, Heat 3, Heat Power 1, Fire Shield 10 AP dmg, Wpn: Flame Strike				
Ench 5	Living Mercury	W1E1	7	-	-	
	Living Mercury x1	HP 48, Prot 0, MR 18, Mor 50, Str 28, Att 14, Def 14, Prec 5, Enc 0, CS 14, MM 16, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush				
Conj 3	Barathrus Pact	E2	2	-	-	
	Earth Elemental x1	HP 34, Prot 8, MR 16, Mor 50, Str 18, Att 10, Def 9, Prec 3, Enc 0, CS 10, MM 16, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist				
Conj 3	Bind Penumbral	D1E1	1	-	-	
	Penumbral x1	HP 30, Prot 0, MR 14, Mor 18, Str 15, Att 10, Def 10, Prec 8, Enc 0, CS 12, MM 22, Ethereal, Und, Amph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain				
Conj 3	Revive Cavern Wights	D1E1	8	-	-	NUW
	Cavern Wight x3	HP 31, Prot 16, MR 15, Mor 17, Str 17, Att 11, Def 11, Prec 7, Enc 0, CS 8, MM 18, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Bronze Glaive				
Conj 5	Bind Umbral	D2E1	2	-	-	
	Umbral x1	HP 68, Prot 0, MR 16, Mor 18, Str 22, Att 12, Def 12, Prec 8, Enc 0, CS 14, MM 22, Ethereal, Und, Amph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain				

National Rituals: Tir na n'Og (age 1) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Contact Cu Sidhe	N2	6	-	-	NUW
	Cu Sidhe x7	HP 26, Prot 7, MR 14, Mor 14, Str 15, Att 13, Def 11, Prec 5, Enc 2, CS 28, MM 22, FS, Sacred, Stealthy 40, Darkvision 50, Wpn: Bite				

National Rituals: Fomorja (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Summon Black Dogs	D2	8	-	-	NUW
	Black Dog x20	HP 14, Prot 4, MR 13, Mor 13, Str 13, Att 12, Def 9, Prec 5, Enc 2, CS 24, MM 22, Stealthy 60, Darkvision 100, Dark Power 2, Wpn: Bite				
Conj 4	Summon Barghests	D2	7	-	-	NUW
	Barghest x9	HP 28, Prot 6, MR 15, Mor 14, Str 16, Att 13, Def 10, Prec 5, Enc 2, CS 26, MM 22, Sacred, Stealthy 60, Darkvision 100, Curses attacker, Dark Power 3, Wpn: Venomous Bite				
Conj 6	Summon Morrigan	D2A1	5	-	-	NUW
	Morrigan x1	HP 17, Prot 14, MR 16, Mor 30, Str 13, Att 15, Def 20, Prec 15, Enc 0, CS 12, MM 22, Fly, Glamour, Sacred, Und, NNEat, Stealthy 65, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Wpn: Spear of the Morrigan				

National Rituals: Vanheim (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword				

National Rituals: Helheim (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword				
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5	HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacred, Cold Res +15, Fear +5, Wpn: Bite, Claw				

National Rituals: Niefelheim (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Jotun Draugar	D2	15	-	-	NUW
	Jotun Draug x3	HP 70, Prot 15, MR 13, Mor 18, Str 23, Att 11, Def 13, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword				
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5	HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacred, Cold Res +15, Fear +5, Wpn: Bite, Claw				

National Rituals: Rus (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Firebird	F1S1	2	-	-	NUW
	Firebird x1	HP 8, Prot 2, MR 15, Mor 13, Str 7, Att 12, Def 13, Prec 14, Enc 3, CS 6, MM 28, FS, MS, Fly, Magic, Fire Res +15, Wpn: Claw, Flame Burst				
Conj 5	Summon Zmey	F2	5	-	-	NUW
	Zmey x1	HP 45, Prot 13, MR 14, Mor 15, Str 16, Att 13, Def 9, Prec 12, Enc 3, CS 7, MM 28, MS, Fly, Fire Res +15, Wpn: Bite, Bite, Bite, Fire Breath				
Conj 2	Summon Simargl	A1	1	-	-	NUW
	Simargl x1	HP 13, Prot 7, MR 12, Mor 13, Str 11, Att 12, Def 10, Prec 5, Enc 2, CS 12, MM 28, Fly, Patrol Bonus 10, Wpn: Bite				

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Send Lady Midday	A1D1	10	5	-	NUW
	Lady Midday x1	HP 7, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 10, Prec 10, Enc 2, CS 20, MM 22, Fly, Ethereal, Magic, Stealthy 60, Fear +5, Assassin, Assassin Patience +2, Storm Immunity, Wpn: Plague Scythe				
Conj 7	Contact Cloud Vila	A4	40	-	-	NUW
	Cloud Vila x1	HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 13, Prec 13, Enc 2, CS 14, MM 28, MS, Fly, Sacred, Stealthy 50, Shock Res +15, Cold Res +5, Seduction, Healing 1, Storm Immunity, MagLdr 35, Mag: A3S1N2, Wpn: Fist, Lightning Strike				
Conj 4	Summon Rusalka	W1D1	16	-	-	NUW
	Rusalka x1	HP 8, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 0, CS 12, MM 16, Und, Amph, Stealthy 60, Cold Res +15, Poison Res +25, Seduction, Gift of Water Breathing 10 size points, Ldr 10, UndLdr 40, MagLdr 5, Mag: W1D1, Wpn: Fist				
Conj 4	Send Vodyanoy	W2	20	4	-	
	Vodyanoy x1	HP 16, Prot 0, MR 14, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 3, CS 20, MM 10, Aqua, Stealthy 40, Ldr 40, MagLdr 20, Mag: W3N1, Wpn: Fist				
Conj 6	Contact Beregina	W3E1	35	-	-	
	Beregina x1	HP 8, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 2, CS 12, MM 16, Magic, Amph, Awe +3, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 40, Mag: W3E1N2, Wpn: Fist				
Conj 5	Send Bukavac	W4	5	4	-	Anonymous
	Bukavac x1	HP 112, Prot 15, MR 14, Mor 18, Str 22, Att 12, Def 7, Prec 5, Enc 2, CS 12, MM 10, Magic, Trample, Aqua, Fear +5, Wpn: Gore, Tentacle, Tentacle				
Conj 3	Contact Sirin	S2	8	-	-	NUW
	Sirin x1	HP 12, Prot 0, MR 14, Mor 13, Str 8, Att 10, Def 13, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacred, Stealthy 50, Dream Seduction, Ldr 40, Wpn: Claw, Claw				
Conj 4	Contact Alkonost	S2	15	-	-	NUW
	Alkonost x1	HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacred, Shock Res +15, Awe +5, Inspirational +2, Ldr 40, Mag: H3, Wpn: Claw, Claw				
Conj 5	Contact Gamayun	S3	25	-	-	NUW
	Gamayun x1	HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 13, Enc 3, CS 5, MM 28, Fly, Sacred, Research +6, Awe +3, Ldr 40, MagLdr 30, Mag: A2S2H2, Wpn: Claw, Claw				
Conj 4	Summon Likho	D1	10	-	-	NUW
	Likho x1	HP 14, Prot 0, MR 15, Mor 8, Str 12, Att 8, Def 8, Prec 8, Enc 4, CS 8, MM 16, FS, Stealthy 60, Wpn: Claw, Curse				
Conj 3	Summon Bears	N1H1	8	-	-	NUW
	Great Bear x7	HP 44, Prot 8, MR 8, Mor 13, Str 20, Att 11, Def 8, Prec 5, Enc 3, CS 14, MM 22, FS, MS, Sacred, Wpn: Claw				
Conj 7	Contact Mountain Vila	N4	40	-	-	NUW
	Mountain Vila x1	HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 16, Prec 13, Enc 2, CS 28, MM 28, FS, MS, Sacred, Stealthy 50, Shock Res +15, Cold Res +5, Seduction, Healing 2, MagLdr 35, Mag: A2S1N3, Wpn: Fist, Vine Bow				
Conj 8	Contact Leshiy	N6	60	-	-	NUW
	Leshiy x1	HP 24, Prot 5, MR 14, Mor 12, Str 14, Att 12, Def 11, Prec 8, Enc 2, CS 14, MM 22, FS, Magic, Magic -1, Cold Res +5, Ldr 10, MagLdr 30, Mag: A2W1E2N3, Wpn: Gore, Fist				

National Rituals: Kailasa (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Apsaras	S2	2	-	-	NUW
	Apsara x3	HP 20, Prot 1, MR 14, Mor 13, Str 13, Att 11, Def 15, Prec 11, Enc 1, CS 14, MM 22, Sacred, Magic, Awe +4, Wpn: Kick				

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Gandharvas	S2	18	-	-	NUW
	Gandharva x6	HP 25, Prot 18, MR 16, Mor 15, Str 15, Att 13, Def 13, Prec 11, Enc 5, CS 10, MM 12, Sacred, Magic, Awe +2, Wpn: Falchion, Kick				
Conj 6	Summon Kinnara	S3	25	-	-	NUW
	Kinnara x1	HP 30, Prot 3, MR 17, Mor 13, Str 15, Att 11, Def 11, Prec 11, Enc 1, CS 14, MM 28, Fly, Sacred, Magic, Awe +3, Inspirational +1, Ldr 40, MagLdr 40, Mag: A2S2H2, Wpn: Kick				
Conj 7	Summon Siddha	S4	35	-	-	NUW
	Siddha x1	HP 20, Prot 0, MR 18, Mor 15, Str 13, Att 9, Def 9, Prec 11, Enc 2, CS 14, MM 100, Sacred, Magic, Awe +3, Spirit Sight, Ambidextrous 4, Ldr 40, MagLdr 50, Mag: A2S3H3, Wpn: Fist, Kick				
Conj 8	Summon Devata	S5	45	-	-	NUW
	Devata x1	HP 28, Prot 18, MR 18, Mor 18, Str 17, Att 14, Def 13, Prec 11, Enc 5, CS 10, MM 12, Sacred, Magic, Awe +5, Spirit Sight, Ambidextrous 5, Ldr 120, MagLdr 45, Mag: A3S2H3, Wpn: Spear, Falchion, Axe, Kick				
Conj 9	Summon Devala	S5	55	-	-	NUW
	Devala x1	HP 20, Prot 1, MR 18, Mor 18, Str 13, Att 12, Def 15, Prec 12, Enc 1, CS 14, MM 22, Sacred, Magic, Awe +4, Inspirational +1, Spirit Sight, Ldr 40, MagLdr 40, Mag: S3H4, Wpn: Kick				
Conj 9	Summon Rudra	S5	55	-	-	NUW
	Rudra x1	HP 32, Prot 18, MR 18, Mor 18, Str 18, Att 15, Def 14, Prec 13, Enc 5, CS 10, MM 30, Fly, Sacred, Magic, Research -20, Forge Bonus -5, Fire Res +15, Shock Res +15, Fear +5, Ambidextrous 5, Storm Power 2, UndLdr 90, MagLdr 30, Mag: F3A3D3H1, Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning				
Conj 4	Contact Yaksha	N2E1	25	-	-	NUW
	Yaksha x1	HP 28, Prot 4, MR 17, Mor 15, Str 17, Att 13, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +1, Ldr 40, MagLdr 40, Mag: E3N1H1?1, Wpn: Falchion, Kick				
Conj 4	Contact Yakshini	N2W1	25	-	-	NUW
	Yakshini x1	HP 23, Prot 1, MR 17, Mor 13, Str 15, Att 11, Def 12, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +2, Ldr 40, MagLdr 35, Mag: W3N1H1?1, Wpn: Fist, Kick				

National Rituals: Lanka (age 1) 🌟

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Host of Ganas	D1	12	-	-	NUW
	Gana x20	HP 10, Prot 0, MR 12, Mor 15, Str 10, Att 10, Def 13, Prec 10, Enc 0, CS 12, MM 22, Ethereal, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spectral Club				
Conj 5	Summon Vetalas	D2	10	-	-	
	Possessed Corpse x10	HP 22, Prot 12, MR 14, Mor 18, Str 16, Att 12, Def 9, Prec 9, Enc 0, CS 7, MM 20, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Mace				
Blood 1	Summon Rakshasas	B1	10	-	-	NUW
	Rakshasa x3	HP 28, Prot 5, MR 13, Mor 14, Str 19, Att 13, Def 10, Prec 9, Enc 2, CS 10, MM 16, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Chaos Power 1, Wpn: Claw, Claw				
Blood 2	Feast of Flesh	B1N1	50	-	-	NUW
	Praghasa x15	HP 35, Prot 4, MR 13, Mor 14, Str 22, Att 13, Def 10, Prec 9, Enc 4, CS 10, MM 16, FS, Sacred, Demon, Supply Bonus -7, Fire Res -5, Chaos Power 1, Wpn: Mace				
Blood 3	Summon Asrapas	B2	11	-	-	NUW
	Asrapa x3	HP 19, Prot 1, MR 14, Mor 14, Str 13, Att 12, Def 13, Prec 11, Enc 2, CS 14, MM 16, Sacred, Demon, Chaos Power 1, Mag: B1H1, Wpn: Athame, Kick				
Blood 4	Summon Rakshasa Warriors	B2	25	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 5	Rakshasa Warrior x5	HP 30, Prot 15, MR 13, Mor 15, Str 20, Att 13, Def 10, Prec 9, Enc 4, CS 8, MM 12, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Chaos Power 1, Wpn: Iron Cudgel				
	Summon Sandhyabalas	B2D1	30	-	-	NUW
Blood 7	Sandhyabala x3	HP 30, Prot 15, MR 14, Mor 15, Str 20, Att 14, Def 13, Prec 9, Enc 4, CS 8, MM 12, FS, Sacred, Demon, NNEat, Stealthy 40, Supply Bonus -4, Fire Res -10, Chaos Power 1, Dark Power 1, Wpn: Moon Blade				
	Summon Samanishada	B3D1	35	-	-	NUW
Blood 6	Samanishada x1	HP 30, Prot 15, MR 15, Mor 15, Str 20, Att 14, Def 12, Prec 9, Enc 4, CS 8, MM 12, FS, Sacred, Demon, NNEat, Stealthy 60, Supply Bonus -4, Fire Res -10, Assassin , Ambidextrous 2, Chaos Power 1, Dark Power 2, Ldr 10, UndLdr 40, Wpn: Moon Blade, Duskdagger				
	Summon Dakini	B4A1	81	-	-	NUW
Blood 8	Dakini x1	HP 23, Prot 12, MR 17, Mor 13, Str 15, Att 11, Def 13, Prec 11, Enc 2, CS 14, MM 28, Fly, Sacred, Demon, Fear +5, Spirit Sight, Damage Reversal 1 vs MR, Chaos Power 1, Ldr 40, UndLdr 55, MagLdr 40, Mag: A3D1B3H2, Wpn: Athame, Kick				
	Summon Mandeha	B5D2	133	-	-	NUW
Blood 8	Mandeha x1	HP 65, Prot 15, MR 18, Mor 18, Str 24, Att 15, Def 10, Prec 11, Enc 2, CS 15, MM 26, FS, Fly, Sacred, Demon, NNEat, Supply Bonus -10, Fire Res -10, Fear +5, Spirit Sight, Chaos Power 2, Dark Power 3, Ldr 40, UndLdr 185, MagLdr 25, Mag: A3D3B2H3, Wpn: Flesh Eater				
	Summon Danavas	B5	75	-	-	NUW
Blood 8	Danava x3	HP 92, Prot 12, MR 18, Mor 18, Str 24, Att 13, Def 12, Prec 9, Enc 3, CS 16, MM 20, Sacred, Demon, NNEat, Fire Res -5, Fear +5, Spirit Sight, Ambidextrous 8, Chaos Power 2, Mag: H2?2, Wpn: Unholy Sword, Unholy Spear, Unholy Axe				

National Rituals: Yomi (age 1) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Konoha Tengu	A1E1	5	-	-	NUW
	Konoha Tengu x5+	HP 12, Prot 4, MR 14, Mor 13, Str 11, Att 12, Def 14, Prec 12, Enc 3, CS 10, MM 28, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 5	Contact Dai Tengu	A2E1	55	-	-	NUW
	Dai Tengu x1	HP 13, Prot 4, MR 17, Mor 13, Str 11, Att 13, Def 16, Prec 13, Enc 3, CS 10, MM 28, MS, Fly, Sacred, Storm Immunity, Ldr 80, MagLdr 25, Mag: A3E1N1H2, Wpn: Quarterstaff, Lightning				
	Tengu Warrior x10	HP 13, Prot 12, MR 14, Mor 14, Str 11, Att 13, Def 13, Prec 12, Enc 6, CS 7, MM 22, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 1	Karasu Tengu x15	HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
	Summon Kappa	W1N1	3	-	-	NUW
Conj 5	Kappa x3	HP 15, Prot 15, MR 8, Mor 12, Str 13, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 16, Recup, Amph, Wpn: Claw, Koppo				
	Contact Nushi	W2N1	25	-	-	NUW
Conj 4	Nushi x1	HP 10, Prot 0, MR 17, Mor 8, Str 9, Att 8, Def 9, Prec 10, Enc 2, CS 12, MM 16, SS, Awe +3, Ldr 40, UndLdr 30, MagLdr 25, Mag: W3D1N2, Wpn: Claw				
	Summon Shikome	D2	8	-	-	NUW
Conj 6	Shikome x8	HP 15, Prot 5, MR 15, Mor 15, Str 12, Att 13, Def 13, Prec 10, Enc 2, CS 14, MM 16, Sacred, Demon, NNEat, Supply Bonus -5, Fire Res +5, Cold Res +5, Poison Res +15, Spirit Sight, Wpn: Ghost Rending Claw, Ghost Rending Claw				
	Summon Gozu Mezu	D3	7	-	-	NUW
Conj 6	Ox-head x1	HP 46, Prot 18, MR 15, Mor 15, Str 20, Att 13, Def 10, Prec 13, Enc 4, CS 13, MM 16, Demon, NNEat, Spirit Sight, Wpn: Gore, Soul Catcher				

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Horse-face x1	HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 13, Prec 15, Enc 4, CS 13, MM 16, Demon, NNEat, Spirit Sight, Wpn: Soul Catcher				
Conj 4	Ghost General	D3	10	-	-	
	Shura x1	HP 20, Prot 17, MR 15, Mor 18, Str 16, Att 14, Def 16, Prec 11, Enc 0, CS 8, MM 19, Float, Ethereal, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 80, UndLdr 120, Wpn: Bane Blade				
Conj 2	Summon Karasu Tengus	N1A1	3	-	-	NUW
	Karasu Tengu x3	HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 3	Ambush of Tigers	N2	10	-	-	NUW
	Tiger x10+	HP 21, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Darkvision 50, Wpn: Bite, Claw				

National Rituals: Hinnom (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8	HP 9, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, Stealthy 40, Wpn: Claws				
Conj 5	Summon Lilot	N4	25	-	-	NUW
	Lilot x1	HP 22, Prot 0, MR 17, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 28, WS, Fly, Demon, Stealthy 55, Dream Seduction, Ldr 40, UndLdr 40, Wpn: Life Drain				
Blood 3	Summon Se'irim	B2	23	-	-	NUW
	Se'ir x5	HP 28, Prot 7, MR 15, Mor 30, Str 16, Att 13, Def 11, Prec 9, Enc 2, CS 16, MM 16, WS, Sacred, Demon, NNEat, Wpn: Claw, Claw, Gore				
Blood 4	Summon Shedim	B3A1	28	-	-	NUW
	Shed x3	HP 40, Prot 8, MR 17, Mor 30, Str 15, Att 13, Def 12, Prec 11, Enc 2, CS 12, MM 28, Fly, Demon, NNEat, Shock Res +15, Storm Power 2, Wpn: Thunder Fist, Lightning				
Blood 9	Release Lord of Civilization	B8	177	-	-	NUW
	Grigori (x1)	HP 66, Prot 14, MR 18, Mor 30, Str 21, Att 14, Def 13, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacred, Demon, Magic, NNEat, Stealthy 60, Fire Res +15, Shock Res +15, Poison Res +15, Fear +10, Spirit Sight, Damage Reversal 3 vs MR, Invulnerability 30, Ldr 120, UndLdr 20, MagLdr 160, Mag: E4S4B4H3, Wpn: Fist				

National Rituals: Ur (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Ugallu	A3	24	-	-	NUW
	Ugallu x1	HP 30, Prot 3, MR 16, Mor 15, Str 18, Att 14, Def 12, Prec 11, Enc 2, CS 16, MM 18, Fly, Sacred, Magic, NNEat, Shock Res +15, Spirit Sight, Storm Immunity, Ldr 80, MagLdr 25, Mag: A3, Wpn: Apotropaic Dagger, Apotropaic Mace, Bite				
Conj 7	Call Anzu	A4	4	-	-	NUW
	Anzu x1	HP 72, Prot 8, MR 15, Mor 18, Str 20, Att 13, Def 11, Prec 12, Enc 2, CS 8, MM 40, MS, Fly, Fire Res +10, Shock Res +15, Siege Strength +10, Patrol Bonus 10, Storm Immunity, Wpn: Bite, Talons, Water Breath, Flaming Breath				
Conj 4	Summon Kusarikkus	E1	6	-	-	NUW
	Kusarikku x2	HP 34, Prot 9, MR 15, Mor 16, Str 20, Att 13, Def 10, Prec 10, Enc 3, CS 15, MM 18, Sacred, Magic, NNEat, Spirit Sight, Patrol Bonus 10, Wpn: Apotropaic Spear, Gore				
Conj 8	Call Apkallu	S5	60	-	-	NUW
	Umu-apkallu x1	HP 36, Prot 1, MR 18, Mor 30, Str 18, Att 14, Def 12, Prec 12, Enc 2, CS 16, MM 32, Fly, Sacred, NNEat, Research +10, Shock Res +15, Disease Healing 1, Ldr 120, MagLdr 130, Mag: A3W3E2S4N2H2, Wpn: Fist				

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Herd of Buffaloes	N2	10	-	-	NUW
	Buffalo x5+					HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Wpn: Hoof, Gore

National Rituals: Berytos (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Telkhine	W5A2	69	-	-	
	Telkhine x1					HP 53, Prot 8, MR 18, Mor 30, Str 19, Att 14, Def 13, Prec 14, Enc 1, CS 16, MM 22, Amph, Air Magic +1, Water Magic +1, Shock Res +15, Poison Res +15, Fear +5, Reaper 5, Army Sail 999 size pnts, Ship Size 4, Ldr 90, UndLdr 140, MagLdr 110, Mag: F2A3W3E3D2?1, Wpn: Bite
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8					HP 9, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, Stealthy 40, Wpn: Claws
Conj 3	Herd of Elephants	N2	25	-	-	NUW
	Elephant x5+					HP 61, Prot 11, MR 6, Mor 8, Str 20, Att 9, Def 8, Prec 5, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk
Conj 5	Summon Lilot	N4	25	-	-	NUW
	Lilot x1					HP 22, Prot 0, MR 17, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 28, WS, Fly, Demon, Stealthy 55, Dream Seduction , Ldr 40, UndLdr 40, Wpn: Life Drain
Blood 3	Scapegoats	B1	8	-	-	NUW
	Se'ir x2					HP 28, Prot 7, MR 15, Mor 30, Str 16, Att 13, Def 11, Prec 9, Enc 2, CS 16, MM 16, WS, Sacred, Demon, NNEat, Wpn: Claw, Claw, Gore
Blood 6	Call Melqart	B3F2	99	-	-	NUW
	Melqart x1					HP 69, Prot 19, MR 18, Mor 15, Str 24, Att 15, Def 18, Prec 12, Enc 5, CS 15, MM 20, WS, Sacred, NNEat, Supply Bonus -20, Fire Res +8, Fear +5, Blood Searcher 3, Sacrifice Bonus 1, Ldr 160, UndLdr 15, MagLdr 25, Mag: B3H3?2, Wpn: Dawn Blade, Gore
Blood 4	Summon Shedim	B3A1	28	-	-	NUW
	Shed x3					HP 40, Prot 8, MR 17, Mor 30, Str 15, Att 13, Def 12, Prec 11, Enc 2, CS 12, MM 28, Fly, Demon, NNEat, Shock Res +15, Storm Power 2, Wpn: Thunder Fist, Lightning

National Rituals: Xibalba (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Chaac	A4	75	-	-	NUW
	Chaac of the South (x1)					HP 32, Prot 3, MR 18, Mor 30, Str 18, Att 14, Def 14, Prec 14, Enc 2, CS 16, MM 22, Fly, Sacred, NNEat, Supply Bonus 25, Shock Res +15, Storm Immunity, Ldr 50, UndLdr 40, MagLdr 40, Mag: F2A4W2H3, Wpn: Thunder Axe, Lightning
Conj 3	Summon Sacred Scorpion	E1D1	2	-	-	NUW
	Sacred Scorpion x1					HP 48, Prot 17, MR 12, Mor 15, Str 17, Att 13, Def 7, Prec 3, Enc 2, CS 8, MM 10, WS, Sacred, Poison Res +15, Darkvision 100, Wpn: Claw, Scorpion Tail
Conj 3	Summon Jaguars	N2H1	25	-	-	NUW
	Jaguar x17					HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacred, Stealthy 40, Darkvision 50, Wpn: Bite, Claw
Conj 7	Summon Balam	N4	60	-	-	NUW
	Balam of the East (x1)					HP 49, Prot 6, MR 15, Mor 14, Str 17, Att 14, Def 11, Prec 5, Enc 3, CS 24, MM 22, FS, Sacred, Stealthy 40, Ldr 80, UndLdr 20, MagLdr 50, Mag: W2N4B2H3, Wpn: Bite, Claw
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3					HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Ozelotl x3	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw				
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1	HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 2, CS 15, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 80, UndLdr 115, MagLdr 35, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw				
	Beast Bat x8	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs				
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw				

National Rituals: Mekone (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Forge Brass Bull	F3E3	30	-	-	NUW
	Khalkotaurus x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, SIR, PiR, Fire Res +25, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	4	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, Poison Res +15, Fear +5, Darkvision 100, Spirit Sight, Patrol Bonus 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Ethereal, Demon, NNEat, Stealthy 40, Cold Res +15, Poison Res +15, Fear +5, Spirit Sight, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x12	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, Spirit Sight, Invulnerability 15, Patrol Bonus 5, Mag: S1D2N1, Wpn: Banefire Torch				

National Rituals: Atlantis (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Summon Monster Fish	W3	6	-	-	UW
	Monster Fish x1	HP 128, Prot 12, MR 13, Mor 18, Str 25, Att 12, Def 6, Prec 5, Enc 2, CS 16, MM 10, Aqua, Fear +5, Wpn: Swallow				

National Rituals: R'lyeh (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Enslave Sea Trolls	S3W2	15	-	-	
	Slave Troll x5+	HP 52, Prot 16, MR 12, Mor 12, Str 22, Att 8, Def 9, Prec 8, Enc 4, CS 13, MM 12, Amph, NNEat, Regeneration 10%, Poison Res +15, Darkvision 50, Wpn: Coral Glaive				

National Rituals: Therodos (age 1) 🏴󠁧󠁢󠁥󠁮󠁧󠁿

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Forge Brass Bull	F3E3	30	-	-	NUW
	Khalkotaurus x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, SIR, PiR, Fire Res +25, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 8	Summon Telkhine	W5A2	69	-	-	
	Telkhine x1	HP 53, Prot 8, MR 18, Mor 30, Str 19, Att 14, Def 13, Prec 14, Enc 1, CS 16, MM 22, Amph, Air Magic +1, Water Magic +1, Shock Res +15, Poison Res +15, Fear +5, Reaper 5, Army Sail 999 size pnts, Ship Size 4, Ldr 95, UndLdr 140, MagLdr 110, Mag: F2A3W3E3D2?1, Wpn: Bite				
Conj 5	Summon Hound of Twilight	E2D1	4	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, Poison Res +15, Fear +5, Darkvision 100, Spirit Sight, Patrol Bonus 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Conj 0	Call Epor	D1	7	-	-	
	Epor x1	HP 7, Prot 0, MR 14, Mor 9, Str 8, Att 8, Def 8, Prec 10, Enc 0, CS 10, MM 22, Float, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 40, UndLdr 40, Mag: H1, Wpn: Paralyze				
Conj 0	Call Spectral Philosopher	D1	11	-	-	
	Spectral Philosopher x1	HP 7, Prot 0, MR 14, Mor 8, Str 8, Att 8, Def 8, Prec 10, Enc 0, CS 10, MM 22, Float, Ethereal, Und, Amph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 10, Wpn: Paralyze				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Ethereal, Demon, NNEat, Stealthy 40, Cold Res +15, Poison Res +15, Fear +5, Spirit Sight, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x12	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, Spirit Sight, Invulnerability 15, Patrol Bonus 5, Mag: S1D2N1, Wpn: Banefire Torch				

National Rituals: Arcoscephale (age 2) 🏴󠁧󠁢󠁥󠁮󠁧󠁿

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Forge Brass Bull	F3E3	30	-	-	NUW
	Khalkotaurus x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, SIR, PiR, Fire Res +25, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	4	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, Poison Res +15, Fear +5, Darkvision 100, Spirit Sight, Patrol Bonus 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 7	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Spell Singer, Wpn:				
Conj 6	Bind Keres	D2	12	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Ker x3					HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Ethereal, Demon, NNEat, Stealthy 40, Cold Res +15, Poison Res +15, Fear +5, Spirit Sight, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x12					HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, Spirit Sight, Invulnerability 15, Patrol Bonus 5, Mag: S1D2N1, Wpn: Banefire Torch
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1					HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, Fire Res -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 55, Mag: N3, Wpn: Branch

National Rituals: Ermor (age 2) ✨

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 0	Revive Lictor	D2	3	-	-	NUW
	Lictor x1					HP 20, Prot 16, MR 14, Mor 18, Str 16, Att 12, Def 10, Prec 10, Enc 0, CS 8, MM 19, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Battleaxe
Conj 0	Revive Censor	D2	4	-	-	NUW
	Censor x1					HP 23, Prot 16, MR 15, Mor 18, Str 17, Att 13, Def 11, Prec 10, Enc 0, CS 8, MM 19, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 10, UndLdr 120, Wpn: Battleaxe
Conj 0	Revive Acolyte	D2	10	-	-	NUW
	Acolyte of Eldregate x1					HP 20, Prot 5, MR 15, Mor 18, Str 16, Att 12, Def 12, Prec 10, Enc 0, CS 8, MM 22, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 10, UndLdr 95, Mag: H1, Wpn: Poisoned Claw
Conj 0	Revive Bishop	D2	16	-	-	NUW
	Bishop of Eldregate x1					HP 23, Prot 5, MR 16, Mor 18, Str 17, Att 13, Def 13, Prec 10, Enc 0, CS 8, MM 22, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 10, UndLdr 150, Mag: H2, Wpn: Poisoned Claw
Conj 0	Revive Spectator	D2	12	-	-	
	Spectator x1					HP 25, Prot 0, MR 16, Mor 18, Str 13, Att 10, Def 16, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 10, UndLdr 70, Mag: D2, Wpn: Life Drain
Conj 2	Revive Wailing Lady	D2	8	-	-	
	Wailing Lady x1					HP 20, Prot 0, MR 15, Mor 18, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +10, Spirit Sight, Chill 3, Wpn: Wail
Conj 3	Lictorian Guard	D2	10	-	-	NUW
	Lictor x5					HP 20, Prot 16, MR 14, Mor 18, Str 16, Att 12, Def 10, Prec 10, Enc 0, CS 8, MM 19, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Battleaxe
Conj 0	Revive Arch Bishop	D3	23	-	-	NUW
	Arch Bishop of Eldregate x1					HP 25, Prot 5, MR 17, Mor 18, Str 18, Att 13, Def 13, Prec 10, Enc 0, CS 8, MM 22, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 10, UndLdr 205, Mag: H3, Wpn: Rod of Death
Conj 0	Revive Dusk Elder	D3	20	-	-	
	Dusk Elder x1					HP 30, Prot 0, MR 17, Mor 16, Str 14, Att 10, Def 17, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 15, UndLdr 130, MagLdr 20, Mag: F1S1D3?1, Wpn: Life Drain
Conj 5	Lamentation	D3	25	-	-	

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Wailing Lady x5					HP 20, Prot 0, MR 15, Mor 18, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +10, Spirit Sight, Chill 3, Wpn: Wail
Conj 8	Lictorian Legion	D4	35	-	-	NUW
	Lictor x25					HP 20, Prot 16, MR 14, Mor 18, Str 16, Att 12, Def 10, Prec 10, Enc 0, CS 8, MM 19, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Battleaxe
Ench 6	Ermorian Legion	D4	15	-	-	NUW
	Longdead Legionnaire x50					HP 5, Prot 10, MR 10, Mor 50, Str 11, Att 11, Def 13, Prec 10, Enc 0, CS 8, MM 21, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spear, Javelin
Conj 7	Great Lamentation	D5	33	-	-	
	Wailing Lady x14					HP 20, Prot 0, MR 15, Mor 18, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +10, Spirit Sight, Chill 3, Wpn: Wail

National Rituals: Pythium (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 7	Heavenly Wrath	S3F1	35	-	-	NUW
	Angel of Fury x1					HP 49, Prot 0, MR 18, Mor 30, Str 17, Att 14, Def 12, Prec 15, Enc 1, CS 16, MM 34, Fly, Sacred, NNEat, Fire Res +5, Shock Res +5, Fear +5, Spirit Sight, Blood Vengeance 4 vs MR, Invulnerability 20, Wpn: Holy Scourge
Conj 6	Contact Harbinger	S4	25	-	-	NUW
	Harbinger x1					HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Ldr 80, MagLdr 55, Mag: A3H2, Wpn: Fist, Heavenly Horn
Conj 7	Angelic Host	S5	50	5	-	NUW
	Angel of the Host x6					HP 17, Prot 0, MR 17, Mor 18, Str 13, Att 13, Def 15, Prec 15, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 15, Wpn: Flambeau
Conj 9	Heavenly Choir	S7F2	144	-	-	NUW
	Seraph x1					HP 77, Prot 0, MR 18, Mor 30, Str 21, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 vs MR, Invulnerability 30, Fire Shield 12 AP dmg, Ldr 180, MagLdr 160, Mag: F4A4S4H4, Wpn: Fist
	Angel of the Heavenly Choir x9					HP 14, Prot 0, MR 16, Mor 18, Str 12, Att 11, Def 12, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 15, Mag: H2, Wpn: Fist
	Harbinger x3					HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Mag: A3H2, Wpn: Fist, Heavenly Horn
Conj 5	Contact Lar	N1	16	-	-	NUW
	Lar x1					HP 14, Prot 0, MR 16, Mor 12, Str 11, Att 12, Def 11, Prec 12, Enc 1, CS 14, MM 18, FS, Ethereal, Sacred, Recup, Magic, NNEat, Stealthy 40, Supply Bonus 10, Poison Res +15, Spirit Sight, Ldr 10, MagLdr 20, Mag: W1E1N2, Wpn: Fist
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1					HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, Fire Res -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 55, Mag: N3, Wpn: Branch

National Rituals: Man (age 2) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Summon Black Dogs	D2	8	-	-	NUW
	Black Dog x20					HP 14, Prot 4, MR 13, Mor 13, Str 13, Att 12, Def 9, Prec 5, Enc 2, CS 24, MM 22, Stealthy 60, Darkvision 100, Dark Power 2, Wpn: Bite
Conj 4	Summon Barghests	D2	7	-	-	NUW
	Barghest x9					HP 28, Prot 6, MR 15, Mor 14, Str 16, Att 13, Def 10, Prec 5, Enc 2, CS 26, MM 22, Sacred, Stealthy 60, Darkvision 100, Curses attacker, Dark Power 3, Wpn: Venomous Bite
Conj 3	Summon Cu Sidhe	N2	6	-	-	NUW
	Cu Sidhe x7					HP 26, Prot 7, MR 14, Mor 14, Str 15, Att 13, Def 11, Prec 5, Enc 2, CS 28, MM 22, FS, Sacred, Stealthy 40, Darkvision 50, Wpn: Bite

National Rituals: Eriu (age 2) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Contact Cu Sidhe	N2	6	-	-	NUW
	Cu Sidhe x7					HP 26, Prot 7, MR 14, Mor 14, Str 15, Att 13, Def 11, Prec 5, Enc 2, CS 28, MM 22, FS, Sacred, Stealthy 40, Darkvision 50, Wpn: Bite

National Rituals: Ulm (age 2) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Iron Angel	E5S2	25	-	-	NUW
	Iron Angel x1					HP 63, Prot 26, MR 20, Mor 30, Str 22, Att 16, Def 14, Prec 12, Enc 5, CS 12, MM 22, Fly, NNEat, Magic -10, Reinvigoration 4, Fire Res +5, Shock Res +5, Halt Heretic +9, Ambidextrous 2, Wpn: Sword of Sharpness, Divine Grasp

National Rituals: Marignon (age 2) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 7	Heavenly Wrath	S3F1	35	-	-	NUW
	Angel of Fury x1					HP 49, Prot 0, MR 18, Mor 30, Str 17, Att 14, Def 12, Prec 15, Enc 1, CS 16, MM 34, Fly, Sacred, NNEat, Fire Res +5, Shock Res +5, Fear +5, Spirit Sight, Blood Vengeance 4 vs MR, Invulnerability 20, Wpn: Holy Scourge
Conj 6	Contact Harbinger	S4	25	-	-	NUW
	Harbinger x1					HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Ldr 80, MagLdr 55, Mag: A3H2, Wpn: Fist, Heavenly Horn
Conj 7	Angelic Host	S5	50	5	-	NUW
	Angel of the Host x6					HP 17, Prot 0, MR 17, Mor 18, Str 13, Att 13, Def 15, Prec 15, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 15, Wpn: Flambeau
Conj 9	Heavenly Choir	S7F2	144	-	-	NUW
	Seraph x1					HP 77, Prot 0, MR 18, Mor 30, Str 21, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 vs MR, Invulnerability 30, Fire Shield 12 AP dmg, Ldr 180, MagLdr 160, Mag: F4A4S4H4, Wpn: Fist
	Angel of the Heavenly Choir x9					HP 14, Prot 0, MR 16, Mor 18, Str 12, Att 11, Def 12, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 15, Mag: H2, Wpn: Fist
	Harbinger x3					HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Mag: A3H2, Wpn: Fist, Heavenly Horn

National Rituals: Mictlan (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1	HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacred, Amph, Poison Res +15, Wpn: Venomous Fangs				
Conj 7	Summon Tlaloque	W4	60	-	-	NUW
	Tlaloque of the West (x1)	HP 48, Prot 5, MR 18, Mor 30, Str 19, Att 12, Def 15, Prec 12, Enc 1, CS 16, MM 16, Sacred, Demon, NNEat, Supply Bonus 50, Spirit Sight, Ldr 40, UndLdr 115, MagLdr 35, Mag: W4D2B3H3, Wpn: Quarterstaff				
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW
	Jaguar Toad x2	HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 6, Prec 5, Enc 3, CS 6, MM 16, SS, Sacred, Trample, Poison Res +15, Wpn: Claw, Poison Spit				
Conj 6	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1	HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 85, Mag: S3N3H2, Wpn: Venomous Fangs				
Conj 3	Summon Jaguars	N2H1	25	-	-	NUW
	Jaguar x17	HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacred, Stealthy 40, Darkvision 50, Wpn: Bite, Claw				
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1	HP 57, Prot 6, MR 7, Mor 14, Str 17, Att 7, Def 6, Prec 5, Enc 3, CS 7, MM 16, SS, Sacred, Trample, Poison Res +25, Wpn: Claw				
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs				
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW
	Ozelotl x3	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw				
Blood 5	Contact Civateteo	B2D2	36	-	-	NUW
	Civateteo x1	HP 20, Prot 0, MR 16, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 22, Ethereal, Sacred, Und, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Ldr 80, UndLdr 145, MagLdr 5, Mag: D1B1H2, Wpn: Life Drain				
Blood 6	Contact Tlahuelpuchi	B3	42	-	-	NUW
	Tlahuelpuchi x1	HP 17, Prot 0, MR 16, Mor 13, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 28, Fly, NNEat, Stealthy 50, Darkvision 100, Assassin, Assassin Patience +2, UndLdr 40, MagLdr 15, Mag: D1N1B2, Wpn: Life Drain				
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1	HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 2, CS 15, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 85, UndLdr 115, MagLdr 35, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw				
	Beast Bat x8	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs				
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw				

National Rituals: T'ien Ch'i (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Celestial Hounds	A1S1	4	-	-	NUW
	Celestial Hound x2					HP 25, Prot 7, MR 14, Mor 15, Str 17, Att 14, Def 10, Prec 5, Enc 1, CS 20, MM 28, Fly, Sacred, Magic, NNEat, Shock Res +15, Spirit Sight, Patrol Bonus 10, Wpn: Bite, Claw
Conj 6	Call Celestial Soldiers	A2S1	15	-	-	NUW
	Celestial Soldier x5					HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 14, Prec 15, Enc 4, CS 13, MM 10, Sacred, Magic, NNEat, Spirit Sight, Wpn: Glaive
Ench 5	Living Mercury	W1E1	7	-	-	
	Living Mercury x1					HP 48, Prot 0, MR 18, Mor 50, Str 28, Att 14, Def 14, Prec 5, Enc 0, CS 14, MM 16, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush
Conj 1	Celestial Servant	E1S1	1	-	-	NUW
	Celestial Servant x1					HP 48, Prot 4, MR 14, Mor 14, Str 24, Att 9, Def 8, Prec 9, Enc 1, CS 12, MM 16, Sacred, Magic, NNEat, Supply Bonus -3, Spirit Sight, Wpn: Rake
Conj 6	Contact Huli Jing	N2	30	-	-	NUW
	Huli Jing x1					HP 11, Prot 0, MR 18, Mor 8, Str 9, Att 11, Def 12, Prec 13, Enc 2, CS 8, MM 16, FS, Stealthy 80, MagLdr 20, Mag: N3?1, Wpn: Dagger
Conj 3	Ambush of Tigers	N2	10	-	-	NUW
	Tiger x10+					HP 21, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Darkvision 50, Wpn: Bite, Claw
Conj 3	Herd of Buffaloes	N2	10	-	-	NUW
	Buffalo x5+					HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Wpn: Hoof, Gore

National Rituals: Machaka (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Herd of Elephants	N2	25	-	-	NUW
	Elephant x5+					HP 61, Prot 11, MR 6, Mor 8, Str 20, Att 9, Def 8, Prec 5, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk

National Rituals: Agartha (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Rhuax Pact	F1E1	2	-	-	
	Magma Child x5					HP 17, Prot 8, MR 14, Mor 50, Str 12, Att 10, Def 8, Prec 10, Enc 0, CS 10, MM 16, Magic, Mindless, NNEat, Fire Res +25, Poison Res +15, Spirit Sight, Heat 3, Heat Power 1, Fire Shield 10 AP dmg, Wpn: Flame Strike
Conj 4	Olm Conclave	W1E1	20	-	-	
	Olm Sage x1					HP 24, Prot 5, MR 16, Mor 12, Str 11, Att 8, Def 8, Prec 12, Enc 4, CS 7, MM 10, Sacred, Amph, NNEat, Cold Res +5, Poison Res +15, Spirit Sight, Ldr 40, MagLdr 55, Mag: W2E1, Wpn: Life Drain, Mind Blast
	Great Olm x10					HP 23, Prot 5, MR 14, Mor 12, Str 11, Att 8, Def 8, Prec 12, Enc 4, CS 7, MM 10, Sacred, Amph, NNEat, Cold Res +5, Poison Res +15, Spirit Sight, Wpn: Life Drain, Mind Blast
Ench 5	Living Mercury	W1E1	7	-	-	
	Living Mercury x1					HP 48, Prot 0, MR 18, Mor 50, Str 28, Att 14, Def 14, Prec 5, Enc 0, CS 14, MM 16, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush
Conj 3	Barathrus Pact	E2	2	-	-	

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Earth Elemental x1	HP 34, Prot 8, MR 16, Mor 50, Str 18, Att 10, Def 9, Prec 3, Enc 0, CS 10, MM 16, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist				
Ench 1	Attentive Statues	E2	4	-	-	
	Attentive Statue x2	HP 13, Prot 22, MR 12, Mor 50, Str 13, Att 12, Def 14, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 5, Wpn: Granite Sword				
Ench 3	Enliven Sentinel	E2	3	-	-	
	Sentinel x1	HP 25, Prot 22, MR 13, Mor 50, Str 16, Att 12, Def 10, Prec 5, Enc 0, CS 8, MM 22, Sacred, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 10, Wpn: Granite Glaive				
Ench 5	Enliven Granite Guard	E3	12	-	-	
	Granite Guardian x1	HP 75, Prot 22, MR 14, Mor 50, Str 22, Att 12, Def 10, Prec 5, Enc 0, CS 8, MM 22, Sacred, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 10, Wpn: Granite Glaive				
Ench 6	Enliven Marble Oracle	E3D1	35	-	-	
	Marble Oracle x1	HP 85, Prot 22, MR 16, Mor 50, Str 22, Att 12, Def 10, Prec 5, Enc 0, CS 8, MM 22, Sacred, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Mag: H2, Wpn: Stone Club				
Ench 8	Hall of Statues	E5	30	-	-	
	Sentinel x20+	HP 25, Prot 22, MR 13, Mor 50, Str 16, Att 12, Def 10, Prec 5, Enc 0, CS 8, MM 22, Sacred, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 10, Wpn: Granite Glaive				
Conj 3	Summon Penumbrales	D1E1	6	-	-	
	Penumbrales x4	HP 30, Prot 0, MR 14, Mor 18, Str 15, Att 10, Def 10, Prec 8, Enc 0, CS 12, MM 22, Ethereal, Und, Amph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain				
Conj 3	Awaken Shard Wights	D1E1	15	-	-	NUW
	Shard Wight x5+	HP 35, Prot 16, MR 15, Mor 17, Str 17, Att 11, Def 10, Prec 7, Enc 0, CS 8, MM 16, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Shard Glaive				
Conj 5	Summon Umbrals	D2E1	8	-	-	
	Umbral x4	HP 68, Prot 0, MR 16, Mor 18, Str 22, Att 12, Def 12, Prec 8, Enc 0, CS 14, MM 22, Ethereal, Und, Amph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain				

National Rituals: Abysia (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1	HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Ambidextrous 2, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Conj 2	Summon Spectral Infantry	D1F1	5	-	-	NUW
	Smoulderghost x5	HP 15, Prot 0, MR 14, Mor 16, Str 13, Att 11, Def 10, Prec 7, Enc 0, CS 12, MM 22, WS, Ethereal, Und, NNEat, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Wpn: Spectral Axe				

National Rituals: Caelum (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1	HP 14, Prot 0, MR 16, Mor 13, Str 11, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Cold Res +5, Poison Res +15, Awe +2, Spirit Sight, Disease Healing 1, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 20, Mag: W2H1, Wpn: Fist				
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6	HP 16, Prot 16, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +2, Storm Immunity, Wpn: Magic Lance				
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1	HP 35, Prot 0, MR 18, Mor 18, Str 13, Att 13, Def 13, Prec 13, Enc 1, CS 4, MM 34, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Awe +4, MagLdr 35, Mag: A3S2H3, Wpn: Sacred Circlet				
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of the Stars x1	HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +3, Spirit Sight, Ldr 80, MagLdr 60, Mag: A2S4H2, Wpn: Fist				
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Fire (x1)	HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 22, Fly, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Awe +5, Spirit Sight, Invulnerability 15, Ldr 145, MagLdr 105, Mag: F5H3, Wpn: Magic Staff				
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x6	HP 16, Prot 12, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Chaos Power 1, Wpn: Magic Lance				
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1	HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacred, Demon, NNEat, Stealthy 60, Fire Res +5, Spirit Sight, Dream Seduction , Chaos Power 1, Ldr 40, UndLdr 40, Wpn: Claw				
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Yata x1	HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 12, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Spirit Sight, Chaos Power 1, Ldr 95, UndLdr 130, MagLdr 15, Mag: F3D3H2, Wpn: Claw				
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Oppression (x1)	HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 28, Fly, Sacred, Demon, NNEat, Fire Res +15, Fear +5, Spirit Sight, Invulnerability 20, Ldr 140, UndLdr 95, MagLdr 35, Mag: F4B3H4, Wpn: Magic Staff				

National Rituals: C'tis (age 2) 🌟

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1	HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Ambidextrous 2, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Conj 7	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1	HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 85, Mag: S3N3H2, Wpn: Venomous Fangs				
Conj 4	Sacred Crocodile	N2W2	3	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Sacred Crocodile x1	HP 73, Prot 14, MR 8, Mor 15, Str 21, Att 11, Def 6, Prec 5, Enc 3, CS 7, MM 10, SS, Sacred, Wpn: Bite				
Conj 5	Summon Monster Toads	N2	8	-	-	NUW
	Monster Toad x3	HP 57, Prot 6, MR 7, Mor 14, Str 17, Att 7, Def 6, Prec 5, Enc 3, CS 7, MM 16, SS, Sacred, Trample, Poison Res +25, Wpn: Claw				

National Rituals: Pangaea (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, Fire Res -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 55, Mag: N3, Wpn: Branch				

National Rituals: Asphodel (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 0	Carrion Centaur	N1D1	8	-	-	NUW
	Carrion Centaur x1	HP 24, Prot 2, MR 14, Mor 15, Str 15, Att 7, Def 11, Prec 7, Enc 0, CS 20, MM 22, FS, Sacred, Recup, Inanim, Und, Magic, PAmph, NNEat, PiR, Poison Res +25, Spirit Sight, Ldr 40, UndLdr 120, MagLdr 10, Mag: H1, Wpn: Sleep Vines, Sleep Vines, Hoof				
Ench 0	Carrion Lady	N1D1	16	-	-	NUW
	Carrion Lady x1	HP 15, Prot 0, MR 16, Mor 10, Str 11, Att 9, Def 11, Prec 9, Enc 0, CS 10, MM 22, FS, Sacred, Recup, Inanim, Und, Magic, PAmph, NNEat, Stealthy 40, PiR, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 80, MagLdr 5, Mag: N1H2, Wpn: Sleep Vines, Hoof				
Ench 0	Carrion Lord	N3D2	35	-	-	NUW
	Carrion Lord x1	HP 53, Prot 2, MR 18, Mor 16, Str 19, Att 8, Def 8, Prec 8, Enc 0, CS 9, MM 22, FS, Sacred, Recup, Inanim, Und, Magic, PAmph, NNEat, Stealthy 40, PiR, Poison Res +25, Fear +5, Spirit Sight, Ldr 10, UndLdr 220, MagLdr 15, Mag: D2N3H3, Wpn: Sleep Vines, Sleep Vines, Club				

National Rituals: Vanheim (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword				

National Rituals: Jotunheim (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Glosos	D2	13	-	-	NUW
	Gloso x9	HP 28, Prot 8, MR 13, Mor 14, Str 15, Att 13, Def 9, Prec 5, Enc 2, CS 18, MM 22, FS, Sacred, Trample, Stealthy 50, Fire Res +25, Darkvision 100, Heat 3, Wpn: Poisonous Gore				
Conj 4	Awaken Jotun Draugar	D2	15	-	-	NUW
	Jotun Draug x3	HP 70, Prot 15, MR 13, Mor 18, Str 23, Att 11, Def 13, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword				
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5	HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacred, Cold Res +15, Fear +5, Wpn: Bite, Claw				

National Rituals: Vanarus (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Firebird	F1S1	2	-	-	NUW
	Firebird x1	HP 8, Prot 2, MR 15, Mor 13, Str 7, Att 12, Def 13, Prec 14, Enc 3, CS 6, MM 28, FS, MS, Fly, Magic, Fire Res +15, Wpn: Claw, Flame Burst				
Conj 5	Summon Zmey	F2	5	-	-	NUW
	Zmey x1	HP 45, Prot 13, MR 14, Mor 15, Str 16, Att 13, Def 9, Prec 12, Enc 3, CS 7, MM 28, MS, Fly, Fire Res +15, Wpn: Bite, Bite, Bite, Fire Breath				
Conj 2	Summon Simargl	A1	1	-	-	NUW
	Simargl x1	HP 13, Prot 7, MR 12, Mor 13, Str 11, Att 12, Def 10, Prec 5, Enc 2, CS 12, MM 28, Fly, Patrol Bonus 10, Wpn: Bite				
Conj 5	Send Lady Midday	A1D1	10	5	-	NUW
	Lady Midday x1	HP 7, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 10, Prec 10, Enc 2, CS 20, MM 22, Fly, Ethereal, Magic, Stealthy 60, Fear +5, Assassin, Assassin Patience +2, Storm Immunity, Wpn: Plague Scythe				
Conj 7	Contact Cloud Vila	A4	40	-	-	NUW
	Cloud Vila x1	HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 13, Prec 13, Enc 2, CS 14, MM 28, MS, Fly, Sacred, Stealthy 50, Shock Res +15, Cold Res +5, Seduction, Healing 1, Storm Immunity, MagLdr 35, Mag: A3S1N2, Wpn: Fist, Lightning Strike				
Conj 4	Summon Rusalka	W1D1	16	-	-	NUW
	Rusalka x1	HP 8, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 0, CS 12, MM 16, Und, Amph, Stealthy 60, Cold Res +15, Poison Res +25, Seduction, Gift of Water Breathing 10 size points, Ldr 10, UndLdr 40, MagLdr 5, Mag: W1D1, Wpn: Fist				
Conj 4	Send Vodyanoy	W2	20	4	-	
	Vodyanoy x1	HP 16, Prot 0, MR 14, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 3, CS 20, MM 10, Aqua, Stealthy 40, Ldr 40, MagLdr 20, Mag: W3N1, Wpn: Fist				
Conj 6	Contact Beregina	W3E1	35	-	-	
	Beregina x1	HP 8, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 2, CS 12, MM 16, Magic, Amph, Awe +3, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 40, Mag: W3E1N2, Wpn: Fist				
Conj 5	Send Bukavac	W4	5	4	-	Anonymous
	Bukavac x1	HP 112, Prot 15, MR 14, Mor 18, Str 22, Att 12, Def 7, Prec 5, Enc 2, CS 12, MM 10, Magic, Trample, Aqua, Fear +5, Wpn: Gore, Tentacle, Tentacle				
Conj 3	Contact Sirin	S2	8	-	-	NUW
	Sirin x1	HP 12, Prot 0, MR 14, Mor 13, Str 8, Att 10, Def 13, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacred, Stealthy 50, Dream Seduction, Ldr 40, Wpn: Claw, Claw				
Conj 4	Contact Alkonost	S2	15	-	-	NUW
	Alkonost x1	HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacred, Shock Res +15, Awe +5, Inspirational +2, Ldr 40, Mag: H3, Wpn: Claw, Claw				
Conj 5	Contact Gamayun	S3	25	-	-	NUW
	Gamayun x1	HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 13, Enc 3, CS 5, MM 28, Fly, Sacred, Research +6, Awe +3, Ldr 40, MagLdr 30, Mag: A2S2H2, Wpn: Claw, Claw				
Conj 4	Summon Likho	D1	10	-	-	NUW
	Likho x1	HP 14, Prot 0, MR 15, Mor 8, Str 12, Att 8, Def 8, Prec 8, Enc 4, CS 8, MM 16, FS, Stealthy 60, Wpn: Claw, Curse				
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword				
Conj 7	Contact Mountain Vila	N4	40	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Mountain Vila x1	HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 16, Prec 13, Enc 2, CS 28, MM 28, FS, MS, Sacred, Stealthy 50, Shock Res +15, Cold Res +5, Seduction , Healing 2, MagLdr 35, Mag: A2S1N3, Wpn: Fist, Vine Bow				
Conj 8	Contact Leshiy	N6	60	-	-	NUW
	Leshiy x1	HP 24, Prot 5, MR 14, Mor 12, Str 14, Att 12, Def 11, Prec 8, Enc 2, CS 14, MM 22, FS, Magic, Magic -1, Cold Res +5, Ldr 10, MagLdr 30, Mag: A2W1E2N3, Wpn: Gore, Fist				

National Rituals: Bandar Log (age 2) 🏰						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Nagas	W2E1	15	-	-	NUW
	Naga Warrior x6	HP 19, Prot 16, MR 13, Mor 12, Str 13, Att 11, Def 12, Prec 10, Enc 9, CS 5, MM 8, SS, Sacred, Magic, Amph, Poison Res +10, Spirit Sight, Wpn: Hypnotize, Falchion, Venomous Fangs, Poison Spit				
Conj 4	Contact Nagini	W2E1	25	-	-	NUW
	Nagini x1	HP 18, Prot 5, MR 17, Mor 13, Str 12, Att 11, Def 11, Prec 12, Enc 4, CS 8, MM 12, SS, Sacred, Magic, Amph, Water Magic +1, Poison Res +10, Spirit Sight, Ldr 40, MagLdr 35, Mag: W1E1N1H1?1, Wpn: Hypnotize, Fist, Venomous Bite, Poison Spit				
Conj 5	Contact Nagaraja	W2E2	30	-	-	NUW
	Nagaraja x1	HP 25, Prot 16, MR 17, Mor 14, Str 14, Att 12, Def 12, Prec 12, Enc 9, CS 5, MM 8, SS, Sacred, Magic, Amph, Water Magic +1, Poison Res +10, Spirit Sight, Ldr 80, MagLdr 30, Mag: W1E1N1H2, Wpn: Hypnotize, Falchion, Venomous Bite, Poison Spit				
Conj 6	Contact Nagarishi	W3E3	40	-	-	NUW
	Nagarishi x1	HP 22, Prot 8, MR 18, Mor 13, Str 13, Att 11, Def 11, Prec 12, Enc 5, CS 10, MM 10, SS, Sacred, Magic, Amph, Water Magic +1, Poison Res +10, Spirit Sight, Ldr 10, MagLdr 60, Mag: W2E3S1N1H1?1, Wpn: Hypnotize, Kryss, Venomous Bite, Poison Spit				
Conj 3	Summon Apsaras	S2	2	-	-	NUW
	Apsara x3	HP 20, Prot 1, MR 14, Mor 13, Str 13, Att 11, Def 15, Prec 11, Enc 1, CS 14, MM 22, Sacred, Magic, Awe +4, Wpn: Kick				
Conj 5	Summon Gandharvas	S2	18	-	-	NUW
	Gandharva x6	HP 25, Prot 18, MR 16, Mor 15, Str 15, Att 13, Def 13, Prec 11, Enc 5, CS 10, MM 12, Sacred, Magic, Awe +2, Wpn: Falchion, Kick				
Conj 6	Summon Kinnara	S3	25	-	-	NUW
	Kinnara x1	HP 30, Prot 3, MR 17, Mor 13, Str 15, Att 11, Def 11, Prec 11, Enc 1, CS 14, MM 28, Fly, Sacred, Magic, Awe +3, Inspirational +1, Ldr 40, MagLdr 40, Mag: A2S2H2, Wpn: Kick				
Conj 7	Summon Siddha	S4	35	-	-	NUW
	Siddha x1	HP 20, Prot 0, MR 18, Mor 15, Str 13, Att 9, Def 9, Prec 11, Enc 2, CS 14, MM 100, Sacred, Magic, Awe +3, Spirit Sight, Ambidextrous 4, Ldr 40, MagLdr 50, Mag: A2S3H3, Wpn: Fist, Kick				
Conj 8	Summon Devata	S5	45	-	-	NUW
	Devata x1	HP 28, Prot 18, MR 18, Mor 18, Str 17, Att 14, Def 13, Prec 11, Enc 5, CS 10, MM 12, Sacred, Magic, Awe +5, Spirit Sight, Ambidextrous 5, Ldr 120, MagLdr 45, Mag: A3S2H3, Wpn: Spear, Falchion, Axe, Kick				
Conj 9	Summon Devala	S5	55	-	-	NUW
	Devala x1	HP 20, Prot 1, MR 18, Mor 18, Str 13, Att 12, Def 15, Prec 12, Enc 1, CS 14, MM 22, Sacred, Magic, Awe +4, Inspirational +1, Spirit Sight, Ldr 40, MagLdr 40, Mag: S3H4, Wpn: Kick				
Conj 9	Summon Rudra	S5	55	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Rudra x1	HP 32, Prot 18, MR 18, Mor 18, Str 18, Att 15, Def 14, Prec 13, Enc 5, CS 10, MM 30, Fly, Sacred, Magic, Research -20, Forge Bonus -5, Fire Res +15, Shock Res +15, Fear +5, Ambidextrous 5, Storm Power 2, UndLdr 90, MagLdr 30, Mag: F3A3D3H1, Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning				
Conj 2	Host of Ganas	D1	12	-	-	NUW
	Gana x20	HP 10, Prot 0, MR 12, Mor 15, Str 10, Att 10, Def 13, Prec 10, Enc 0, CS 12, MM 22, Ethereal, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spectral Club				
Conj 5	Summon Vetalas	D2	10	-	-	
	Possessed Corpse x10	HP 22, Prot 12, MR 14, Mor 18, Str 16, Att 12, Def 9, Prec 9, Enc 0, CS 7, MM 20, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Mace				
Conj 4	Contact Yaksha	N2E1	25	-	-	NUW
	Yaksha x1	HP 28, Prot 4, MR 17, Mor 15, Str 17, Att 13, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +1, Ldr 40, MagLdr 35, Mag: E3N1H1?1, Wpn: Falchion, Kick				
Conj 4	Contact Yakshini	N2W1	25	-	-	NUW
	Yakshini x1	HP 23, Prot 1, MR 17, Mor 13, Str 15, Att 11, Def 12, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +2, Ldr 40, MagLdr 35, Mag: W3N1H1?1, Wpn: Fist, Kick				
Blood 1	Summon Rakshasas	B1	10	-	-	NUW
	Rakshasa x3	HP 28, Prot 5, MR 13, Mor 14, Str 19, Att 13, Def 10, Prec 9, Enc 2, CS 10, MM 16, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Chaos Power 1, Wpn: Claw, Claw				
Blood 2	Feast of Flesh	B1N1	50	-	-	NUW
	Praghasa x15	HP 35, Prot 4, MR 13, Mor 14, Str 22, Att 13, Def 10, Prec 9, Enc 4, CS 10, MM 16, FS, Sacred, Demon, Supply Bonus -7, Fire Res -5, Chaos Power 1, Wpn: Mace				
Blood 3	Summon Asrapas	B2	11	-	-	NUW
	Asrapa x3	HP 19, Prot 1, MR 14, Mor 14, Str 13, Att 12, Def 13, Prec 11, Enc 2, CS 14, MM 16, Sacred, Demon, Chaos Power 1, Mag: B1H1, Wpn: Athame, Kick				
Blood 4	Summon Rakshasa Warriors	B2	25	-	-	NUW
	Rakshasa Warrior x5	HP 30, Prot 15, MR 13, Mor 15, Str 20, Att 13, Def 10, Prec 9, Enc 4, CS 8, MM 12, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Chaos Power 1, Wpn: Iron Cudgel				
Blood 5	Summon Sandhyabalas	B2D1	30	-	-	NUW
	Sandhyabala x3	HP 30, Prot 15, MR 14, Mor 15, Str 20, Att 14, Def 13, Prec 9, Enc 4, CS 8, MM 12, FS, Sacred, Demon, NNEat, Stealthy 40, Supply Bonus -4, Fire Res -10, Chaos Power 1, Dark Power 1, Wpn: Moon Blade				
Blood 7	Summon Samanishada	B3D1	35	-	-	NUW
	Samanishada x1	HP 30, Prot 15, MR 15, Mor 15, Str 20, Att 14, Def 12, Prec 9, Enc 4, CS 8, MM 12, FS, Sacred, Demon, NNEat, Stealthy 60, Supply Bonus -4, Fire Res -10, Assassin , Ambidextrous 2, Chaos Power 1, Dark Power 2, Ldr 10, UndLdr 40, Wpn: Moon Blade, Duskdagger				
Blood 6	Summon Dakini	B4A1	81	-	-	NUW
	Dakini x1	HP 23, Prot 12, MR 17, Mor 13, Str 15, Att 11, Def 13, Prec 11, Enc 2, CS 14, MM 28, Fly, Sacred, Demon, Fear +5, Spirit Sight, Damage Reversal 1 vs MR, Chaos Power 1, Ldr 40, UndLdr 55, MagLdr 40, Mag: A3D1B3H2, Wpn: Athame, Kick				
Blood 8	Summon Mandeha	B5D2	133	-	-	NUW
	Mandeha x1	HP 65, Prot 15, MR 18, Mor 18, Str 24, Att 15, Def 10, Prec 11, Enc 2, CS 15, MM 26, FS, Fly, Sacred, Demon, NNEat, Supply Bonus -10, Fire Res -10, Fear +5, Spirit Sight, Chaos Power 2, Dark Power 3, Ldr 40, UndLdr 185, MagLdr 25, Mag: A3D3B2H3, Wpn: Flesh Eater				
Blood 8	Summon Danavas	B5	75	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Danava x3	HP 92, Prot 12, MR 18, Mor 18, Str 24, Att 13, Def 12, Prec 9, Enc 3, CS 16, MM 20, Sacred, Demon, NNEat, Fire Res -5, Fear +5, Spirit Sight, Ambidextrous 8, Chaos Power 2, Mag: H2?2, Wpn: Unholy Sword, Unholy Spear, Unholy Axe				

National Rituals: Shinuyama (age 2) 🏯

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Aka-Oni	F1D1	10	-	-	NUW
	Aka-Oni x5+	HP 14, Prot 4, MR 14, Mor 14, Str 13, Att 11, Def 10, Prec 8, Enc 1, CS 10, MM 16, MS, Demon, NNEat, Supply Bonus -2, Fire Res +5, Spirit Sight, Chaos Power 1, Pillage +1, Wpn: Great Club, Throw Flames				
Conj 3	Summon Konoha Tengu	A1E1	5	-	-	NUW
	Konoha Tengu x5+	HP 12, Prot 4, MR 14, Mor 13, Str 11, Att 12, Def 14, Prec 12, Enc 3, CS 10, MM 28, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 5	Contact Dai Tengu	A2E1	55	-	-	NUW
	Dai Tengu x1	HP 13, Prot 4, MR 17, Mor 13, Str 11, Att 13, Def 16, Prec 13, Enc 3, CS 10, MM 28, MS, Fly, Sacred, Storm Immunity, Ldr 80, MagLdr 25, Mag: A3E1N1H2, Wpn: Quarterstaff, Lightning				
	Tengu Warrior x10	HP 13, Prot 12, MR 14, Mor 14, Str 11, Att 13, Def 13, Prec 12, Enc 6, CS 7, MM 22, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
	Karasu Tengu x15	HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 2	Summon Ao-Oni	W1D1	10	-	-	NUW
	Ao-Oni x5+	HP 14, Prot 4, MR 14, Mor 14, Str 13, Att 11, Def 10, Prec 8, Enc 1, CS 10, MM 16, MS, Demon, NNEat, Supply Bonus -2, Cold Res +5, Spirit Sight, Chaos Power 1, Pillage +1, Wpn: Great Club, Cold				
Conj 5	Contact Nushi	W2N1	25	-	-	NUW
	Nushi x1	HP 10, Prot 0, MR 17, Mor 8, Str 9, Att 8, Def 9, Prec 10, Enc 2, CS 12, MM 16, SS, Awe +3, Ldr 40, UndLdr 30, MagLdr 25, Mag: W3D1N2, Wpn: Claw				
Conj 4	Summon Oni	E1D1	12	-	-	NUW
	Oni x5+	HP 24, Prot 6, MR 15, Mor 15, Str 16, Att 12, Def 13, Prec 9, Enc 1, CS 14, MM 16, MS, Demon, NNEat, Supply Bonus -3, Spirit Sight, Chaos Power 1, Pillage +1, Wpn: No-Dachi, Javelin				
Conj 1	Summon Ko-Oni	D1	7	-	-	NUW
	Ko-Oni x5+	HP 9, Prot 3, MR 13, Mor 9, Str 10, Att 11, Def 12, Prec 10, Enc 1, CS 7, MM 16, MS, Demon, NNEat, Supply Bonus -1, Spirit Sight, Chaos Power 1, Pillage +1, Wpn: Club				
Conj 5	Summon Kuro-Oni	D2F1	10	-	-	NUW
	Kuro-Oni x4	HP 24, Prot 6, MR 15, Mor 15, Str 16, Att 12, Def 13, Prec 9, Enc 1, CS 14, MM 16, MS, Demon, NNEat, Supply Bonus -3, Fire Res +5, Poison Res +5, Spirit Sight, Chaos Power 1, Pillage +2, Wpn: No-Dachi, Throw Flames, Poison Spit				
Conj 6	Summon Oni General	D2F1	20	-	-	NUW
	Oni Shugo x1	HP 30, Prot 21, MR 16, Mor 18, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 10, MM 10, MS, Sacred, Demon, NNEat, Research -4, Supply Bonus -3, Fire Res +5, Poison Res +5, Spirit Sight, Chaos Power 1, Pillage +3, Retinue 1d6 Wolves, Ldr 15, UndLdr 100, MagLdr 5, Mag: D2?1, Wpn: No-Dachi, Throw Flames, Javelin				
Conj 6	Summon Gozu Mezu	D3	7	-	-	NUW
	Ox-head x1	HP 46, Prot 18, MR 15, Mor 15, Str 20, Att 13, Def 10, Prec 13, Enc 4, CS 13, MM 16, Demon, NNEat, Spirit Sight, Wpn: Gore, Soul Catcher				
	Horse-face x1	HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 13, Prec 15, Enc 4, CS 13, MM 16, Demon, NNEat, Spirit Sight, Wpn: Soul Catcher				
Conj 4	Ghost General	D3	10	-	-	

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Shura x1					HP 20, Prot 17, MR 15, Mor 18, Str 16, Att 14, Def 16, Prec 11, Enc 0, CS 8, MM 19, Float, Ethereal, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 80, UndLdr 120, Wpn: Bane Blade
Conj 8	Summon Dai Oni	D4F1	45	-	-	NUW
	Dai Oni x1					HP 50, Prot 19, MR 18, Mor 18, Str 20, Att 14, Def 12, Prec 9, Enc 5, CS 12, MM 16, MS, Sacred, Demon, NNEat, Research -12, Supply Bonus -5, Fire Res +5, Poison Res +5, Fear +5, Spirit Sight, Chaos Power 1, Pillage +5, Retinue 1d6 Wolves, Ldr 20, UndLdr 210, MagLdr 25, Mag: F2E2D3H1?1, Wpn: No-Dachi, Throw Flames, Javelin
Conj 2	Summon Karasu Tengus	N1A1	3	-	-	NUW
	Karasu Tengu x3					HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike
Conj 6	Contact Kitsune	N2	30	-	-	NUW
	Kitsune x1					HP 5, Prot 2, MR 18, Mor 7, Str 5, Att 11, Def 14, Prec 13, Enc 2, CS 28, MM 22, FS, MS, Stealthy 80, MagLdr 20, Mag: N3?1, Wpn: Bite
Conj 3	Ambush of Tigers	N2	10	-	-	NUW
	Tiger x10+					HP 21, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Darkvision 50, Wpn: Bite, Claw

National Rituals: Ashdod (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Call Malakh	S2	9	-	-	NUW
	Malakh x1					HP 13, Prot 0, MR 15, Mor 15, Str 12, Att 11, Def 11, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Stealthy 60, Fire Res +5, Shock Res +5, Awe +4, Spirit Sight, Invulnerability 15, Mag: H1, Wpn: Fist
Conj 6	Call Hashmal	S3F1	21	-	-	NUW
	Hashmal x1					HP 27, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 14, Prec 14, Enc 1, CS 16, MM 34, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +25, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Inquisitor, Fire Shield 10 AP dmg, Ldr 120, MagLdr 80, Mag: H2, Wpn: Flame Strike
Conj 7	Call Arel	S4N1	39	-	-	NUW
	Arel x1					HP 33, Prot 0, MR 18, Mor 10, Str 14, Att 8, Def 13, Prec 9, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Poison Res +15, Awe +6, Spirit Sight, Healing 3, Invulnerability 15, Ldr 80, MagLdr 55, Mag: N3H3, Wpn: Fist
Conj 8	Call Ophan	S5F2	49	-	-	NUW
	Ophan x1					HP 55, Prot 21, MR 18, Mor 30, Str 20, Att 14, Def 14, Prec 14, Enc 1, CS 27, MM 40, Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, Fire Res +15, Shock Res +15, Poison Res +25, Awe +6, Spirit Sight, Patrol Bonus 50, Fire Shield 11 AP dmg, Mag: H3, Wpn: Flame Strike
Conj 9	Call Merkavah	S7F3	222	-	-	NUW
	Chayot x1					HP 55, Prot 0, MR 18, Mor 30, Str 18, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacred, Magic, NNEat, Astral Magic +6, Magic -6, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 vs MR, Invulnerability 30, Fire Shield 13 AP dmg, Ldr 160, MagLdr 120, Mag: F4A4E4S4H10, Wpn: Fist
	Ophan x4					HP 55, Prot 21, MR 18, Mor 30, Str 20, Att 14, Def 14, Prec 14, Enc 1, CS 27, MM 40, Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, Fire Res +15, Shock Res +15, Poison Res +25, Awe +6, Spirit Sight, Patrol Bonus 50, Fire Shield 11 AP dmg, Mag: H3, Wpn: Flame Strike
Conj 6	Dirge for the Dead	D3H1	25	-	-	NUW
	Ditanu x1					HP 53, Prot 18, MR 18, Mor 30, Str 24, Att 14, Def 17, Prec 12, Enc 0, CS 15, MM 21, WS, Ethereal, Sacred, Und, NNEat, PiR, Fire Res +6, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Ldr 80, UndLdr 70, MagLdr 10, Mag: D1H1?1, Wpn: Dawn Blade, Gore

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Banquet for the Dead	D4H1	55	-	-	NUW
	Malik x1	HP 63, Prot 16, MR 18, Mor 30, Str 24, Att 15, Def 18, Prec 12, Enc 0, CS 15, MM 21, WS, Ethereal, Sacred, Und, NNEat, PiR, Fire Res +8, Cold Res +15, Poison Res +25, Fear +10, Spirit Sight, Ldr 120, UndLdr 190, MagLdr 30, Mag: D2B2H2?2, Wpn: Dawn Blade, Gore				
	Ditanu x4	HP 53, Prot 18, MR 18, Mor 30, Str 24, Att 14, Def 17, Prec 12, Enc 0, CS 15, MM 21, WS, Ethereal, Sacred, Und, NNEat, PiR, Fire Res +6, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Mag: D1H1?1, Wpn: Dawn Blade, Gore				
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8	HP 9, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, Stealthy 40, Wpn: Claws				
Conj 5	Summon Lilot	N4	25	-	-	NUW
	Lilot x1	HP 22, Prot 0, MR 17, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 28, WS, Fly, Demon, Stealthy 55, Dream Seduction , Ldr 40, UndLdr 40, Wpn: Life Drain				
Blood 3	Summon Se'irim	B2	23	-	-	NUW
	Se'ir x5	HP 28, Prot 7, MR 15, Mor 30, Str 16, Att 13, Def 11, Prec 9, Enc 2, CS 16, MM 16, WS, Sacred, Demon, NNEat, Wpn: Claw, Claw, Gore				
Blood 4	Summon Shedim	B3A1	28	-	-	NUW
	Shed x3	HP 40, Prot 8, MR 17, Mor 30, Str 15, Att 13, Def 12, Prec 11, Enc 2, CS 12, MM 28, Fly, Demon, NNEat, Shock Res +15, Storm Power 2, Wpn: Thunder Fist, Lightning				

National Rituals: Uruk (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Ugallu	A3	24	-	-	NUW
	Ugallu x1	HP 30, Prot 3, MR 16, Mor 15, Str 18, Att 14, Def 12, Prec 11, Enc 2, CS 16, MM 18, Fly, Sacred, Magic, NNEat, Shock Res +15, Spirit Sight, Storm Immunity, Ldr 80, MagLdr 25, Mag: A3, Wpn: Apotropaic Dagger, Apotropaic Mace, Bite				
Conj 7	Call Anzu	A4	4	-	-	NUW
	Anzu x1	HP 72, Prot 8, MR 15, Mor 18, Str 20, Att 13, Def 11, Prec 12, Enc 2, CS 8, MM 40, MS, Fly, Fire Res +10, Shock Res +15, Siege Strength +10, Patrol Bonus 10, Storm Immunity, Wpn: Bite, Talons, Water Breath, Flaming Breath				
Conj 4	Summon Kusarikkus	E1	6	-	-	NUW
	Kusarikku x2	HP 34, Prot 9, MR 15, Mor 16, Str 20, Att 13, Def 10, Prec 10, Enc 3, CS 15, MM 18, Sacred, Magic, NNEat, Spirit Sight, Patrol Bonus 10, Wpn: Apotropaic Spear, Gore				
Conj 8	Call Apkallu	S5	60	-	-	NUW
	Umu-apkallu x1	HP 36, Prot 1, MR 18, Mor 30, Str 18, Att 14, Def 12, Prec 12, Enc 2, CS 16, MM 32, Fly, Sacred, NNEat, Research +10, Shock Res +15, Disease Healing 1, Ldr 120, MagLdr 130, Mag: A3W3E2S4N2H2, Wpn: Fist				
Conj 3	Herd of Buffaloes	N2	10	-	-	NUW
	Buffalo x5+	HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Wpn: Hoof, Gore				

National Rituals: Nazca (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Condors	A2	9	-	-	NUW
	Condor x10+	HP 18, Prot 4, MR 8, Mor 13, Str 12, Att 13, Def 10, Prec 14, Enc 2, CS 6, MM 34, MS, Fly, Sacred, Stealthy 140, Shock Res +15, Siege Strength +1, Patrol Bonus 20, Wpn: Talons, Beak				
Conj 5	Summon Huacas	S2	15	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Huaca x5					HP 16, Prot 15, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacred, Magic, Fire Res +5, Shock Res +10, Cold Res +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 5	Summon Supayas	D2	10	-	-	NUW
	Supaya x5					HP 10, Prot 0, MR 14, Mor 15, Str 10, Att 13, Def 16, Prec 12, Enc 0, CS 14, MM 22, Fly, Float, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Storm Immunity, Wpn: Spectral Spear

National Rituals: Xibalba (age 2) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Chaac	A4	75	-	-	NUW
	Chaac of the South (x1)					HP 32, Prot 3, MR 18, Mor 30, Str 18, Att 14, Def 14, Prec 14, Enc 2, CS 16, MM 22, Fly, Sacred, NNEat, Supply Bonus 25, Shock Res +15, Storm Immunity, Ldr 50, UndLdr 40, MagLdr 40, Mag: F2A4W2H3, Wpn: Thunder Axe, Lightning
Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1					HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacred, Amph, Poison Res +15, Wpn: Venomous Fangs
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW
	Jaguar Toad x2					HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 6, Prec 5, Enc 3, CS 6, MM 16, SS, Sacred, Trample, Poison Res +15, Wpn: Claw, Poison Spit
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1					HP 57, Prot 6, MR 7, Mor 14, Str 17, Att 7, Def 6, Prec 5, Enc 3, CS 7, MM 16, SS, Sacred, Trample, Poison Res +25, Wpn: Claw
Conj 7	Summon Balam	N4	60	-	-	NUW
	Balam of the East (x1)					HP 49, Prot 6, MR 15, Mor 14, Str 17, Att 14, Def 11, Prec 5, Enc 3, CS 24, MM 22, FS, Sacred, Stealthy 40, Ldr 80, UndLdr 20, MagLdr 50, Mag: W2N4B2H3, Wpn: Bite, Claw

National Rituals: Phlegra (age 2) ⭐

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Forge Brass Bull	F3E3	30	-	-	NUW
	Khalkotauros x1					HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, SIR, PiR, Fire Res +25, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath
Conj 5	Summon Hound of Twilight	E2D1	4	-	-	NUW
	Hound of Twilight x1					HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, Poison Res +15, Fear +5, Darkvision 100, Spirit Sight, Patrol Bonus 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3					HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Ethereal, Demon, NNEat, Stealthy 40, Cold Res +15, Poison Res +15, Fear +5, Spirit Sight, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x12					HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, Spirit Sight, Invulnerability 15, Patrol Bonus 5, Mag: S1D2N1, Wpn: Banefire Torch

National Rituals: Phaeacia (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Contact Hesperide	F3S1	35	-	-	NUW
	Hesperide x1	HP 15, Prot 0, MR 18, Mor 10, Str 11, Att 9, Def 10, Prec 10, Enc 2, CS 12, MM 16, Sacred, Recup, Supply Bonus 20, Awe +6, Inspirational +1, Disease Healing 3, Ldr 55, MagLdr 55, Mag: F3S3N2H2, Wpn: Fist				
Conj 6	Call Ladon	F3N2	15	-	-	NUW
	Drakon Hesperios (x1)	HP 144, Prot 20, MR 18, Mor 30, Str 24, Att 15, Def 9, Prec 12, Enc 2, CS 10, MM 16, SS, Regeneration 20%, Supply Bonus -5, Poison Res +15, Fear +10, Wpn: Venomous Fangs, Venomous Fangs, Venomous Fangs				
Cnst 7	Forge Brass Bull	F3E3	30	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, SIR, PiR, Fire Res +25, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Cnst 5	Dogs of Gold and Silver	E1	7	-	-	
	Kuon Argyreos x1	HP 17, Prot 25, MR 12, Mor 50, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 24, MM 22, Inanim, Magic, Mindless, PAmph, NNEat, BIR, SIR, PiR, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Patrol Bonus 15, Wpn: Bite				
Conj 5	Summon Hound of Twilight	E2D1	4	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, Poison Res +15, Fear +5, Darkvision 100, Spirit Sight, Patrol Bonus 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 7	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Spell Singer, Wpn:				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Ethereal, Demon, NNEat, Stealthy 40, Cold Res +15, Poison Res +15, Fear +5, Spirit Sight, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				

National Rituals: Atlantis (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Summon Monster Fish	W3	6	-	-	UW
	Monster Fish x1	HP 128, Prot 12, MR 13, Mor 18, Str 25, Att 12, Def 6, Prec 5, Enc 2, CS 16, MM 10, Aqua, Fear +5, Wpn: Swallow				

National Rituals: Pelagia (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Summon Daktyl	E3A1	30	-	-	
	Daktyl x1	HP 9, Prot 4, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 2, CS 6, MM 12, Sacred, Magic, Amph, Master Smith 1, Ldr 10, UndLdr 40, MagLdr 30, Mag: A1W1E2?1, Wpn: Enchanted Hammer				
Conj 5	Summon Hekateride	N3W1	30	-	-	
	Hekateride x1	HP 15, Prot 0, MR 18, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 2, CS 12, MM 16, Sacred, Recup, Magic, Amph, Supply Bonus 20, Awe +6, Inspirational +2, Ldr 40, UndLdr 80, MagLdr 70, Mag: W2N3H2?1, Wpn: Fist				

National Rituals: Arcoscephale (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Forge Brass Bull	F3E3	30	-	-	NUW
	Khalkotaurus x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, SIR, PiR, Fire Res +25, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	4	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, Poison Res +15, Fear +5, Darkvision 100, Spirit Sight, Patrol Bonus 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 7	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Spell Singer, Wpn:				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Ethereal, Demon, NNEat, Stealthy 40, Cold Res +15, Poison Res +15, Fear +5, Spirit Sight, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x12	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, Spirit Sight, Invulnerability 15, Patrol Bonus 5, Mag: S1D2N1, Wpn: Banefire Torch				
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, Fire Res -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 55, Mag: N3, Wpn: Branch				

National Rituals: Pythium (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Contact Lar	N1	16	-	-	NUW
	Lar x1	HP 14, Prot 0, MR 16, Mor 12, Str 11, Att 12, Def 11, Prec 12, Enc 1, CS 14, MM 18, FS, Ethereal, Sacred, Recup, Magic, NNEat, Stealthy 40, Supply Bonus 10, Poison Res +15, Spirit Sight, Ldr 10, MagLdr 20, Mag: W1E1N2, Wpn: Fist				
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, Fire Res -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 55, Mag: N3, Wpn: Branch				
Conj 9	Daughter of Typhon	N5D2	30	-	-	NUW
	Daughter of Typhon (x1)	HP 220, Prot 13, MR 18, Mor 30, Str 19, Att 15, Def 12, Prec 5, Enc 3, CS 10, MM 12, SS, Sacred, Recup, BIR, PiR, Regeneration 10%, Fire Res -10, Poison Res +25, Fear +10, Wpn: Lesser Heads, Lesser Heads, Lesser Heads, Lesser Heads, Immortal Head				
Blood 1	Orgy	B1N1	1	-	-	NUW
	Satyr x1	HP 15, Prot 2, MR 13, Mor 11, Str 12, Att 12, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Recup, Stealthy 40, Seduction , Ldr 40, Wpn: Fist, Hoof				
	Maenad x6	HP 10, Prot 0, MR 10, Mor 15, Str 10, Att 10, Def 10, Prec 10, Enc 2, CS 12, MM 18, FS, Patrol Bonus -1, Wpn: Claw				

National Rituals: Lemuria (age 3) 🌿

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 0	Revive Shadow Tribune	D1	8	-	-	NUW
	Shadow Tribune x1	HP 6, Prot 0, MR 15, Mor 13, Str 6, Att 10, Def 15, Prec 10, Enc 0, CS 12, MM 22, Float, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Dark Power 2, Ldr 80, UndLdr 95, Mag: H1, Wpn: Paralyze				
Conj 0	Revive Lemur Centurion	D1	5	-	-	NUW
	Lemur Centurion x1	HP 25, Prot 19, MR 15, Mor 17, Str 13, Att 14, Def 14, Prec 10, Enc 0, CS 10, MM 21, Ethereal, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Magic Power 1, Ldr 80, UndLdr 120, Wpn: Short Sword				
Conj 0	Revive Lemur Senator	D2	15	-	-	NUW
	Lemur Senator x1	HP 28, Prot 8, MR 16, Mor 14, Str 14, Att 15, Def 15, Prec 10, Enc 0, CS 12, MM 22, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Magic Power 1, Ldr 80, UndLdr 150, Mag: H2, Wpn: Steal Strength				
Conj 0	Revive Lemur Acolyte	D2	11	-	-	NUW
	Lemur Acolyte x1	HP 20, Prot 0, MR 15, Mor 17, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Magically Attuned Research, Magic Power 1, Ldr 10, UndLdr 55, Mag: D1H1, Wpn: Life Drain				
Conj 0	Revive Lemur Consul	D3	25	-	-	NUW
	Lemur Consul x1	HP 33, Prot 19, MR 17, Mor 30, Str 15, Att 16, Def 16, Prec 10, Enc 0, CS 10, MM 21, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Magic Power 1, Ldr 120, UndLdr 205, Mag: H3, Wpn: Short Sword				
Conj 0	Revive Lemur Thaumaturg	D3	20	-	-	NUW
	Lemur Thaumaturg x1	HP 25, Prot 0, MR 17, Mor 18, Str 12, Att 10, Def 16, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Magically Attuned Research, Magic Power 1, Ldr 10, UndLdr 100, MagLdr 10, Mag: S1D2H2, Wpn: Life Drain				
Conj 0	Revive Grand Lemur	D3	50	-	-	NUW
	Grand Lemur x1	HP 25, Prot 0, MR 18, Mor 18, Str 12, Att 10, Def 20, Prec 12, Enc 0, CS 12, MM 22, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy 40, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Magically Attuned Research, Magic Power 1, Ldr 10, UndLdr 175, MagLdr 20, Mag: S2D3H3?1, Wpn: Magic Staff, Life Drain				

National Rituals: Man (age 3) 🌿

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Bean Sidhe	D1	25	-	-	NUW
	Bean Sidhe x1	HP 13, Prot 0, MR 14, Mor 12, Str 12, Att 12, Def 14, Prec 12, Enc 0, CS 13, MM 22, FS, Ethereal, Glamour, Und, NNEat, Stealthy 85, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Assassin, Assassin Patience +2, Spell Singer, UndLdr 30, MagLdr 10, Mag: A1D1?1, Wpn: Claw, Wail of Doom				
Conj 2	Summon Black Dogs	D2	8	-	-	NUW
	Black Dog x20	HP 14, Prot 4, MR 13, Mor 13, Str 13, Att 12, Def 9, Prec 5, Enc 2, CS 24, MM 22, Stealthy 60, Darkvision 100, Dark Power 2, Wpn: Bite				
Conj 4	Summon Barghests	D2	7	-	-	NUW
	Barghest x9	HP 28, Prot 6, MR 15, Mor 14, Str 16, Att 13, Def 10, Prec 5, Enc 2, CS 26, MM 22, Sacred, Stealthy 60, Darkvision 100, Curses attacker, Dark Power 3, Wpn: Venomous Bite				
Conj 3	Summon Cu Sidhe	N2	6	-	-	NUW
	Cu Sidhe x7	HP 26, Prot 7, MR 14, Mor 14, Str 15, Att 13, Def 11, Prec 5, Enc 2, CS 28, MM 22, FS, Sacred, Stealthy 40, Darkvision 50, Wpn: Bite				

National Rituals: Ulm (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 0	Sanguine Heritage	B3D3	44	-	-	NUW
	Vampire Count (x1)	HP 14, Prot 0, MR 17, Mor 14, Str 14, Att 8, Def 8, Prec 8, Enc 0, CS 14, MM 22, Fly, Und, NNEat, Stealthy 40, BIR, SIR, Regeneration 10%, Fire Res -5, Cold Res +15, Poison Res +25, Fear +5, Darkvision 100, Invulnerability 25, Dominion Summoner 1+ Thralls, Ldr 10, UndLdr 105, MagLdr 15, Mag: D3B1, Wpn: Life Drain				

National Rituals: Marignon (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 7	Heavenly Wrath	S3F1	35	-	-	NUW
	Angel of Fury x1	HP 49, Prot 0, MR 18, Mor 30, Str 17, Att 14, Def 12, Prec 15, Enc 1, CS 16, MM 34, Fly, Sacred, NNEat, Fire Res +5, Shock Res +5, Fear +5, Spirit Sight, Blood Vengeance 4 vs MR, Invulnerability 20, Wpn: Holy Scourge				
Conj 6	Contact Harbinger	S4	25	-	-	NUW
	Harbinger x1	HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Ldr 80, MagLdr 55, Mag: A3H2, Wpn: Fist, Heavenly Horn				
Conj 7	Angelic Host	S5	50	5	-	NUW
	Angel of the Host x6	HP 17, Prot 0, MR 17, Mor 18, Str 13, Att 13, Def 15, Prec 15, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 15, Wpn: Flambeau				
Conj 9	Heavenly Choir	S7F2	144	-	-	NUW
	Seraph x1	HP 77, Prot 0, MR 18, Mor 30, Str 21, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 vs MR, Invulnerability 30, Fire Shield 12 AP dmg, Ldr 180, MagLdr 160, Mag: F4A4S4H4, Wpn: Fist				
	Angel of the Heavenly Choir x9	HP 14, Prot 0, MR 16, Mor 18, Str 12, Att 11, Def 12, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 15, Mag: H2, Wpn: Fist				
	Harbinger x3	HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Mag: A3H2, Wpn: Fist, Heavenly Horn				
Blood 1	Bind Harlequin	B1	1	-	-	NUW
	Demon Jester x1	HP 16, Prot 5, MR 14, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 2, CS 8, MM 22, Fly, Demon, NNEat, Wpn: Claws, Sticks and Stones				
Blood 7	Reascendance	B4S1	88	-	-	NUW
	Fallen Angel x1	HP 49, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 16, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacred, Demon, Magic, NNEat, Fire Res +15, Fear +5, Spirit Sight, Invulnerability 25, Ldr 135, UndLdr 185, MagLdr 70, Mag: F3D3B3, Wpn: Dark Fire Sword				

National Rituals: Mictlan (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1	HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacred, Amph, Poison Res +15, Wpn: Venomous Fangs				
Conj 7	Summon Tlaloque	W4	60	-	-	NUW
	Tlaloque of the East (x1)	HP 48, Prot 5, MR 18, Mor 30, Str 19, Att 12, Def 15, Prec 12, Enc 1, CS 16, MM 16, Sacred, Demon, NNEat, Supply Bonus 50, Spirit Sight, Ldr 40, UndLdr 55, MagLdr 45, Mag: W4N2B3H3, Wpn: Quarterstaff				
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Jaguar Toad x2	HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 6, Prec 5, Enc 3, CS 6, MM 16, SS, Sacred, Trample, Poison Res +15, Wpn: Claw, Poison Spit				
Conj 6	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1	HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 85, Mag: S3N3H2, Wpn: Venomous Fangs				
Conj 3	Summon Jaguars	N2H1	25	-	-	NUW
	Jaguar x17	HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacred, Stealthy 40, Darkvision 50, Wpn: Bite, Claw				
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1	HP 57, Prot 6, MR 7, Mor 14, Str 17, Att 7, Def 6, Prec 5, Enc 3, CS 7, MM 16, SS, Sacred, Trample, Poison Res +25, Wpn: Claw				
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs				
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW
	Ozelotl x3	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw				
Blood 5	Contact Civateteo	B2D2	36	-	-	NUW
	Civateteo x1	HP 20, Prot 0, MR 16, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 22, Ethereal, Sacred, Und, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Ldr 80, UndLdr 145, MagLdr 5, Mag: D1B1H2, Wpn: Life Drain				
Blood 6	Bind Tzitzimitl	B2S2	10	-	-	NUW
	Tzitzimitl x1	HP 43, Prot 6, MR 18, Mor 30, Str 18, Att 13, Def 13, Prec 13, Enc 1, CS 16, MM 20, Fly, Sacred, Demon, NNEat, Spirit Sight, Wpn: Pincer, Scorpion Tail, Stellar Bolt				
Blood 6	Contact Tlahuelpuchi	B3	42	-	-	NUW
	Tlahuelpuchi x1	HP 17, Prot 0, MR 16, Mor 13, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 28, Fly, NNEat, Stealthy 50, Darkvision 100, Assassin, Assassin Patience +2, UndLdr 40, MagLdr 15, Mag: D1N1B2, Wpn: Life Drain				
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1	HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 2, CS 15, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 80, UndLdr 145, MagLdr 30, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw				
	Beast Bat x8	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs				
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw				

National Rituals: T'ien Ch'i (age 3) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Celestial Hounds	A1S1	4	-	-	NUW
	Celestial Hound x2	HP 25, Prot 7, MR 14, Mor 15, Str 17, Att 14, Def 10, Prec 5, Enc 1, CS 20, MM 28, Fly, Sacred, Magic, NNEat, Shock Res +15, Spirit Sight, Patrol Bonus 10, Wpn: Bite, Claw				
Conj 6	Call Celestial Soldiers	A2S1	15	-	-	NUW
	Celestial Soldier x5	HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 14, Prec 15, Enc 4, CS 13, MM 10, Sacred, Magic, NNEat, Spirit Sight, Wpn: Glaive				
Conj 1	Celestial Servant	E1S1	1	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Celestial Servant x1	HP 48, Prot 4, MR 14, Mor 14, Str 24, Att 9, Def 8, Prec 9, Enc 1, CS 12, MM 16, Sacred, Magic, NNEat, Supply Bonus -3, Spirit Sight, Wpn: Rake				
Conj 3	Herd of Buffaloes	N2	10	-	-	NUW
	Buffalo x5+	HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Wpn: Hoof, Gore				

National Rituals: Jomon (age 3) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Aka-Oni	F1D1	10	-	-	NUW
	Aka-Oni x5+	HP 14, Prot 4, MR 14, Mor 14, Str 13, Att 11, Def 10, Prec 8, Enc 1, CS 10, MM 16, MS, Demon, NNEat, Supply Bonus -2, Fire Res +5, Spirit Sight, Chaos Power 1, Pillage +1, Wpn: Great Club, Throw Flames				
Conj 3	Summon Konoha Tengu	A1E1	5	-	-	NUW
	Konoha Tengu x5+	HP 12, Prot 4, MR 14, Mor 13, Str 11, Att 12, Def 14, Prec 12, Enc 3, CS 10, MM 28, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 5	Contact Dai Tengu	A2E1	55	-	-	NUW
	Dai Tengu x1	HP 13, Prot 4, MR 17, Mor 13, Str 11, Att 13, Def 16, Prec 13, Enc 3, CS 10, MM 28, MS, Fly, Sacred, Storm Immunity, Ldr 80, MagLdr 25, Mag: A3E1N1H2, Wpn: Quarterstaff, Lightning				
	Tengu Warrior x10	HP 13, Prot 12, MR 14, Mor 14, Str 11, Att 13, Def 13, Prec 12, Enc 6, CS 7, MM 22, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
	Karasu Tengu x15	HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 1	Summon Kappa	W1N1	3	-	-	NUW
	Kappa x3	HP 15, Prot 15, MR 8, Mor 12, Str 13, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 16, Recup, Amph, Wpn: Claw, Koppo				
Conj 2	Summon Ao-Oni	W1D1	10	-	-	NUW
	Ao-Oni x5+	HP 14, Prot 4, MR 14, Mor 14, Str 13, Att 11, Def 10, Prec 8, Enc 1, CS 10, MM 16, MS, Demon, NNEat, Supply Bonus -2, Cold Res +5, Spirit Sight, Chaos Power 1, Pillage +1, Wpn: Great Club, Cold				
Conj 5	Contact Nushi	W2N1	25	-	-	NUW
	Nushi x1	HP 10, Prot 0, MR 17, Mor 8, Str 9, Att 8, Def 9, Prec 10, Enc 2, CS 12, MM 16, SS, Awe +3, Ldr 40, UndLdr 30, MagLdr 25, Mag: W3D1N2, Wpn: Claw				
Conj 5	Contact Kaijin	W3	25	-	-	UW
	Kaijin x1	HP 19, Prot 6, MR 18, Mor 15, Str 12, Att 13, Def 13, Prec 13, Enc 2, CS 12, MM 16, Ethereal, Sacred, Magic, Amph, NNEat, Fire Res +5, Ldr 10, MagLdr 40, Mag: W3E1N2, Wpn: Enchanted Net, Mighty Yari				
Conj 5	Summon Ujigami	E1S1	8	-	-	NUW
	Ujigami x1	HP 22, Prot 17, MR 16, Mor 15, Str 14, Att 14, Def 13, Prec 13, Enc 6, CS 8, MM 10, Ethereal, Sacred, Magic, NNEat, Inspirational +1, Ldr 120, MagLdr 80, Mag: H2, Wpn: Katana				
Conj 4	Summon Oni	E1D1	12	-	-	NUW
	Oni x5+	HP 24, Prot 6, MR 15, Mor 15, Str 16, Att 12, Def 13, Prec 9, Enc 1, CS 14, MM 16, MS, Demon, NNEat, Supply Bonus -3, Spirit Sight, Chaos Power 1, Pillage +1, Wpn: No-Dachi, Javelin				
Conj 6	Contact Tatsu	E3	19	-	-	NUW
	Tatsu x1	HP 42, Prot 13, MR 16, Mor 15, Str 17, Att 13, Def 11, Prec 12, Enc 2, CS 14, MM 34, MS, Fly, Fire Res +5, Shock Res +5, Poison Res +15, Storm Immunity, Ldr 40, MagLdr 10, Mag: ?2, Wpn: Venomous Fangs, Claw, Tail Sweep, Spray Poison				
Conj 7	Contact Yama-no-kami	E4	28	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Yama-no-kami x1					HP 29, Prot 16, MR 18, Mor 13, Str 18, Att 12, Def 14, Prec 12, Enc 2, CS 11, MM 16, MS, Ethereal, Sacred, Magic, NNEat, Regeneration 10%, Spirit Sight, Retinue 1d6 Wolves, Dominion Summoner 0+ Wolves, Ldr 40, MagLdr 45, Mag: A2E3N2, Wpn: Quarterstaff
Conj 6	Summon Kenzoku	S1E1	9	-	-	NUW
	Kenzoku x1					HP 26, Prot 17, MR 15, Mor 16, Str 15, Att 15, Def 15, Prec 13, Enc 5, CS 8, MM 10, Ethereal, Sacred, Magic, NNEat, Awe +2, Ldr 80, MagLdr 80, Wpn: Enchanted Katana
Conj 1	Summon Ko-Oni	D1	7	-	-	NUW
	Ko-Oni x5+					HP 9, Prot 3, MR 13, Mor 9, Str 10, Att 11, Def 12, Prec 10, Enc 1, CS 7, MM 16, MS, Demon, NNEat, Supply Bonus -1, Spirit Sight, Chaos Power 1, Pillage +1, Wpn: Club
Conj 5	Summon Kuro-Oni	D2F1	10	-	-	NUW
	Kuro-Oni x4					HP 24, Prot 6, MR 15, Mor 15, Str 16, Att 12, Def 13, Prec 9, Enc 1, CS 14, MM 16, MS, Demon, NNEat, Supply Bonus -3, Fire Res +5, Poison Res +5, Spirit Sight, Chaos Power 1, Pillage +2, Wpn: No-Dachi, Throw Flames, Poison Spit
Conj 6	Summon Oni General	D2F1	20	-	-	NUW
	Oni Shugo x1					HP 30, Prot 21, MR 16, Mor 18, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 10, MM 10, MS, Sacred, Demon, NNEat, Research -4, Supply Bonus -3, Fire Res +5, Poison Res +5, Spirit Sight, Chaos Power 1, Pillage +3, Retinue 1d6 Wolves, Ldr 15, UndLdr 100, MagLdr 5, Mag: D2?1, Wpn: No-Dachi, Throw Flames, Javelin
Conj 6	Summon Gozu Mezu	D3	7	-	-	NUW
	Ox-head x1					HP 46, Prot 18, MR 15, Mor 15, Str 20, Att 13, Def 10, Prec 13, Enc 4, CS 13, MM 16, Demon, NNEat, Spirit Sight, Wpn: Gore, Soul Catcher
	Horse-face x1					HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 13, Prec 15, Enc 4, CS 13, MM 16, Demon, NNEat, Spirit Sight, Wpn: Soul Catcher
Conj 4	Ghost General	D3	10	-	-	
	Shura x1					HP 20, Prot 17, MR 15, Mor 18, Str 16, Att 14, Def 16, Prec 11, Enc 0, CS 8, MM 19, Float, Ethereal, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 80, UndLdr 120, Wpn: Bane Blade
Conj 8	Summon Dai Oni	D4F1	45	-	-	NUW
	Dai Oni x1					HP 50, Prot 19, MR 18, Mor 18, Str 20, Att 14, Def 12, Prec 9, Enc 5, CS 12, MM 16, MS, Sacred, Demon, NNEat, Research -12, Supply Bonus -5, Fire Res +5, Poison Res +5, Fear +5, Spirit Sight, Chaos Power 1, Pillage +5, Retinue 1d6 Wolves, Ldr 20, UndLdr 240, MagLdr 20, Mag: F2E2D3H1?1, Wpn: No-Dachi, Throw Flames, Javelin
Conj 4	Contact Jigami	N1	10	-	-	NUW
	Jigami x1					HP 16, Prot 0, MR 15, Mor 9, Str 12, Att 11, Def 14, Prec 11, Enc 1, CS 12, MM 16, Ethereal, Sacred, Magic, NNEat, Supply Bonus 25, Ldr 10, MagLdr 20, Mag: N2, Wpn: Quarterstaff
Conj 2	Summon Karasu Tengus	N1A1	3	-	-	NUW
	Karasu Tengu x3					HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike
Conj 6	Contact Kitsune	N2	30	-	-	NUW
	Kitsune x1					HP 5, Prot 2, MR 18, Mor 7, Str 5, Att 11, Def 14, Prec 13, Enc 2, CS 28, MM 22, FS, MS, Stealthy 80, MagLdr 20, Mag: N3?1, Wpn: Bite
Conj 3	Ambush of Tigers	N2	10	-	-	NUW
	Tiger x10+					HP 21, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Darkvision 50, Wpn: Bite, Claw
Conj 5	Contact Mori-no-kami	N3	21	-	-	NUW
	Mori-no-kami x1					HP 9, Prot 0, MR 14, Mor 9, Str 9, Att 11, Def 11, Prec 12, Enc 1, CS 10, MM 16, FS, Ethereal, Sacred, Magic, NNEat, Magic -1, Spirit Sight, Ldr 70, MagLdr 20, Mag: E1N3, Wpn: Dagger, Short Bow

National Rituals: Agartha (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Nightmare Construction	F1D1	2	-	-	NUW
	Flame Barrel Nightmare x1	HP 12, Prot 15, MR 10, Mor 50, Str 16, Att 11, Def 9, Prec 5, Enc 0, CS 24, MM 22, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Wpn: Hoof				
Ench 4	Flame Corpse Construction	F1D1	1	-	-	NUW
	Flame Corpse x1	HP 14, Prot 15, MR 5, Mor 50, Str 14, Att 8, Def 9, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, Mindless, PAmph, NNEat, Cold Res +15, Poison Res +25, Darkvision 50, Ambidextrous 2, Wpn: Short Sword, Short Sword				
Ench 2	Iron Corpse Reanimation	E1D1	2	-	-	NUW
	Iron Corpse x5+	HP 15, Prot 16, MR 7, Mor 50, Str 12, Att 8, Def 9, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, Mindless, PAmph, NNEat, Cold Res +15, Poison Res +25, Darkvision 50, Ambidextrous 2, Wpn: Short Sword, Short Sword				
Ench 2	Reanimate Ancestor	E2D2	3	-	-	NUW
	Iron Ancestor x1	HP 25, Prot 19, MR 14, Mor 30, Str 14, Att 11, Def 11, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Darkvision 50, Ambidextrous 2, Ldr 10, UndLdr 40, Wpn: Short Sword, Short Sword				
Ench 6	Ktonian Legion	E2D2	15	-	-	NUW
	Iron Corpse x30+	HP 15, Prot 16, MR 7, Mor 50, Str 12, Att 8, Def 9, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, Mindless, PAmph, NNEat, Cold Res +15, Poison Res +25, Darkvision 50, Ambidextrous 2, Wpn: Short Sword, Short Sword				
Conj 3	Summon Penumbrales	D1E1	6	-	-	
	Penumbrales x4	HP 30, Prot 0, MR 14, Mor 18, Str 15, Att 10, Def 10, Prec 8, Enc 0, CS 12, MM 22, Ethereal, Und, Amph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain				
Conj 3	Awaken Shard Wights	D1E1	15	-	-	NUW
	Shard Wight x5+	HP 35, Prot 16, MR 15, Mor 17, Str 17, Att 11, Def 10, Prec 7, Enc 0, CS 8, MM 16, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Shard Glaive				
Conj 5	Summon Umbrals	D2E1	8	-	-	
	Umbral x4	HP 68, Prot 0, MR 16, Mor 18, Str 22, Att 12, Def 12, Prec 8, Enc 0, CS 14, MM 22, Ethereal, Und, Amph, NNEat, Stealthy 40, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain				
Conj 5	Awaken Sepulchral	D2E1	4	-	-	NUW
	Sepulchral x1	HP 69, Prot 16, MR 15, Mor 17, Str 24, Att 12, Def 12, Prec 7, Enc 0, CS 10, MM 20, Sacred, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Obsidian Glaive				
Conj 6	Awaken Tomb Oracle	D3E2	30	-	-	NUW
	Tomb Oracle x1	HP 85, Prot 4, MR 18, Mor 18, Str 24, Att 10, Def 13, Prec 7, Enc 0, CS 10, MM 22, Sacred, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 40, UndLdr 215, MagLdr 25, Mag: E3D3H3, Wpn: Quarterstaff				
Conj 8	Hall of the Dead	D5E1	25	-	-	NUW
	Shard Wight x20+	HP 35, Prot 16, MR 15, Mor 17, Str 17, Att 11, Def 10, Prec 7, Enc 0, CS 8, MM 16, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Shard Glaive				

National Rituals: Abysia (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Scorpion Man x1	HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Ambidextrous 2, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Ench 5	Reawaken Fossil	E2D1	10	-	-	
	Fossilized Giant x5+	HP 17, Prot 26, MR 14, Mor 50, Str 22, Att 12, Def 7, Prec 5, Enc 0, CS 8, MM 19, Inanim, Und, Magic, Mindless, PAmph, NNEat, PiR, Fire Res +5, Cold Res +5, Poison Res +25, Wpn: Fossilized Sword				
Conj 2	Summon Abyssian Ancestors	D1F1	5	-	-	NUW
	Smoulderghost x5	HP 15, Prot 0, MR 14, Mor 16, Str 13, Att 11, Def 10, Prec 7, Enc 0, CS 12, MM 22, WS, Ethereal, Sacred, Und, NNEat, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Wpn: Spectral Axe				

National Rituals: Caelum (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1	HP 14, Prot 0, MR 16, Mor 13, Str 11, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Cold Res +5, Poison Res +15, Awe +2, Spirit Sight, Disease Healing 1, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 20, Mag: W2H1, Wpn: Fist				
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6	HP 16, Prot 16, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +2, Storm Immunity, Wpn: Magic Lance				
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1	HP 35, Prot 0, MR 18, Mor 18, Str 13, Att 13, Def 13, Prec 13, Enc 1, CS 4, MM 34, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Awe +4, MagLdr 35, Mag: A3S2H3, Wpn: Sacred Circlet				
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of Fire x1	HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Magic, Fire Res +15, Shock Res +10, Cold Res +5, Awe +3, Spirit Sight, Ldr 100, MagLdr 50, Mag: F4S2H2, Wpn: Fist				
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Sky and Metals (x1)	HP 44, Prot 3, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 22, Fly, Sacred, Magic, NNEat, Shock Res +15, Awe +5, Spirit Sight, Invulnerability 20, Ldr 120, MagLdr 115, Mag: A4E3H4, Wpn: Magic Staff				
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x6	HP 16, Prot 12, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Chaos Power 1, Wpn: Magic Lance				
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1	HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacred, Demon, NNEat, Stealthy 60, Fire Res +5, Spirit Sight, Dream Seduction, Chaos Power 1, Ldr 40, UndLdr 40, Wpn: Claw				
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Pairika x1	HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacred, Demon, NNEat, Stealthy 60, Fire Res +5, Fear +5, Spirit Sight, Dream Seduction, Chaos Power 1, Ldr 50, UndLdr 115, MagLdr 25, Mag: F2D2B3H2, Wpn: Claw				
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Daeva of Frozen Minds (x1)	HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 28, Fly, Sacred, Demon, NNEat, Fire Res +15, Fear +5, Spirit Sight, Heretic 5, Invulnerability 15, Chaos Power 1, Ldr 135, UndLdr 120, MagLdr 95, Mag: F3D4H3, Wpn: Magic Staff				

National Rituals: C'tis (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1	HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Ambidextrous 2, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Ench 0	Revive Grave Consort	D1	10	-	-	NUW
	Grave Consort x1	HP 35, Prot 10, MR 17, Mor 30, Str 16, Att 11, Def 7, Prec 8, Enc 0, CS 8, MM 20, Sacred, Inanim, Und, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, UndLdr 15, Mag: H1, Wpn: Claw				
Ench 0	Revive Tomb Priest	D2	16	-	-	NUW
	Tomb Priest x1	HP 40, Prot 11, MR 18, Mor 30, Str 16, Att 11, Def 7, Prec 8, Enc 0, CS 8, MM 20, Sacred, Inanim, Und, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 150, Mag: H2, Wpn: Claw				
Ench 0	Revive Tomb King	D3	23	-	-	NUW
	Tomb King x1	HP 50, Prot 11, MR 18, Mor 30, Str 18, Att 14, Def 17, Prec 8, Enc 0, CS 8, MM 20, Sacred, Inanim, Und, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 80, UndLdr 205, Mag: H3, Wpn: Snake Staff				
Conj 7	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1	HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 85, Mag: S3N3H2, Wpn: Venomous Fangs				
Conj 4	Sacred Crocodile	N2W2	3	-	-	NUW
	Sacred Crocodile x1	HP 73, Prot 14, MR 8, Mor 15, Str 21, Att 11, Def 6, Prec 5, Enc 3, CS 7, MM 10, SS, Sacred, Wpn: Bite				

National Rituals: Pangaea (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, Fire Res -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 55, Mag: N3, Wpn: Branch				

National Rituals: Midgård (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword				

National Rituals: Utgård (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Glosos	D2	13	-	-	NUW
	Gloso x9	HP 28, Prot 8, MR 13, Mor 14, Str 15, Att 13, Def 9, Prec 5, Enc 2, CS 18, MM 22, FS, Sacred, Trample, Stealthy 50, Fire Res +25, Darkvision 100, Heat 3, Wpn: Poisonous Gore				
Conj 4	Awaken Jotun Draugar	D2	15	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Jotun Draug x3					HP 70, Prot 15, MR 13, Mor 18, Str 23, Att 11, Def 13, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5					HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacred, Cold Res +15, Fear +5, Wpn: Bite, Claw

National Rituals: Bogarus (age 3) ✨

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Firebird	F1S1	2	-	-	NUW
	Firebird x1					HP 8, Prot 2, MR 15, Mor 13, Str 7, Att 12, Def 13, Prec 14, Enc 3, CS 6, MM 28, FS, MS, Fly, Magic, Fire Res +15, Wpn: Claw, Flame Burst
Conj 5	Summon Zmey	F2	5	-	-	NUW
	Zmey x1					HP 45, Prot 13, MR 14, Mor 15, Str 16, Att 13, Def 9, Prec 12, Enc 3, CS 7, MM 28, MS, Fly, Fire Res +15, Wpn: Bite, Bite, Bite, Fire Breath
Conj 2	Summon Simargl	A1	1	-	-	NUW
	Simargl x1					HP 13, Prot 7, MR 12, Mor 13, Str 11, Att 12, Def 10, Prec 5, Enc 2, CS 12, MM 28, Fly, Patrol Bonus 10, Wpn: Bite
Conj 5	Send Lady Midday	A1D1	10	5	-	NUW
	Lady Midday x1					HP 7, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 10, Prec 10, Enc 2, CS 20, MM 22, Fly, Ethereal, Magic, Stealthy 60, Fear +5, Assassin, Assassin Patience +2, Storm Immunity, Wpn: Plague Scythe
Conj 7	Contact Cloud Vila	A4	40	-	-	NUW
	Cloud Vila x1					HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 13, Prec 13, Enc 2, CS 14, MM 28, MS, Fly, Sacred, Stealthy 50, Shock Res +15, Cold Res +5, Seduction, Healing 1, Storm Immunity, MagLdr 35, Mag: A3S1N2, Wpn: Fist, Lightning Strike
Conj 4	Summon Rusalka	W1D1	16	-	-	NUW
	Rusalka x1					HP 8, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 0, CS 12, MM 16, Und, Amph, Stealthy 60, Cold Res +15, Poison Res +25, Seduction, Gift of Water Breathing 10 size points, Ldr 10, UndLdr 40, MagLdr 5, Mag: W1D1, Wpn: Fist
Conj 4	Send Vodyanoy	W2	20	4	-	
	Vodyanoy x1					HP 16, Prot 0, MR 14, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 3, CS 20, MM 10, Aqua, Stealthy 40, Ldr 40, MagLdr 20, Mag: W3N1, Wpn: Fist
Conj 6	Contact Beregina	W3E1	35	-	-	
	Beregina x1					HP 8, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 2, CS 12, MM 16, Magic, Amph, Awe +3, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 40, Mag: W3E1N2, Wpn: Fist
Conj 5	Send Bukavac	W4	5	4	-	Anonymous
	Bukavac x1					HP 112, Prot 15, MR 14, Mor 18, Str 22, Att 12, Def 7, Prec 5, Enc 2, CS 12, MM 10, Magic, Trample, Aqua, Fear +5, Wpn: Gore, Tentacle, Tentacle
Conj 3	Contact Sirin	S2	8	-	-	NUW
	Sirin x1					HP 12, Prot 0, MR 14, Mor 13, Str 8, Att 10, Def 13, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacred, Stealthy 50, Dream Seduction, Ldr 40, Wpn: Claw, Claw
Conj 4	Contact Alkonost	S2	15	-	-	NUW
	Alkonost x1					HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacred, Shock Res +15, Awe +5, Inspirational +2, Ldr 40, Mag: H3, Wpn: Claw, Claw
Conj 5	Contact Gamayun	S3	25	-	-	NUW
	Gamayun x1					HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 13, Enc 3, CS 5, MM 28, Fly, Sacred, Research +6, Awe +3, Ldr 40, MagLdr 30, Mag: A2S2H2, Wpn: Claw, Claw
Conj 4	Summon Likho	D1	10	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Likho x1					HP 14, Prot 0, MR 15, Mor 8, Str 12, Att 8, Def 8, Prec 8, Enc 4, CS 8, MM 16, FS, Stealthy 60, Wpn: Claw, Curse
Conj 7	Contact Mountain Vila	N4	40	-	-	NUW
	Mountain Vila x1					HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 16, Prec 13, Enc 2, CS 28, MM 28, FS, MS, Sacred, Stealthy 50, Shock Res +15, Cold Res +5, Seduction , Healing 2, MagLdr 35, Mag: A2S1N3, Wpn: Fist, Vine Bow
Conj 8	Contact Leshiy	N6	60	-	-	NUW
	Leshiy x1					HP 24, Prot 5, MR 14, Mor 12, Str 14, Att 12, Def 11, Prec 8, Enc 2, CS 14, MM 22, FS, Magic, Magic -1, Cold Res +5, Ldr 10, MagLdr 30, Mag: A2W1E2N3, Wpn: Gore, Fist

National Rituals: Patala (age 3) 🌟

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Apsaras	S2	2	-	-	NUW
	Apsara x3					HP 20, Prot 1, MR 14, Mor 13, Str 13, Att 11, Def 15, Prec 11, Enc 1, CS 14, MM 22, Sacred, Magic, Awe +4, Wpn: Kick
Conj 5	Summon Gandharvas	S2	18	-	-	NUW
	Gandharva x6					HP 25, Prot 18, MR 16, Mor 15, Str 15, Att 13, Def 13, Prec 11, Enc 5, CS 10, MM 12, Sacred, Magic, Awe +2, Wpn: Falchion, Kick
Conj 6	Summon Kinnara	S3	25	-	-	NUW
	Kinnara x1					HP 30, Prot 3, MR 17, Mor 13, Str 15, Att 11, Def 11, Prec 11, Enc 1, CS 14, MM 28, Fly, Sacred, Magic, Awe +3, Inspirational +1, Ldr 40, MagLdr 40, Mag: A2S2H2, Wpn: Kick
Conj 7	Summon Siddha	S4	35	-	-	NUW
	Siddha x1					HP 20, Prot 0, MR 18, Mor 15, Str 13, Att 9, Def 9, Prec 11, Enc 2, CS 14, MM 100, Sacred, Magic, Awe +3, Spirit Sight, Ambidextrous 4, Ldr 40, MagLdr 50, Mag: A2S3H3, Wpn: Fist, Kick
Conj 8	Summon Devata	S5	45	-	-	NUW
	Devata x1					HP 28, Prot 18, MR 18, Mor 18, Str 17, Att 14, Def 13, Prec 11, Enc 5, CS 10, MM 12, Sacred, Magic, Awe +5, Spirit Sight, Ambidextrous 5, Ldr 120, MagLdr 45, Mag: A3S2H3, Wpn: Spear, Falchion, Axe, Kick
Conj 9	Summon Devala	S5	55	-	-	NUW
	Devala x1					HP 20, Prot 1, MR 18, Mor 18, Str 13, Att 12, Def 15, Prec 12, Enc 1, CS 14, MM 22, Sacred, Magic, Awe +4, Inspirational +1, Spirit Sight, Ldr 40, MagLdr 40, Mag: S3H4, Wpn: Kick
Conj 9	Summon Rudra	S5	55	-	-	NUW
	Rudra x1					HP 32, Prot 18, MR 18, Mor 18, Str 18, Att 15, Def 14, Prec 13, Enc 5, CS 10, MM 30, Fly, Sacred, Magic, Research -20, Forge Bonus -5, Fire Res +15, Shock Res +15, Fear +5, Ambidextrous 5, Storm Power 2, UndLdr 90, MagLdr 30, Mag: F3A3D3H1, Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning
Conj 2	Host of Ganas	D1	12	-	-	NUW
	Gana x20					HP 10, Prot 0, MR 12, Mor 15, Str 10, Att 10, Def 13, Prec 10, Enc 0, CS 12, MM 22, Ethereal, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spectral Club
Conj 5	Summon Vetalas	D2	10	-	-	
	Possessed Corpse x10					HP 22, Prot 12, MR 14, Mor 18, Str 16, Att 12, Def 9, Prec 9, Enc 0, CS 7, MM 20, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Mace
Conj 4	Contact Yaksha	N2E1	25	-	-	NUW
	Yaksha x1					HP 28, Prot 5, MR 17, Mor 15, Str 17, Att 13, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +1, Ldr 40, MagLdr 35, Mag: E3N1H1?1, Wpn: Falchion, Kick
Conj 4	Contact Yakshini	N2W1	25	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Yakshini x1	HP 23, Prot 1, MR 17, Mor 13, Str 15, Att 11, Def 12, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +2, Ldr 40, MagLdr 35, Mag: W3N1H1?1, Wpn: Fist, Kick				
Blood 1	Summon Rakshasas	B1	10	-	-	NUW
	Rakshasa x3	HP 28, Prot 5, MR 13, Mor 14, Str 19, Att 13, Def 10, Prec 9, Enc 2, CS 10, MM 16, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Chaos Power 1, Wpn: Claw, Claw				
Blood 2	Feast of Flesh	B1N1	50	-	-	NUW
	Praghasa x15	HP 35, Prot 4, MR 13, Mor 14, Str 22, Att 13, Def 10, Prec 9, Enc 4, CS 10, MM 16, FS, Sacred, Demon, Supply Bonus -7, Fire Res -5, Chaos Power 1, Wpn: Mace				
Blood 3	Summon Asrapas	B2	11	-	-	NUW
	Asrapa x3	HP 19, Prot 1, MR 14, Mor 14, Str 13, Att 12, Def 13, Prec 11, Enc 2, CS 14, MM 16, Sacred, Demon, Chaos Power 1, Mag: B1H1, Wpn: Athame, Kick				
Blood 4	Summon Rakshasa Warriors	B2	25	-	-	NUW
	Rakshasa Warrior x5	HP 30, Prot 15, MR 13, Mor 15, Str 20, Att 13, Def 10, Prec 9, Enc 4, CS 8, MM 12, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Chaos Power 1, Wpn: Iron Cudgel				
Blood 5	Summon Sandhyabalas	B2D1	30	-	-	NUW
	Sandhyabala x3	HP 30, Prot 15, MR 14, Mor 15, Str 20, Att 14, Def 13, Prec 9, Enc 4, CS 8, MM 12, FS, Sacred, Demon, NNEat, Stealthy 40, Supply Bonus -4, Fire Res -10, Chaos Power 1, Dark Power 1, Wpn: Moon Blade				
Blood 7	Summon Samanishada	B3D1	35	-	-	NUW
	Samanishada x1	HP 30, Prot 15, MR 15, Mor 15, Str 20, Att 14, Def 12, Prec 9, Enc 4, CS 8, MM 12, FS, Sacred, Demon, NNEat, Stealthy 60, Supply Bonus -4, Fire Res -10, Assassin , Ambidextrous 2, Chaos Power 1, Dark Power 2, Ldr 10, UndLdr 40, Wpn: Moon Blade, Duskdagger				
Blood 6	Summon Dakini	B4A1	81	-	-	NUW
	Dakini x1	HP 23, Prot 12, MR 17, Mor 13, Str 15, Att 11, Def 13, Prec 11, Enc 2, CS 14, MM 28, Fly, Sacred, Demon, Fear +5, Spirit Sight, Damage Reversal 1 vs MR, Chaos Power 1, Ldr 40, UndLdr 55, MagLdr 40, Mag: A3D1B3H2, Wpn: Athame, Kick				
Blood 8	Summon Mandeha	B5D2	133	-	-	NUW
	Mandeha x1	HP 65, Prot 15, MR 18, Mor 18, Str 24, Att 15, Def 10, Prec 11, Enc 2, CS 15, MM 26, FS, Fly, Sacred, Demon, NNEat, Supply Bonus -10, Fire Res -10, Fear +5, Spirit Sight, Chaos Power 2, Dark Power 3, Ldr 40, UndLdr 185, MagLdr 25, Mag: A3D3B2H3, Wpn: Flesh Eater				
Blood 8	Summon Danavas	B5	75	-	-	NUW
	Danava x3	HP 92, Prot 12, MR 18, Mor 18, Str 24, Att 13, Def 12, Prec 9, Enc 3, CS 16, MM 20, Sacred, Demon, NNEat, Fire Res -5, Fear +5, Spirit Sight, Ambidextrous 8, Chaos Power 2, Mag: H2?2, Wpn: Unholy Sword, Unholy Spear, Unholy Axe				

National Rituals: Gath (age 3) 🏠

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Call Malakh	S2	9	-	-	NUW
	Malakh x1	HP 13, Prot 0, MR 15, Mor 15, Str 12, Att 11, Def 11, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Stealthy 60, Fire Res +5, Shock Res +5, Awe +4, Spirit Sight, Invulnerability 15, Mag: H1, Wpn: Fist				
Conj 6	Call Hashmal	S3F1	21	-	-	NUW
	Hashmal x1	HP 27, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 14, Prec 14, Enc 1, CS 16, MM 34, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +25, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Inquisitor, Fire Shield 10 AP dmg, Ldr 120, MagLdr 80, Mag: H2, Wpn: Flame Strike				
Conj 7	Call Arel	S4N1	39	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Arel x1	HP 33, Prot 0, MR 18, Mor 10, Str 14, Att 8, Def 13, Prec 9, Enc 1, CS 16, MM 34, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Poison Res +15, Awe +6, Spirit Sight, Healing 3, Invulnerability 15, Ldr 80, MagLdr 55, Mag: N3H3, Wpn: Fist				
Conj 8	Call Ophan	S5F2	49	-	-	NUW
	Ophan x1	HP 55, Prot 21, MR 18, Mor 30, Str 20, Att 14, Def 14, Prec 14, Enc 1, CS 27, MM 40, Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, Fire Res +15, Shock Res +15, Poison Res +25, Awe +6, Spirit Sight, Patrol Bonus 50, Fire Shield 11 AP dmg, Mag: H3, Wpn: Flame Strike				
Conj 9	Call Merkavah	S7F3	222	-	-	NUW
	Chayot x1	HP 55, Prot 0, MR 18, Mor 30, Str 18, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacred, Magic, NNEat, Astral Magic +6, Magic -6, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 vs MR, Invulnerability 30, Fire Shield 13 AP dmg, Ldr 160, MagLdr 120, Mag: F4A4E4S4H10, Wpn: Fist				
	Ophan x4	HP 55, Prot 21, MR 18, Mor 30, Str 20, Att 14, Def 14, Prec 14, Enc 1, CS 27, MM 40, Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, Fire Res +15, Shock Res +15, Poison Res +25, Awe +6, Spirit Sight, Patrol Bonus 50, Fire Shield 11 AP dmg, Mag: H3, Wpn: Flame Strike				
Ench 5	Memories of Stone	D2E1	10	-	-	
	Fossil Warrior x5+	HP 17, Prot 26, MR 15, Mor 18, Str 22, Att 12, Def 7, Prec 5, Enc 0, CS 8, MM 19, Inanim, Und, Magic, PAmph, NNEat, PiR, Fire Res +5, Cold Res +5, Poison Res +25, Spirit Sight, Wpn: Fossilized Sword				
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8	HP 9, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, Stealthy 40, Wpn: Claws				
Conj 5	Summon Lilot	N4	25	-	-	NUW
	Lilot x1	HP 22, Prot 0, MR 17, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 28, WS, Fly, Demon, Stealthy 55, Dream Seduction , Ldr 40, UndLdr 40, Wpn: Life Drain				
Blood 3	Scapegoats	B1	8	-	-	NUW
	Se'ir x2	HP 28, Prot 7, MR 15, Mor 30, Str 16, Att 13, Def 11, Prec 9, Enc 2, CS 16, MM 16, WS, Sacred, Demon, NNEat, Wpn: Claw, Claw, Gore				
Blood 4	Summon Shedim	B3A1	28	-	-	NUW
	Shed x3	HP 40, Prot 8, MR 17, Mor 30, Str 15, Att 13, Def 12, Prec 11, Enc 2, CS 12, MM 28, Fly, Demon, NNEat, Shock Res +15, Storm Power 2, Wpn: Thunder Fist, Lightning				

National Rituals: Ragha (age 3) 🏴‍☠️

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1	HP 14, Prot 0, MR 16, Mor 13, Str 11, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Cold Res +5, Poison Res +15, Awe +2, Spirit Sight, Disease Healing 1, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 20, Mag: W2H1, Wpn: Fist				
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6	HP 16, Prot 16, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +2, Storm Immunity, Wpn: Magic Lance				
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1	HP 35, Prot 0, MR 18, Mor 18, Str 13, Att 13, Def 13, Prec 13, Enc 1, CS 4, MM 34, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Awe +4, MagLdr 35, Mag: A3S2H3, Wpn: Sacred Circlet				
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Yazad of the Stars x1	HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +3, Spirit Sight, Ldr 80, MagLdr 60, Mag: A2S4H2, Wpn: Fist				
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Sky and Metals (x1)	HP 44, Prot 3, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 22, Fly, Sacred, Magic, NNEat, Shock Res +15, Awe +5, Spirit Sight, Invulnerability 20, Ldr 120, MagLdr 115, Mag: A4E3H4, Wpn: Magic Staff				
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x6	HP 16, Prot 12, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Chaos Power 1, Wpn: Magic Lance				
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1	HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacred, Demon, NNEat, Stealthy 60, Fire Res +5, Spirit Sight, Dream Seduction, Chaos Power 1, Ldr 40, UndLdr 40, Wpn: Claw				
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Daeva of Frost and Snow x1	HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 13, Def 13, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacred, Demon, Cold Res +15, Fear +5, Spirit Sight, Chaos Power 1, Ldr 80, UndLdr 130, MagLdr 15, Mag: W3D3H2, Wpn: Claw				
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Discontent (x1)	HP 39, Prot 11, MR 18, Mor 18, Str 13, Att 14, Def 13, Prec 14, Enc 1, CS 16, MM 28, Fly, Sacred, Demon, NNEat, Supply Bonus 100, Fire Res +15, Fear +5, Spirit Sight, Invulnerability 15, Chaos Power 1, Ldr 120, UndLdr 170, MagLdr 20, Mag: E4D3H4, Wpn: Fist				
Conj 3	Herd of Elephants	N2	25	-	-	NUW
	Elephant x5+	HP 61, Prot 11, MR 6, Mor 8, Str 20, Att 9, Def 8, Prec 5, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk				

National Rituals: Xibalba (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Chaac	A4	75	-	-	NUW
	Chaac of the North (x1)	HP 32, Prot 3, MR 18, Mor 30, Str 18, Att 14, Def 14, Prec 14, Enc 2, CS 16, MM 22, Fly, Sacred, NNEat, Supply Bonus 25, Shock Res +15, Storm Immunity, Ldr 40, UndLdr 40, MagLdr 35, Mag: A4W3H3, Wpn: Thunder Axe, Lightning				
Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1	HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacred, Amph, Poison Res +15, Wpn: Venomous Fangs				
Conj 3	Summon Sacred Scorpion	E1D1	2	-	-	NUW
	Sacred Scorpion x1	HP 48, Prot 17, MR 12, Mor 15, Str 17, Att 13, Def 7, Prec 3, Enc 2, CS 8, MM 10, WS, Sacred, Poison Res +15, Darkvision 100, Wpn: Claw, Scorpion Tail				
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW
	Jaguar Toad x2	HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 6, Prec 5, Enc 3, CS 6, MM 16, SS, Sacred, Trample, Poison Res +15, Wpn: Claw, Poison Spit				
Conj 3	Summon Jaguars	N2H1	25	-	-	NUW
	Jaguar x17	HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacred, Stealthy 40, Darkvision 50, Wpn: Bite, Claw				
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1	HP 57, Prot 6, MR 7, Mor 14, Str 17, Att 7, Def 6, Prec 5, Enc 3, CS 7, MM 16, SS, Sacred, Trample, Poison Res +25, Wpn: Claw				
Conj 7	Summon Balam	N4	60	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Balam of the West (x1)	HP 49, Prot 6, MR 15, Mor 14, Str 17, Att 14, Def 11, Prec 5, Enc 3, CS 24, MM 22, FS, Sacred, Stealthy 40, Ldr 80, UndLdr 80, MagLdr 40, Mag: D2N4B2H3, Wpn: Bite, Claw				
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs				
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW
	Ozelotl x3	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw				
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1	HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 2, CS 15, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 80, UndLdr 115, MagLdr 35, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw				
	Beast Bat x8	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Wpn: Venomous Fangs				
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw				

National Rituals: Phlegra (age 3) 🌟

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Forge Brass Bull	F3E3	30	-	-	NUW
	Khalkotaurus x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, SIR, PiR, Fire Res +25, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	4	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, Poison Res +15, Fear +5, Darkvision 100, Spirit Sight, Patrol Bonus 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Ethereal, Demon, NNEat, Stealthy 40, Cold Res +15, Poison Res +15, Fear +5, Spirit Sight, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x12	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, Spirit Sight, Invulnerability 15, Patrol Bonus 5, Mag: S1D2N1, Wpn: Banefire Torch				

National Rituals: Atlantis (age 3) 🌊

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Summon Monster Fish	W3	6	-	-	UW
	Monster Fish x1	HP 128, Prot 12, MR 13, Mor 18, Str 25, Att 12, Def 6, Prec 5, Enc 2, CS 16, MM 10, Aqua, Fear +5, Wpn: Swallow				

National Rituals: R'Iyeh (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Contact Void Spectre	S3	25	-	-	
	Void Spectre x1	HP 16, Prot 0, MR 20, Mor 15, Str 15, Att 12, Def 14, Prec 14, Enc 0, CS 8, MM 22, Float, Ethereal, Und, Magic, Amph, NNEat, Stealthy 70, Cold Res +15, Poison Res +25, Fear +5, Darkvision 100, Spirit Sight, Void Sanity 20, Ldr 10, UndLdr 40, MagLdr 120, Mag: S4, Wpn: Life Drain, Mind Blast				

National Rituals: Erytheia (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Contact Hesperide	F3S1	35	-	-	NUW
	Hesperide x1	HP 15, Prot 0, MR 18, Mor 10, Str 11, Att 9, Def 10, Prec 10, Enc 2, CS 12, MM 16, Sacred, Recup, Supply Bonus 20, Awe +6, Inspirational +1, Disease Healing 3, Ldr 55, MagLdr 55, Mag: F3S3N2H2, Wpn: Fist				
Conj 6	Call Ladon	F3N2	15	-	-	NUW
	Drakon Hesperios (x1)	HP 144, Prot 20, MR 18, Mor 30, Str 24, Att 15, Def 9, Prec 12, Enc 2, CS 10, MM 16, SS, Regeneration 20%, Supply Bonus -5, Poison Res +15, Fear +10, Wpn: Venomous Fangs, Venomous Fangs, Venomous Fangs				
Cnst 7	Forge Brass Bull	F3E3	30	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mindless, Trample, PAmph, NNEat, BIR, SIR, PiR, Fire Res +25, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	4	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, Poison Res +15, Fear +5, Darkvision 100, Spirit Sight, Patrol Bonus 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 7	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Spell Singer, Wpn:				
Conj 6	Summon Daktyl	E3A1	30	-	-	
	Daktyl x1	HP 9, Prot 4, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 2, CS 6, MM 12, Sacred, Magic, Amph, Master Smith 1, Ldr 10, UndLdr 10, MagLdr 35, Mag: A1W1E2?1, Wpn: Enchanted Hammer				
Conj 5	Summon Hekateride	N3W1	30	-	-	
	Hekateride x1	HP 15, Prot 0, MR 18, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 2, CS 12, MM 16, Sacred, Recup, Magic, Amph, Supply Bonus 20, Awe +6, Inspirational +2, Ldr 40, UndLdr 80, MagLdr 70, Mag: W2N3H2?1, Wpn: Fist				

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 making the enchantment harder to dispel. All global enchantments lasts until its caster dies or it is dispelled. Spells with the NUW special cannot be cast underwater.

Fire Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	The Kindly Ones	F6N4	40	-	-	
	The caster unleashes the Erinyes upon the world. The Erinyes are three horrible spirits of vengeance that punish those who slay innocent women. In elder times, they upheld the ban against Blood magic, but they have since returned to the darkness whence they came. They are sometimes called the Eumenides, the Kindly Ones, but their true names are Avenger of Murder, Grudging Anger and The Unrelenting One. Sinners will hear the horrible baying of the sisters and madness will strike them unless they are found and most gruesomely slain by the sisters. The first sister kills those who have killed many people, the seconds one hunts those who use blood magic and the third one hunts people at random. The Kindly Ones remain in the world until the enchantment is dispelled or the three of them are slain.					
Ench 6	Eternal Pyre	F6	80	-	-	NUW
	A huge blazing pyre lights up the landscape. It never burns out and the embers of the pyre will absorb the heat and can be harvested as magical gems imbued with the fiery power of the pyre. Generates 20 Fire gems each month.					
Thau 7	Purgatory	F6	60	-	18	AP, NUW
	Holy fire will strike undead enemy creatures in the God's Dominion. The more powerful the Dominion, the more undead will be killed. All hostile undead beings have Dominion * 10% chance of being hit by 18 AP fire Dmg					
Evo 8	Second Sun	F8	80	-	-	
	The caster creates a huge ball of fire in the sky. This Second Sun will always shine, day and night, resulting in severe effects across the entire world. Provinces will become hotter and drier every turn until the Second Sun is destroyed. Each turn increases heat scales throughout the world. Death scales are also increased, but at a slower rate.					

Air Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Evo 6	Perpetual Storm	A5	70	-	-	
	An enormous storm will rage constantly over the entire world. This will reduce the income of all land provinces. Supplies are scarce, as transportation is difficult and sailing and flying is impossible. All mountain passes are unusable during the perpetual storm and shooting in battle is very difficult. Evocations cast upon distant provinces might fail as the magical gale pushes the projectiles out of their trajectory. All battles are affected by storm. Income -20% in all overwater provinces. Map movement costs are increased by 2. Far-attack spells such as Fires from Afar have a 25% chance of missing their targets. Seeking Arrow has a 75% chance of missing its target.					
Thau 7	Dark Skies	A5	50	-	-	NUW
	Black clouds billow forth and cover the lands of your Dominion. All enemies under your Dominion will perceive the heavens as dark and oppressing. The stronger the Dominion is, the more fearful the skies. The dark skies severely lower the morale of those affected. The darkness also gives slightly lowered attack and defense skills to units without darkvision. Enemy morale lowered by 1 for each point of dominion. Slight darkness in battles.					
Thau 8	Gale Gate	A5	60	-	-	NUW
	The caster opens a rift in space creating a gate into a realm of storms. Huge amounts of aerial magic are effectively channeled through this gate, producing twenty Air gems each turn. Not all of the powers of the Gale Gate can be harnessed though. Hurricanes and storms will be randomly unleashed upon provinces not controlled by the caster.					
Alt 8	Fata Morgana	A7	90	-	-	
	Under the fata morgana life seems much easier and everyone is happy. Phantasmal Warriors will assist the local defence in defending the province against invaders and enemy scouts will be tricked by the illusions and give incorrect reports. All provinces in friendly dominion will be affected by the fata morgana. Province Defense 1+: +2 Phantasmal Warriors, +1 Phantasmal Archers. Province Defense 20+: +1 Phantasmal Knight. Unrest -10 per turn.					

Water Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 7	Ghost Ship Armada	W4D3	60	-	-	
	This spell will awaken the dead Admiral Torgrin and make him fight for your cause. The Admiral will attack random coastal provinces controlled by your enemies. If the Admiral and his armada are defeated the enchantment will dissipate. If the Admiral is not completely defeated, the entire armada will be renewed for the next battle.					
Ench 8	Wrath of the Sea	W5	70	-	-	
	The sea will rise and flood all coastal provinces. Provinces that are struck by the flood will have their income reduced. Coastal provinces and provinces with lakes will get income -30%					
Ench 7	Thetis' Blessing	W5	50	-	-	
	Allows all troops in the world to enter the sea and breathe under water. Fighting below the surface will still be a little awkward for those not used to it, but at least it will be doable. Poor Amphibian penalty: CS -half, Att -3, Def -3, Enc +1					
Evo 8	Maelstrom	W6	80	-	-	UW
	A huge magical maelstrom is created in a sea. The maelstrom constantly sucks in huge amounts of water and filters out its magical essence. This results in a huge amount of magic gems for the caster. Grants 15 Water, 5 astral, 3 air and 1 of each other gem type each month.					
Alt 7	Sea of Ice	W6	80	-	-	
	All lakes, seas and rivers in the world are frozen by this powerful enchantment. This makes travel between land and sea impossible, except by magical means such as teleportation. The frozen seas also stop Vanheim and other seafaring nations from sailing.					
Conj 8	Guardians of the Deep	W6	60	-	-	UW
	Sea monsters will help the local militia defend underwater provinces for as long as this spell is in effect. The defending monsters are dependent on the terrain and type of sea. The monsters require some small degree of leadership and guidance, so a small local defence is required for the enchantment to have any effect, but sometimes a group of monsters can emerge and attack enemy provinces under your dominion. The global enchantment will last until it is dispelled or the caster dies.					
Thau 8	Lure of the Deep	W6	70	-	-	UW
	Sirens will start to emerge from the deeps when this powerful enchantment is cast. The Sirens will sing to enemy troops and lure them down to certain death in the deeps. The lure is most persuasive in coastal and sea provinces with strong friendly Dominion. Inland provinces are not affected at all. Nations that can recruit Sirens will find that this is cheaper while this enchantment is in effect. This global enchantment can only be cast in an underwater laboratory. Lure chance: 20% + dominion * 20%. Enemy dominion prevents the Lure. Easy MR check to avoid drowning.					
Evo 9	Celestial Rainbow	W7N5	80	-	-	NUW
	This ritual creates a rainbow large enough to be seen from everywhere in the world. The mage can direct where he wants the rainbow to appear and by doing this huge amounts of gold can easily be collected at the base of the rainbow. While the rainbow is in place luck will increase in all the caster's provinces. Once the luck is positive in a province the luck of the rainbow will protect it from hostile spells. The more luck in a province, the greater chance of hostile spells failing.					
Thau 7	Vengeful Water	W7	70	-	-	
	Water in friendly dominion will animate and try to kill enemy commanders whenever possible. The elemental is stronger in provinces with a rich water supply than in dry provinces. Chance of elemental attacking: 5% + dominion * 2%.					

Earth Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Forge of the Ancients	E5	80	-	-	
	The ancient forge of the Great One's servants is reconstructed. The magic of the forge will reduce the need for magic essence when forging magic items. It also enables mages to create more powerful items. All magic items forged have their gem cost reduced by 20%. All mages crafts items as if they had the ability Master smith +1.					
Cnst 9	Mechanical Militia	E5	80	-	-	
	Mechanical Men will help the local militia defend their provinces as long as this spell is in effect. The constructs require leadership and guidance, so a small local defence is required for the enchantment to have any effect. The global enchantment will last until it is dispelled or the caster dies. Province Defense 1+: +1 Mechanical Man. Province Defense 20+: +1 Iron Fly.					
Ench 6	Riches from Beneath	E5	70	-	-	

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	<p>This enchantment transform mining from something harsh and dangerous to a really uplifting experience. The miners can carve out gold and iron with their knives and the stone is extra soft where the valuable ore veins are as if the mountain is trying to guide them. The enchantment only works within friendly dominion and a higher dominion score will make it more effective. The enchantment gives a major boost to resource production and a minor boost to gold production, both increases depend on the resource value of the province. Also all magic sites that are income yielding mines will have their income up to doubled.</p> <p>Resources: +20% * dominion (max +100%). Province Income: +4% * resource value * dominion (max dominion 5). Income from mines + 20% * dominion (max +100%).</p>					
Ench 7	Earth Blood Deep Well	E6	80	-	-	NUW
	<p>A well, deeper than any other, is created. This well does not bring water, but rather blood from the Earth itself. This Earth Blood is then made into magical Earth gems that can be used for magic rituals. This global enchantment lasts until it is dispelled or the caster dies.</p> <p>Generates 20 Earth gems each month.</p>					

Astral Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Evo 6	The Wrath of God	S5A3	70	-	9	AN
	<p>With this enchantment, lightning will strike the enemies of the God, no matter where they are. However, the lightning bolts strike most powerfully in provinces where the God has a strong Dominion. In provinces with a high turmoil scale more thunderbolts strike and enemies under water or inside caves are not affected.</p> <p>Hit chance per month: 2% + 2% * dominion + turmoil (minimum 1% chance). Damage: 9 AN</p>					
Ench 5	The Eyes of God	S5	50	-	-	
	<p>This enchantment enables the mage to see all provinces in the world. Dominions can be seen in great detail and so can discovered magic sites, but income cannot be determined exactly. Inside the God's own Dominion troop movements can be seen in great detail and enemy illusions and phantasms are dispelled on the battlefield. Patrolling units will find it much easier to detect enemy scouts and to quell unrest. The historic records for all nations can be accessed and everyone on the Hall of Fame can be inspected.</p>					
Ench 7	Stellar Focus	S5	30	-	-	NUW
	<p>This spell focuses the light of the night sky into a crystal sphere. The light in the sphere is so intense and pure that pearls will start to grow from it.</p> <p>Grants 5 Astral pearls each month.</p>					
Evo 9	Strands of Arcane Power	S7	70	-	-	
	<p>This mighty enchantment enables the caster to project his mind to many distant places at once, via strands of arcane power. While projected, the caster will only be able to sense and affect magic, but this still makes it possible to search for magic sites and enemy mages. The caster will be able to project himself into all provinces that have a friendly Dominion. Magic sites are more elusive when searching in this way and a very powerful mage is required to find those that are well hidden. Mages are usually able to stay hidden from the projected mind if they have a good magic resistance value. If an Astral mage is found, a battle of the minds will ensue. Only one will leave it with their mind intact. Non-astral mages cannot try to retaliate, but neither do they risk losing their sanity in the process. However, they will be subjected to a minor Mind Burn attack if they are found. If the caster becomes feeble-minded the enchantment will dissipate.</p> <p>Mind Burn: 10 AN dmg (MR negates), penetration bonuses makes the MR test harder.</p>					
Ench 9	Arcane Nexus	S8	150	-	-	
	<p>This mighty enchantment absorbs magical energies worldwide to replenish the caster's magical resources. Half of all magic gems used to cast spells and to create magic items will be absorbed into the Arcane Nexus and converted into astral pearls at a two to one ratio. The purity of Astral and Blood magic makes it impossible for the Nexus to absorb any magic when these types of spells are cast, but all other types of magic will have some of their power absorbed by the Nexus. Even when no spells are cast or no items are forged, the Nexus will absorb some ambient magic energy from the world.</p> <p>Gathers Astral pearls equal to a quarter of all magic gems used for rituals and forging. Power from astral pearls and blood slaves are not gathered.</p>					

Death Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Burden of Time	D5	70	-	-	
	<p>This evil enchantment will make everyone in the world age at a highly accelerated rate. Unrest will increase in the entire world and soldiers will soon become crippled and useless. While this enchantment is active, the world will become more and more desolate until everyone dies.</p> <p>Worldwide Population loss about -2%, slightly reduced or increased by growth/death scales, worldwide Unrest +d4, aging for units greatly increased.</p>					

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 6	Foul Air	D5A1	75	-	-	NUW
	The air will become polluted by a deadly disease when this enchantment is cast. Anyone who is wounded will instantly become diseased due to the foul air. This enchantment affects all land provinces in the entire world and will last until dispelled or the caster dies. Unrest will increase worldwide while the enchantment is active. Worldwide Unrest +d4.					
Conj 8	Well of Misery	D6	80	-	-	
	This mighty ritual is a blessing to units across the world. Diseases, old age, suffering and pains are all drained of some of their essence. All malign energies are siphoned from the world and concentrated in the Well of Misery, effectively giving the caster a huge income of magical gems of Death. Each month 21 death gems are generated. Tax revenue is also slightly increased in all provinces of the world. Generates 21 Death gems each month. Increases income worldwide by +10%.					
Alt 9	Utterdark	D9	100	-	-	
	The world is covered by a blanket of utter darkness. All living beings must use torches to see even a few feet in front of themselves. During the perpetual night, forces of darkness and roaming shades will attack enemy provinces. Worldwide Income and Resources -90%. Caves and deep seas are exempt from the income reduction. All battles are fought under Darkness -6. Demons, blind beings and beings with spirit sight or perfect darkvision are unaffected by this spell.					

Nature Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 5	Mother Oak	N5	50	-	-	NUW
	The oldest and mightiest of all oaks in the realm is enchanted to become the greatest oak there ever was. The Mother Oak produces magical acorns that can be harvested and made into Nature gems. Grants 10 Nature gems each month.					
Ench 8	Haunted Forest	N5D1	60	-	-	NUW
	Vines will merge with anyone killed in the God's Dominion, creating an undead Manikin. The Manikin will fight any enemies of the God for a short while before it is totally dissolved by the vines. Undead or inanimate beings are not affected by the spell.					
Conj 7	Wild Hunt	N6	50	-	-	
	The caster unleashes the Wild Hunt upon the world. The Hunt is led by Herne the Lord of the Hunt, an ancient deity of the wild roaming the woodlands in search of those who have offended the wild and its inhabitants. When the Hunt has been called, powerful priests of enemy faiths will be hunted down for as long as the Lord is not slain. The Wild Hunt targets enemy priests located in forest provinces. Apart from the main hunt led by Herne the Lord of the Hunt, there are two lesser hunts without the Lord.					
Ench 7	Gift of Health	N6	50	-	-	
	This gift grants excellent health to all loyal subjects inside the God's Dominion. The gifted ones receive extra hit points, grow old more slowly and may even heal permanent afflictions. HP +10% per dominion. Chance of healing afflictions: about 10% per dominion. Aging reduced by half.					
Conj 9	Enchanted Forests	N7	90	-	-	NUW
	All forests will start to whisper the hymns to the pretender that controls this enchantment. This will spread dominion to the places where false pretenders were worshiped. When a forest has the right dominion it will start to attack instead of whispering hymns. Enemies in that province or neighboring provinces will be attacked by creatures of the awakening forest. All forests under neutral or enemy dominion act as if they were temples of the caster's pretender. When the dominion has become friendly it stops spreading. Forests with friendly dominion will spontaneously spawn attacks from forest beings in the province or its neighbors if controlled by an enemy. A strong dominion or high Growth scale helps the effectiveness of the attacks and Wastelands are never attacked by the forest creatures.					
Ench 9	Gift of Nature's Bounty	N7	70	-	-	
	All life in the God's Dominion is blessed. Grain grows more quickly, the mustard tastes better, the ducks are fatter and all living creatures mate and give birth to young. The income of lands under the God's Dominion is greatly increased. Income: +20% per dominion.					

Blood Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 7	Astral Corruption	B6S6	166	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	This horrible ritual is the cause of Blood magic being banned in ancient times. With an awesome sacrifice, the fabric of astral space becomes tainted with blood. All spell casting uses the tainted Arcana and attracts the attention of Horrors. Every time a non-Blood magic ritual is cast or a magic item is forged, there is a chance that a Horror will follow the arcane flow and attack the mage.					
Blood 8	Blood Vortex	B7	166	-	-	NUW
	This horrifying ritual creates the blood vortex. A churning pool of polluted blood that roars horrible yet terribly alluring songs. The song of the vortex is heard by all mortals in the world, whispering sweet melodies of death and carnage, beckoning all people to come bask in its crimson presence. Its song is especially strongly felt by those whose blood is suitable for blood rituals, summoning them to the site of the ritual. The mortals that enter its presence stare dumbfounded on the waves and swirls in the vortex, or throw themselves heedlessly to drown in the bloody swirls. The master of the ritual then collects suitable victims to use in other rituals. Eventually, when no life is left in the world around the vortex, it dries out and dies. Provinces with strong influences of order will be less affected by the beckoning and those with strong turmoil influences will be more drawn to the vortex.					
Blood 9	The Looming Hell	B8	150	-	-	NUW
	Devils will appear in the dreams of some unfortunate enemies whenever they try to sleep. These Devils, through various threats, will try to persuade their victims to sell their souls and join in the killing of their own commander. The strength of the threats depends on the strength of the God's Dominion, but extreme courage is always required to defy the Devils. The Devils are totally powerless if they are unable to persuade any victims, which may well happen should the enemy commander be more feared than they are. Up to 5 random enemy units inside the dominion will be offered to sell their souls. Morale save vs 10 + dominion to refuse (4 easier to refuse if commander has fear).					

National Rituals: Niefelheim (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 6	Illwinter	B5W3	120	-	-	NUW
	The caster sacrifices the blood of innocent virgins in an attempt to revive the old Rimtursar, ancient giants of terrible might and the ancestors of the Jotun. The giants are slow to awaken but their presence will cause blizzards, wolf attacks and severe cold all over the world. The Illwinter is the most feared of all omens and unrest will increase worldwide. Affects entire world. 50% chance of unrest +d4, Cold +1 for every 4 months, random attacks in cold provinces					

National Rituals: Yomi (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 6	End of Culture	F5	60	-	-	
	This is the End of Culture for the entire world as the dominion of Yomi will spread chaos into neighboring provinces. Spawn rate of Oni, both from temples under friendly dominion and from Oni generals will be greatly increased.					

National Rituals: Xibalba (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 8	Theft of the Sun	D6F3	70	-	-	NUW
	Since the disappearance of the Sun, the Zotz have longed for the warmth and reputed splendor of the celestial entity. With this spell the sorcerer lures the Sun from its heavenly abode to once more travel through Xibalba during the night. But the intent is a malicious one, for once the Sun has entered the labyrinthine caverns of Xibalba it is led astray and trapped in the Cavern of the Sun, giving its splendor to the Sun Guides and its fiery magic to the Ah K'in. With only the moon and the stars lighting the sky, the world is plunged into darkness. Grants 10 fire gems and 5 astral pearls each month. Worldwide darkness, income -30%, resources -30% (does not affect caves and deep seas).					

National Rituals: Mekone (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Gigantomachia	E5F4	60	-	-	
	The war upon the gods is declared. Trembling and cowering in fear false gods sense the rattling of spears forged for the armies the giants. The will of false pretenders withdraw from the might of the giants who gather in ever greater numbers. Recruitment limit in friendly dominion is increased by +1 and the dominion gains a +2 conflict bonus.					

National Rituals: Jotunheim (age 2) ✨

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 6	Illwinter	B5W3	120	-	-	NUW

The caster sacrifices the blood of innocent virgins in an attempt to revive the old Rimtursar, ancient giants of terrible might and the ancestors of the Jotun. The giants are slow to awaken but their presence will cause blizzards, wolf attacks and severe cold all over the world. The Illwinter is the most feared of all omens and unrest will increase worldwide.

Affects entire world. 50% chance of unrest +d4, Cold +1 for every 4 months, random attacks in cold provinces

National Rituals: Phlegra (age 2) ✨

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Gigantomachia	E5F4	60	-	-	

The war upon the gods is declared. Trembling and cowering in fear false gods sense the rattling of spears forged for the armies the giants. The will of false pretenders withdraw from the might of the giants who gather in ever greater numbers.

Recruitment limit in friendly dominion is increased by +1 and the dominion gains a +2 conflict bonus.

National Rituals: Utgård (age 3) ✨

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 6	Illwinter	B5W3	120	-	-	NUW

The caster sacrifices the blood of innocent virgins in an attempt to revive the old Rimtursar, ancient giants of terrible might and the ancestors of the Jotun. The giants are slow to awaken but their presence will cause blizzards, wolf attacks and severe cold all over the world. The Illwinter is the most feared of all omens and unrest will increase worldwide.

Affects entire world. 50% chance of unrest +d4, Cold +1 for every 4 months, random attacks in cold provinces

National Rituals: Phlegra (age 3) ✨

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Gigantomachia	E5F4	60	-	-	

The war upon the gods is declared. Trembling and cowering in fear false gods sense the rattling of spears forged for the armies the giants. The will of false pretenders withdraw from the might of the giants who gather in ever greater numbers.

Recruitment limit in friendly dominion is increased by +1 and the dominion gains a +2 conflict bonus.

Other Rituals

The spells listed here are rituals which do not summon creatures and are not global enchantments. 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.

key	meaning
School	school of magic
Alt	Alteration
Conj	Conjuration
Const	Construction
Ench	Enchantment
Thaum	Thaumaturgy
Blood	Blood Magic
Path	magical paths
A / S / B / D	Air / aStral / Blood / Death
E / F / N / W	Earth / Fire / Nature / Water
H / ?	Holy / Random path
Cost	Number of gems required for casting. The type of gem matches the primary path (listed first).
Rng	Range in number of provinces. No range means it takes effect where it is casted.
Dmg	Damage
AP	Armor-Piercing (protection halved)
AN	Armor-Negating
UndIm	Undead are Immune
InanimIm	Inanimates are Immune
MindIm	Mindless are Immune
CTStealthy	Can target stealthy units
Anonymous	Enemy will not know who cast the ritual
Limited	Max one spell per target province

Rituals marked with *anonymous* can target the enemy without them knowing who cast the ritual or where it originated from. For some rituals the enemy might not even be sure if it was a random event or a hostile ritual.

Rituals marked with *limited* can only be cast once per target province. Multiple rituals can be cast if they target different provinces.

Fire Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 1	Distill Gold	F1	1	-	-	
	The alchemist distills gold from minerals. The process is time consuming and requires the alchemist to use fire gems. Gold gained: 15 gold per gem spent after the initial cost (increased by one for every extra mage level).					
Alt 3	Inner Sun	F1S1	1	-	-	UndIm
	This spell provides a mage a way to retaliate when attacked by undead warriors. When the mage is slain, a shower of light will shoot forth from the body and burn all undead beings in the vicinity. The Inner Sun spell is a ritual and will last until the mage is killed. Explosion: 15 AN MR dmg (undeads and demons only), 35 AoE					
Alt 5	Transmute Fire	F2	1	-	-	
	The alchemist transmutes fire gems into gold. Every extra gem spent gives the alchemist several pounds of gold. Skilled mages produce even more gold. Gold gained: 20 gold per gem spent after the initial cost (increased by two for every extra mage level).					
Thau 3	Augury	F2	2	5	-	NUW
	The caster pours oil on a pile of soil from a distant province and sets it ablaze. The flickering flames will reveal all hidden sites of fiery power in the province.					
Evo 3	Fires from Afar	F3	10	3	15	AP, NUW, Anonymous
	The mage fires a row of flame bolts towards an enemy army camp located in a province far away. The more units present in the camp, the greater the chance of hitting a target. The spell can also be used to harass a besieging force or the defenders of a castle. A scout or a scrying spell will be required to see whether the spell was successful or not.					
Evo 4	Breath of the Desert	F3A1	5	5	-	NUW, Anonymous, Limited

School	Ritual Name	Path	Cost	Rng	Dmg	Special
						The caster curses a distant province with a dramatic rise in temperature. The mage can target any province of his choice and those affected will not know who has cast this spell upon them.
Thau 5	Pyre of Catharsis	F3	4	-	-	InanimIm, NUW
						Catharsis was once the spirit of the Purifying Flames. He would cleanse bodily sicknesses of those who exposed themselves to his flames. Since his corruption by the Daevas and the wicked Mainyus he no longer controls the Purifying Flames and any powerful fire mage can wield his flames. With this ritual the caster sets himself ablaze on a pyre of Purifying Flames. The flames burns away any diseases he carries, but the caster is likely to suffer terribly from the flames unless properly protected.
Evo 4	Fate of Oedipus	F4	75	-	-	
						The caster punishes a mage for having claimed the Eyes of God. The mage's eyes are blasted by brilliance, his eye sockets emptied forever, and the Eyes of God no long observe the world. This spell can only be cast if the Eyes of God enchantment is active.
Evo 9	Volcanic Eruption	F4E3	15	6	-	NUW, Anonymous
						The caster unleashes a volcanic eruption upon a distant province, destroying the lands and killing one third of the population. Population -30%, Unrest +30. Reported as a random event.
Ench 7	Dome of Flaming Death	F4	8	-	-	NUW
						An invisible web of Fire magic is created over the entire province where this spell is cast. Any enemy spells cast into the protected province will trigger the deadly trap. A powerful blast of fire will find its way to the enemy mage and burn him and possibly also the laboratory to cinders. The more magic gems put into the spell, the longer the dome lasts. If the mage who cast the dome dies, the dome dissolves instantly. The dome does not stop enemy spells that pass through it, but it may stop the enemy mage from ever casting spells again. Dome Trap: 2d20 AP fire dmg. The luck scale of the receiving province reduces the chance of having the laboratory burnt down.
Thau 5	Raging Hearts	F4	10	5	-	Anonymous
						Fury will start to grow in the hearts of all people in an entire province. Those affected will soon start to kill and plunder their fellow citizens. A mage can target any province of his choice and those affected will not know who has cast this spell on them. Population -5%, Unrest +60. Reported as a random event.
Evo 9	Flames from the Sky	F5	30	3	15+	AP, NUW, Anonymous
						With this spell, the mage hurls a maelstrom of flaming spheres towards an enemy province. The flame storm will strike an enemy army camp within the province with enormous force. Most likely, the majority of the units present in the camp will die from this powerful attack, but since the entire army is rarely gathered in one camp at a given time, only half of the target province's army can be expected to be struck by the flames.
Ench 6	Vafur Flames	F5	10	-	-	NUW, Can only be cast in forts
						This spell recreates the legendary enchantment of Asg�ard. The fortress is surrounded by a ring wall of enchanted flames. The flames are able to read the intentions of those who approach and will let friends pass safely through. Flying beings are able to pass over the flames. All enemies passing through the flames will suffer 10 AP fire dmg.

Air Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 4	Cloud Trapeze	A2	3	5	-	NUW
						The caster swings himself up and away with incredible speed, landing in a province far away. Although much faster than normal flying, the caster does not really teleport and can have the path blocked by impassable mountains ranges or the Sea of Ice global enchantment.
Thau 4	Auspex	A2	2	2	-	NUW
						The caster listens to the winds and observes the flight of birds. The winds will carry legends of magical places and ancient storms. If the winds are correctly interpreted, the caster gains knowledge of sites of Air power in a distant province. This spell cannot be cast at an enemy province.
Evo 4	Hurricane	A3	5	5	-	NUW, Anonymous, Limited
						The caster unleashes a violent hurricane upon a province, devastating the countryside. The hurricane will appear as a natural event. Unrest will increase and part of the population will die.
Ench 3	Seeking Arrow	A3	4	3	8	AN, Anonymous
						The caster sends an enchanted arrow across the world to find a suitable heart to penetrate. The arrow will target one leader in a province of the caster's choice. 8 AN magic dmg that always hits the chest.
Conj 5	Raven Feast	A4	3	5	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
						The caster summons an unkindness of ravens and sends them into a distant province to feast upon the newly dead. The ravens consume the rotting corpses and return to be slaughtered for the raw death essence they then contain. Provinces struck by plagues or containing recent battlefields can give the caster large amounts of Death gems. All unburied dead in a province are consumed. Enemy provinces can be targeted. Death gems gained from a province with about 100 unburied corpses: 5. Death gems gained from a province with about 400 unburied corpses: 10.
Ench 5	Trade Wind	A4	10	-	-	NUW
						The caster creates a perpetual stable wind in a coastal province that enables merchants to quickly sail to and from the province. The trade wind will greatly increase the income from the province. The spell lasts longer for every gem spent on the ritual. The enchantment will dissipate if the province is lost. Coastal province income +25%.
Conj 5	Wind Ride	A5	10	3	-	NUW
						The Air mage summons a whirlwind in a province of his choice. The whirlwind will try to find a commander in the province and transport him to where the Air mage is located. This spell is an effective way to rescue cornered commanders, but it can also be a very effective way to get enemy commanders out of the way. Large beings are difficult or impossible to lift and might fall to the ground somewhere along the way, possibly dying upon impact. Powerful Earth mages are likewise difficult to transport. Size 6 targets, Earth mages with skill 4 or more, and Ethereal beings are impossible to lift. Skilled Air mages will take less damage falling damage if the spell drops them on the way.
Ench 6	Dome of Solid Air	A5	20	-	-	NUW
						A dome made out of air is created over the entire province the mage is in. The dome will protect the province from many spells that originate outside the warded province. While undisturbed, the spell will last indefinitely, but if a spell passes through the dome, or if the mage who cast the dome dies, it will shatter instantly. Dome Protection 80%. Destroyed if it fails to block a spell. Friendly spells will also be blocked.

Water Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Voice of Apsu	W2	2	3	-	
						The caster conjures the dreams of Apsu, the Fresh Water Underneath. He has knowledge of all sweet water. The voice of his dreams, when rightly interpreted, reveals sites of Water power located above the surface. The dreams will find their way to everyone living in the targeted province and the magical sites will no longer be hidden.
Conj 5	Voice of Tiamat	W2	8	4	-	UW
						The caster conjures up the dreams of Tiamat, the Raging Sea. She has knowledge of all that lies underneath the sea. The voice of her dreams, when rightly interpreted, reveals all sites of Elemental power in a sea. The dreams will find their way to everyone living in that province and the magical sites will no longer be secret. This spell can only be cast under water.
Thau 2	Scrying Pool	W2	2	5	-	NUW
						The mage will enchant a pool of water to provide images of a province far away. The more magic gems spent on the scrying pool, the longer it will last. The information gained by scrying is much more accurate than a normal scout can provide.
Alt 4	Wolven Winter	W3	5	5	-	Anonymous, Limited
						The caster curses a distant province with a dramatic fall in temperature. The mage can target any province of his choice and those affected will not know who has cast this spell upon them.
Evo 7	Murdering Winter	W5	40	4	8	AN, Anonymous, Limited
						A sudden, furious blizzard will strike an enemy army camp in a province of the mage's choice. The blizzard is very powerful and will kill most normal men unless they are located in a hot province. The spell will be extremely powerful if it is cast in a very cold province and almost useless if cast in a very hot province. The spell has a very large area of effect and most of the enemy army is likely to be affected. Commanders have access to the good tents and will take reduced damage from the cold.
Evo 9	Tidal Wave	W5	15	6	-	Anonymous
						The caster unleashes a huge tidal wave upon a distant province, destroying the lands and killing the people. Population -30%, Unrest +50. Reported as a random event.
Ench 6	Frost Dome	W5	15	-	-	
						A frost dome is created over the entire province where the spell is cast. Any spells cast into this dome will trigger the deadly trap. A powerful frost blast will find its way to the enemy mage and freeze him to death. Every spell cast into the dome has a 30 percent chance of being destroyed by the frost dome. The more magic gems put into the spell, the longer it will last. If the mage who cast the dome dies, it will dissolve instantly. Dome Protection: 30%. Dome Trap: d15 AN cold dmg. Friendly spells will also be blocked.

Earth Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 2	Alchemical Transmutation	E1	1	-	-	
	The alchemist transmutes base metals into precious ones. The process is time consuming and requires the alchemist to use earth gems. Gold gained: 10 gold per gem spent after the initial cost (increased by one for every extra mage level).					
Alt 4	Blight	E2D1	5	5	-	Anonymous, Limited
	The caster unleashes a blight upon a distant province. Five percent of the population will die, unrest increases and eighty pounds of gold must be used to feed the starving. Population -5%, Unrest +15, Gold -80					
Alt 6	Earth Gem Alchemy	E2	1	-	-	
	The alchemist transmutes earth gems into precious metals. Every extra gem spent gives the alchemist several pounds of gold. Skilled mages produce even more gold. Gold gained: 15 gold per gem spent after the initial cost (increased by two for every extra mage level).					
Thau 4	Gnome Lore	E2	3	3	-	
	The caster bestows the knowledge of the gnomes upon himself and uses it to find places of Earth power. The spell will find all magic Earth sites in a friendly province of the caster's choice.					
Alt 8	Wizard's Tower	E4	50	4	-	
	The caster raises a tall impregnable stone tower from the ground in any friendly province within range. It is very difficult to break down the walls of this tower, but the administrative facilities are not to the same high standard.					
Alt 7	Iron Walls	E5	10	-	-	Can only be cast in forts
	The caster transforms the stone walls of a castle into iron walls, making it almost impregnable. The alteration lasts longer if additional gems are used in the ritual. The enchantment will end if the caster is killed. Fort defence increase: 1000 points.					
Alt 6	Crumble	E5	20	4	-	
	The caster unleashes great power upon a besieged castle. The walls of the castle will fall apart and debris will crash down upon the unwary defenders. The walls will take 250 points of damage +25 points for each additional Earth skill level. 50% of the defenders must roll for defence or get 3 AP blunt damage.					
Conj 8	Earth Attack	E5	5	4	-	
	A huge Earth Elemental will appear in a province of the caster's choice. Here, it will travel under the ground and search for enemy commanders. When it finds one, it will rise out of the ground and strike it down. The Earth Elemental disappears when it has completed this task or if it can't find an enemy commander. The elemental can only find targets that are grounded, thus floating beings will never be attacked by the elemental.					
Ench 7	Lion Sentinels	E5	30	-	-	Can only be cast in forts
	The caster sculpts eleven statues of lions and enchants them with powerful magic. Ten of them are placed outside the castle walls and the eleventh on the courtyard. Order and prosperity flows as the lions sentinels protect the inhabitants and guard them from harm. Should the castle be attacked the lions will come to life and attack the besieging army. The lions are magical beings and require magical leadership. Should the lion in the courtyard be destroyed the lions will crumble, unless a mage can take command over the remaining lions. Eleven Marble Lions guard the fortress if the castle is stormed. The enchantment also increases the order scale by +1.					
Thau 6	Melancholia	E5	20	5	-	
	The caster curses a province with melancholia. The populace becomes depressed, cynical and listless. Peasants don't care about harvesting and let their livestock wander. Craftsmen only work when they feel like it and soldiers tend to desert unless whipped into obedience. Even the temples are left untended. The Dominion of the local god will decrease. Scale of Sloth is set to 3. Dominion is reduced by 1-2. All units in the province must make a MR check vs 10 and a morale check vs 10. If they fail both they desert.					

Astral Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Evo 1	Astral Projection	S1	2	7	-	

School	Ritual Name	Path	Cost	Rng	Dmg	Special
						The caster's mind is separated from his body and travels the Astral Planes in search of military information. His mind and body are connected with a silvery cord, which can be detected by unfriendly Astral mages. Once detected, the cord of the mage can be severed - a traumatic experience indeed. Each casting of this ritual allows the mage to scry on one province. The use of extra astral pearls increases the duration of the ritual. <i>Duration: 1 month + 1 / extra astral pearl. Astral cord detection chance = 40% * enemy mage's astral level.</i>
Evo 3	Arcane Probing	S1	3	4	-	
						The caster projects his astral self in an attempt to locate sites of Astral power. This spell can only be used to search for magic in friendly provinces.
Conj 5	Acashic Record	S2	10	10	-	
						This spell lets the caster access the acashic records to find out the history for one nation. The spell must be targeted on a capital to give any useful information.
Ench 5	Ritual of Returning	S2	3	-	-	
						The mage will return to the home citadel at once if he is wounded. The spell lasts until the mage actually has been wounded and returned home. This ritual will result in swift death for a mage if the home citadel has been conquered by the enemy.
Thau 3	Astral Window	S2	3	6	-	
						The caster opens an arcane rift through which he can observe distant lands. The rift closes after a while, but the duration can be prolonged if extra magic gems are used in the casting. Each casting of this ritual allows the mage to scry on one province. The information gained by this spell is much more accurate than a normal scout can provide. <i>Duration: 1 month + 1 month per extra magic pearl</i>
Alt 5	Baleful Star	S3	7	7	-	NUW, Anonymous, Limited
						The caster invokes the great Maleficent and forces the evil star to take a conjunctive position in the heavens above one province, causing unfortunate events and evil deeds to occur. Anyone exposed to the evil star risks getting cursed for the rest of his life.
Conj 6	Acashic Knowledge	S3	25	10	-	
						This spell lets the caster tap information from the memory of the Spheres to reveal the presence of all magical sites in a given province. The spell cannot be used to find magic sites in enemy provinces.
Ench 5	Dispel	S3	30	-	-	
						This enchantment enables a mage to destroy an active global enchantment. The power of global enchantments is often boosted with the use of additional gems. This number of gems must be matched in order for the dispel to work.
Thau 3	Teleport	S3	2	6	-	
						With this spell, the mage can transport himself to almost any province in the world, only those very very far away are out of range for this ritual.
Thau 4	Vengeance of the Dead	S3D1	3	5	-	MR, UndIm, MindIm, CTStealthy
						The mage will contact the dead souls of all the people or creatures that the target has slain. These dead souls will then be guided to the dreams of the target, where they can attack him in a horrible nightmare. The mage will ensure that the target is pulled strongly into the nightmare, so that he stays dead if the dead souls are successful in killing him. This spell does not work on mindless or undead beings and the target must have slain units in combat for the spell to work. One province is chosen for the spell and the greatest butcher of all enemy commanders in that province will be targeted for the nightmare.
Evo 6	Mind Hunt	S4	2	6	-	AN, CTStealthy
						The caster's mind is separated from his body and travels the astral planes in search of enemy commanders' minds. His mind and body are connected with a silvery cord, which can be detected by unfriendly Astral mages. Once detected, the cord of the mage can be severed - a traumatic experience indeed. Each casting of this ritual allows the mage to find and attack one enemy commander in a specific province. The attack will be either a Mind Burn or Soul Slay spell, depending on which spell the caster knows. There will be no attack if he doesn't know either of those spells. <i>Astral cord detection chance = 40% * enemy mage's astral level.</i>
Ench 6	Dome of Arcane Warding	S4	10	-	-	
						An astral dome is created over the entire province that the mage is located in. The dome will protect the province from many spells that originate from outside the warded province. The more magic gems put into the spell, the longer it will last. If the mage dies, the dome dissolves instantly. The dome has a 50 percent chance of stopping each spell that tries to pass through it. <i>Dome Protection: 50%. Friendly spells will also be blocked.</i>
Thau 5	Gateway	S4	10	6	-	
						The caster creates a rift in the fabric of space, allowing him to step through with all troops under his command and enter a distant laboratory that has been prepared for the gateway. The gateway can only lead to a lab controlled by the same nation, and it closes as soon as the troops have passed through.

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 6	Imprint Souls	S4	25	5	-	
	<p>The people of a small village in a remote province will have their minds gradually broken down. When they are entirely lobotomized, their minds will be imprinted with religious zeal towards the rightful Pretender God. When the conversion is complete, they will attack the province in an attempt to conquer it and serve their God to the best of their abilities. This is a very dangerous process, many people die and most of the survivors are not fully restored with the proper religious zeal. A skillful mage and extra penetration skill from magic items will help in successful conversion of the villagers.</p> <p>Souls imprinted = 120 + extra level * 4. Success imprint chance: 12% + penetration strength * 6%, Death chance: 50%</p>					
Thau 7	Divine Name	S5	25	-	-	
	<p>The caster inscribes a divine name on a piece of paper and places it in the head of a mindless being. The being is gifted with an artificial mind and commanding abilities. The caster can also inscribe the name on the forehead of a willing target, increasing his mental faculties and making him a commander.</p>					
Thau 9	Astral Travel	S5	25	5	-	
	<p>The caster creates a rift in the fabric of space, allowing him to step through with all troops under his command and enter a distant province.</p>					
Alt 9	Wish	S9	100	-	-	
	<p>This ritual taps the primal powers from beyond the Spheres. By projection of his own will upon the Principle of Beginning, the caster can affect the very processes of creation and receive an answer to his wish. There are many things to wish for, but the outcome is not always good. If you want something good and safe, you can try wishing for an artifact or magic gems.</p>					

Death Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Dark Knowledge	D1	4	3	-	
	<p>The caster summons a spirit of the Underworld and coerces it to reveal knowledge of sites of Death in a distant province. The spell can not be used to find magic in enemy provinces.</p>					
Ench 4	Twiceborn	D2	10	-	-	Undlm, Inanimlm
	<p>With this ritual, the necromancer enchants his own body to protect himself from death. If the necromancer is slain, he is revived as a Wight Mage in the province where the ritual was cast, possibly gaining dark insights in the process. For the ritual to work, the province it was cast in must be in friendly hands when the necromancer dies. This spell does not work on undead, demons or inanimates.</p>					
Ench 7	Ritual of Rebirth	D4	15	-	-	NUW
	<p>The caster of this spell revives a previously slain hero via the ancient Ritual of Rebirth. The ritual mummifies the dead hero before bringing him or her back to life. Only great heroes from the Hall of Fame can be resurrected by this ritual. The ritual can be performed multiple times on a single hero. Inanimate or undead beings are not affected by this spell</p>					
Conj 8	Manifestation	D5	4	4	-	NUW
	<p>With this spell, an Ashen Angel is summoned with the promise of an opportunity to kill a commander in this realm and to bring his soul back to the Lord of the Netherworld. The Ashen Angel will appear in a province of the mage's choice and search for a suitable commander. If no suitable commander is found, the Angel will return to the mage and kill him instead. A commander who is horror marked runs a greater risk of being chosen by the Angel.</p>					
Thau 6	Leprosy	D5	10	4	-	MR, Undlm, Inanimlm
	<p>The mage conjures forth a wasting disease upon an enemy army in a distant province. Diseased targets will never regain any lost hit points and will take damage every season they are alive. Undead, demons and inanimate beings are not affected by this spell.</p> <p>50% of the units in the targeted province must make a MR check or get diseased.</p>					
Thau 8	Stygian Paths	D5	15	10	-	
	<p>All lands are connected to the Underworld and every location in the Underworld corresponds to a location in the lands of the living, but time passes differently in the Underworld. By traveling in the Underworld, great distances can be covered in a short period of time. When this ritual is cast, a gateway into the realm of the dead is opened. The necromancer then leads his followers on dark paths through the Underworld to emerge in a faraway province. The journey, however, is not free from risk: no one is allowed to leave the lands of the dead. Everyone using the Stygian paths risks injury or even death by poisoning, spirit attacks or fates even worse. Stealthy units are less likely to be detected by the guardians of the Underworld.</p> <p>Spirit attacks: 1 AN dmg + death MR attack. Stealthy units have only 20% chance of being attacked. Caster can not take advantage of stealth.</p>					
Thau 8	Black Death	D5	15	5	-	Anonymous

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	The necromancer curses a province with the Black Death. This plague will kill thousands upon thousands of people. The spell is targeted at the general population and will probably not affect the military units in the province. Population -50%, Unrest +10					
Conj 9	Tartarian Gate	D7	10	-	-	NUW
	The caster opens a gate to Tartarus and releases a dead Titan or Monstrum imprisoned in that horrible place. The Titans were gods in ancient times, but were defeated and imprisoned in Tartarus aeons ago. The dead Titan once had tremendous powers, but the imprisonment in the realm of perpetual pain might have destroyed the mind of the ancient god.					

Nature Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 6	Transformation	N2	8	-	-	UndIm, InanimIm
	The caster is transformed into a random monster or animal. Some monsters, such as fire drakes, are closely attuned to an element or other magical path. If the caster successfully transforms into such a being he might gain magic power. Also the casters new body is young and healthy. The transformation is not without risk, however, as the caster's mind and body may be damaged in the process. Sometimes a failed transformation can result in the form of a mindless being and usually mind and magic abilities are lost as a result. But sometimes a being with powerful magic can retain his magic ability as the magic is too strong to let the absence of a mind stop it. The caster transforms into a young monster, but lost limbs are still lost after the transformation. The chance of failure is 20% reduced or increased by the Luck/Misfortune scale value. If cast under water the transformation results in a water being.					
Thau 3	Haruspex	N2	2	3	-	
	The caster opens the bellies of newly slaughtered animals and observes their livers. The state of the livers reveals distant locations of Nature power.					
Conj 5	Winged Monkeys	N3S2	10	5	-	NUW
	The caster summons a troop of winged monkeys and sends them away to fetch a commander from a distant land. The monkeys will try to grab and fly away with the helpless commander, but will attack if the target is too heavy. The monkeys are afraid of mages and will never try to snatch a mage from the ground. The monkeys leave after they have accomplished their mission.					
Conj 6	Locust Swarms	N3	8	5	-	NUW, Anonymous
	The caster unleashes swarms of locusts upon a province. The locusts will cause panic, consume crops and cause the loss of taxes. The swarms will appear as a natural event. Unrest -20, Income -50%. Reported as a random event.					
Ench 8	Dragon Master	N3	30	-	-	
	The caster claims lordship over all serpentkin. Every time the caster summons a Drake, Wyvern or Sea Serpent, not one but three beasts will heed the call. Grants Dragon Mastery +2.					
Conj 5	Vermin Feast	N4	6	4	-	
	The caster makes vermin like rats and cockroaches (or shrimps and crabs) attracted to the supply stores of a besieged castle. The vermin will make sure that the supplies do not last very long. The more gems spent in this ritual the longer it will last. Having more than one Vermin Feast ritual active on the same province will not add to the effect and the ritual has no effect on an unbesieged castle. Doubles the supply loss in a besieged castle.					
Conj 7	Living Castle	N4W1	40	4	-	UW
	The caster conjures a castle of living kelp and algae. The castle can only be created in a friendly sea. This spell cannot be cast above the waves.					
Thau 4	Cure Disease	N4	5	-	-	InanimIm
	This ritual cures a unit from disease, an affliction that otherwise is certain to result in a quick and early death. The target unit must be in the same province as the caster.					
Thau 5	Gift of Reason	N4	20	-	-	MindIm
	This gift grants commander status and a sharp intellect to any one being. The target unit must be in the same province as the caster. Mindless units cannot be affected by the spell.					
Ench 5	Faery Trod	N5	20	10	-	NUW
	The mage leads his army into a magic forest to find a Faery Trod. The army follows this strange path through faerie lands and will finally arrive in a distant forest. Both the source and destination provinces must be forests for this spell to work. Navigating on the faerie paths is a tricky adventure and it might be that you won't emerge exactly where you planned. Chance of ending up in a neighboring forest province: 50% if completely surrounded by forests, 0% if no neighboring forest provinces.					

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 6	Forest Dome	N5	10	-	-	
	Vegetation will grow into a dome that covers the entire province where the spell is cast. The dome will protect the province from many spells that originate outside the warded province. If left undisturbed, the forest dome will last forever. However, if a Fire spell is absorbed by the dome, it may catch fire and be destroyed. If the caster dies, the dome will wither and die. Dome Protection 30%. Destroyed by Fire Spells. Friendly spells will also be blocked.					
Thau 6	Beckoning	N5	20	4	-	MR
	The caster awakens the forces of the wild, which call out to lure the unwary. Those who fall prey vanish into the woodlands, never to be seen again. The Beckoning will only work in forests and forest beings are immune to the call. Those who are strong of mind or duty will resist the call. Up to 50 + 5 per additional caster level units in target province must succeed with either a difficult MR check or a difficult morale check or wander off into the wilderness. Units with forest survival ignore the spell.					

Blood Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 2	Bowl of Blood	B1	5	5	-	NUW
	The caster fills a bowl with blood, mixes it with soil from a distant land and observes the five signs. The signs will reveal all sites of blood power in that province.					
Blood 3	Cross Breeding	B1N1	15	-	-	NUW
	Hundreds of different creatures from mice to humans are magically cross-bred and grown in an effort to produce a powerful monster. Most offspring die early, but some survive and are bound to serve their creator. Luck is required to breed the more powerful creatures.					
Blood 5	Wrath of Pazuzu	B1A3	15	5	-	NUW, Anonymous
	The caster unleashes an infernal tempest from the realm of Pazuzu upon a province. The storm is anything but natural and Shedim, servants of Pazuzu, can be heard bellowing in the gale. The storm causes unrest and devastation upon a province. Unrest +35, population -4%. Reported as a random event.					
Blood 6	Rejuvenate	B1	10	-	-	UndIm, InanimIm, NUW
	The mage drenches himself in the blood of ten young girls in an attempt to become younger. Each offered girl will make the caster one year younger.					
Blood 3	Blood Feast	B2	5	-	-	InanimIm, NUW
	The caster has learned the recuperative secrets of cannibalism. In a gruesome ritual lasting a month he consumes the blood and feast of ritually purified sacrifices. The blood feast requires copious amount of flesh and blood of unpurified victims as well however, so the populace in the province where the caster resides is slaughtered in great quantities. The flesh and blood of the victims rejuvenates the caster, healing him of all or at least most afflictions. Bloodmages who partakes too often in blood feasts often develop uncontrollable cravings for human flesh. The ritual does not work on inanimate beings. Removes up to 10 afflictions, kills up to 750 population, 25% chance to develop cravings					
Blood 4	Blood Fecundity	B2N2	10	-	-	NUW
	The mage performs a great blood ceremony in order to increase the fertility of the land. The growth scale of the province will be increased for as long as the ritual lasts. The spell lasts longer if more slaves are sacrificed. Growth +2. Duration: 1 month +1 1 month per extra blood slave					
Blood 8	Improved Cross Breeding	B2N2	20	-	-	NUW
	Hundreds of different creatures from mice to humans are magically cross-bred and grown in an effort to produce a powerful monster. Most offspring die early, but some survive and are bound to serve their creator. Luck is required to breed the more powerful creatures.					
Blood 5	Rain of Toads	B3N1	20	5	-	NUW, Anonymous, Limited
	The caster creates a horrible omen, turning the falling rain in a target province into toads. The target province will suffer from unrest and misfortune. Soldiers stationed in the province will risk becoming diseased when dead toads fester in the wells. Unrest +40, misfortune +3, disease chance 4%. Reported as a random event.					
Blood 7	Send Dream Horror	B3S4	15	6	-	NUW, Anonymous
	The caster sends a Defiler of Dreams to attack a distant province. The Dream Horror will project nightmares and feed on the emotional distress of its victims. Unrest will increase in the province until the Horror is found and slain. Dealing with horrors is not without risk however and the caster of this ritual might attract some unwanted attention. Unrest +30, Dream Horror summoned. Reported as a random event.					
Blood 8	Horror Seed	B3S4	25	6	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	A Horror is sent to possess a far away enemy. The Horror hides its true self and spreads its evil ways, marking and cursing soldiers in the province. The most horrible ability of the possessing Horror is to infect living soldiers with Parasitic Horrors. These Parasitic Horrors sooner or later break the mind and body of their host, transforming them into full fledged Horrors. Should the host of the Master Horror be slain, the true Horror will manifest and attack everything alive.					
Blood 7	Dome of Corruption	B4S4	20	-	-	NUW
	The caster seals a pact with Horrors. The Horrors create a dome that protects the province from most spells that originate from outside the warded province. Trying to cast a spell through this dome is very dangerous and might drive the casting mage insane. A good side effects of the dome is that it exudes magic and will raise the magic scales of the province considerably, making it easy for mages to do their research. The pact has a downside too, which will become apparent to mages living under the dome. The creators of the dome will occasionally attack and consume a mage. The dome will dissolve instantly if the caster of this ritual dies. Dome Protection: 75% . Dome Trap: Feeblemind, magic resistance negates . Magic Scale +2 . Friendly spells will also be blocked .					
Blood 3	Infernal Circle	B5	5	-	-	NUW
	The caster creates a circle with infernal symbols drawn in the blood of virgins. Blood rituals cast from the circle with have their range increased. The circle will dissipate eventually, but the more blood slaves used for the circle, the longer it will last. Blood ritual range +1 province . Duration: 1 month + 1 month per extra blood slave					
Blood 6	Infernal Disease	B5	5	5	-	NUW
	This ritual starts with a month of scribing complex magic symbols and eventually culminates with the sacrifice of five young girls. When the ritual is finished, a Disease Demon is bound and ordered to attack an enemy commander wherever in the world the caster chooses. The demon is very deadly and should be a sure way to kill an enemy.					
Blood 8	Three Red Seconds	B5	120	4	-	NUW
	The caster summons a horde of Imps and commands them to raise a fortress. In three red seconds, a mighty citadel is built in a province of the caster's choice.					

National Rituals: Arcoscephale (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anonymous
	The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.					

National Rituals: Marverni (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anonymous
	The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.					

National Rituals: T'ien Ch'i (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 5	Internal Alchemy	W2S1	10	-	-	UndIm, InanimIm
	The mystics and hermits of T'ien Ch'i have always been obsessed with longevity. Internal Alchemy is a method to transmute the inner self instead of external substances. Meditation, severe asceticism and breathing techniques are used to access the inner cinnabar fields in an attempt to alter them. Often the alchemist feeds on cinnabar, transmuted quicksilver, the most highly regarded alchemical substance, during the process. The transformative nature of the cinnabar might also transmute the mind of the hermit. Age -15 years					

National Rituals: Abysia (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 6	Hellscape	F4	10	5	-	NUW, Anonymous
	The caster calls on the fires of Rhuax to curse a distant province with blistering heat. Smoke and wildfires will erupt as the very ground will burn with unnatural heat. The Hellscape will appear as an unnatural event, but those affected will not know who has cast the curse upon them. Heat Scale +3 , Death Scale +1 , Population -10% , Unrest +20 .					

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 3	Infernal Breeding	B2	25	-	-	NUW
	The Warlocks of Abysia have experimented with crossbreeding since they first discovered blood magic. Under the influence of infernal magic Abysians, humans and giants are crossbred with demons, salamanders and other beasts. In the early days most of the experiments were conducted on Abysians, but the wars with Hinnom made the blood of giants occasionally available. In later times humans and humanbreds have dominated the breeding stock and abysian crossbreds are rarer. Due to the creation process many Hell Spawn suffer from various afflictions and early aging.					

National Rituals: Caelum (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Call of the Drugvant	D4F1	15	4	-	NUW, Anonymous
	The Drugvant are the People of the Lie, those under the influence of evil intentions. With this ritual the caster lets loose the will of the Destructive Spirit upon a remote land. Falsehood, wickedness and violence will spread in the province and in its wake Daevas will come. Unrest is greatly increased and the province is attacked by bandits and a host of Daevas.					

National Rituals: Pangaea (age 1) 🌿

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anonymous
	The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.					
Alt 0	Grow Fortress	N4	35	-	-	
	This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. Defenders can stand on the walls and fire missiles from the parapets. This ritual can only be cast in forests or shallow seas, where nature has plenty of material to build from.					

National Rituals: Agartha (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 4	Mirror of Earths Memories	W2E2	5	10	-	
	An Agarthan Oracle ventures down to the Womb of the Earth and gazes into the reflections of the First Pool to gain knowledge of subterranean sources of magic. The spell reveals all magic sites of earth, fire, water and death in a distant cave province.					
Alt 9	Unleash Imprisoned Ones	E6D4	100	-	-	
	Since before the founding of Agartha there has been a forbidden chamber under the Roots of the Earth. Agarthan legends tell of three dark gods of an earlier age imprisoned with the help of the first Pale Ones. The Seal was strengthened with the souls of thousands of Pale Ones who gave their lives to protect the world from the Imprisoned Ones. Now the Seal seems to be weakening and there are rumors of a crack in the Seal. Some Oracles of the Dead have heard silent whispers in their dreams. Whispers of promise. A promise to spare the Agarthan people if the Imprisoned Ones are released. The oldest and most influential of the Oracles of the Dead has spoken against it, but desperate times need desperate measures, and the whispered promise has not been forgotten.					

National Rituals: Niefelheim (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Seith Curse	D1S1	3	5	-	MR+, CTStealthy, NUW, Anonymous
	Seith is an ancient form of sorcery, reputedly invented by Angerboda. It has been practiced by females of the nation through the ages. Gygjor, vaetti hags and human Seithkonur all have some knowledge of the Seith, but it is the Seithkonur of Utgård that have mastered the art. Seith can be used to spell doom upon a distant target. When cast a single enemy commander in a faraway province is cursed for the rest of his life. However, the price is high, and the Fates will keep the balance. Someone close to the caster will also suffer a curse.					

National Rituals: Yomi (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 0	Hannya Pact	D1	6	-	-	UndIm, InanimIm

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	The Namanari seals a pact with the Oni Kings, giving up her humanity to become a Chunari. The Chunari gains powers in death and fire magic and a demonic nature. Jealous and greedy for power a Chunari will sooner or later strengthen her pact with her masters losing her humanity altogether.					
Conj 0	Greater Hannya Pact	D2	12	-	-	Undlm, Inanimlm
	The Chunari seals a second and final pact with the Oni Kings, giving up the last shreds of humanity to become a true Hannya. The Hannya gains further powers in death and fire magic. A fiery aura and a serpent tail are also given to her to remind her of who her true masters are.					

National Rituals: Mekone (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 0	Blessing of the God-slayer	W1H1	5	-	-	NUW
	At a grand ceremony witnessed by all, the Basileus inaugurates a Polemarch as champion of the God-slayer. Endowed with unequalled battle prowess and charisma the Polemarch is expected to slay a false god within the upcoming year. Only one champion can be blessed at the same time. Grants att +5, def +5, always blessed, halt heretic +7, inspirational +1					

National Rituals: R'lyeh (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 3	Mind Vessel	S3	15	-	-	
	This ritual puts a part of the Aboleth's mind in the humanlike vessel that has been bred for this purpose. After the ritual the vessel will have little left of its own mind and the Aboleth part will have to guide it along. After the merging of minds the vessel will be able to use its old magic knowledge as well as that of the Aboleth. The state of the Aboleth is constantly influencing its vessel and should the Aboleth die the vessel will not survive for more than a few days at the most. An Aboleth can not share his mind with more than one vessel at a time.					

National Rituals: Oceania (age 1) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 0	Grow Fortress	N4	35	-	-	
	This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. Defenders can stand on the walls and fire missiles from the parapets. This ritual can only be cast in forests or shallow seas, where nature has plenty of material to build from.					

National Rituals: Arcosephale (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anonymous
	The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.					

National Rituals: T'ien Ch'i (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 5	Internal Alchemy	W2S1	10	-	-	Undlm, Inanimlm
	The mystics and hermits of T'ien Ch'i have always been obsessed with longevity. Internal Alchemy is a method to transmute the inner self instead of external substances. Meditation, severe asceticism and breathing techniques are used to access the inner cinnabar fields in an attempt to alter them. Often the alchemist feeds on cinnabar, transmuted quicksilver, the most highly regarded alchemical substance, during the process. The transformative nature of the cinnabar might also transmute the mind of the hermit. Age -15 years					
Cnst 5	Thousand Year Ginseng	N1	8	-	-	Undlm, Inanimlm
	The mystics and hermits of T'ien Ch'i have always been obsessed with longevity. During the Time of the Bureaucracy and the prevalence of herbal medicine, one means to this end was found. The Thousand Year Ginseng will give the imbiber longevity and good health and is the closest to immortality one can come without practicing Internal Alchemy. Age -5 years					

National Rituals: Abysia (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 6	Hellscape	F4	10	5	-	NUW, Anonymous
	<p>The caster calls on the fires of Rhuax to curse a distant province with blistering heat. Smoke and wildfires will erupt as the very ground will burn with unnatural heat. The Hellscape will appear as an unnatural event, but those affected will not know who has cast the curse upon them.</p> <p>Heat Scale +3, Death Scale +1, Population -10%, Unrest +20.</p>					
Blood 3	Infernal Breeding	B2	25	-	-	NUW
	<p>The Warlocks of Abysia have experimented with crossbreeding since they first discovered blood magic. Under the influence of infernal magic Abysians, humans and giants are crossbred with demons, salamanders and other beasts. In the early days most of the experiments were conducted on Abysians, but the wars with Hinnom made the blood of giants occasionally available. In later times humans and humanbreds have dominated the breeding stock and abysian crossbreds are rarer. Due to the creation process many Hell Spawn suffer from various afflictions and early aging.</p>					

National Rituals: Caelum (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Call of the Drugvant	D4F1	15	4	-	NUW, Anonymous
	<p>The Drugvant are the People of the Lie, those under the influence of evil intentions. With this ritual the caster lets loose the will of the Destructive Spirit upon a remote land. Falsehood, wickedness and violence will spread in the province and in its wake Daevas will come. Unrest is greatly increased and the province is attacked by bandits and a host of Daevas.</p>					

National Rituals: Pangaea (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anonymous
	<p>The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.</p>					
Alt 5	Fort of the Ancients	N4	35	-	-	
	<p>In ancient times, Pangaea made its forts not from mud and mortar but bramble and birch. This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. The ritual can only be cast in forests or shallow seas, where an appropriate amount of vegetation can be found.</p>					

National Rituals: Asphodel (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 0	Grow Fortress	N4	35	-	-	
	<p>This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. Defenders can stand on the walls and fire missiles from the parapets. This ritual can only be cast in forests or shallow seas, where nature has plenty of material to build from.</p>					
Ench 4	Dark Slumber	N4D2	15	5	-	NUW, Anonymous
	<p>The Caster calls on the wrath of the forest to engulf a village in a distant province. The villagers succumb to an enchanted sleep and walks into the woods to die a dreamless death. Vines and roots begin to grow and reanimate the corpses. Within days an army of manikin emerges from the woods to claim the province from the living.</p>					

National Rituals: Jotunheim (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Seith Curse	D1S1	3	5	-	MR+, CTStealthy, NUW, Anonymous
	<p>Seith is an ancient form of sorcery, reputedly invented by Angerboda. It has been practiced by females of the nation through the ages. Gygjor, vaetti hags and human Seithkonur all have some knowledge of the Seith, but it is the Seithkonur of Utgård that have mastered the art. Seith can be used to spell doom upon a distant target. When cast a single enemy commander in a faraway province is cursed for the rest of his life. However, the price is high, and the Fates will keep the balance. Someone close to the caster will also suffer a curse.</p>					

National Rituals: Nazca (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 2	Eyes of the Condors	A2	1	4	-	NUW
	The Condor is sacred to the people of Nazca. It is considered a messenger of the sun and herald of storms. No other bird can soar at such heights, thus Condor scouts are rarely seen and almost impossible to catch. With this ritual the caster borrows the all perceiving eyes of the Condors and send the sacred birds to a distant province to scry.					
Ench 5	Geoglyphs	S3E2	18	-	-	NUW
	The Coyas of Nazca, daughters of the Moon, are accomplished students of the stellar bodies and their connection with the earth. They have discovered means to amplify the influence of the planets on the terrestrial sphere through vast geoglyphs inscribed on the bare ground. As long as the enchantment of the geoglyph is active magic in the province is increased as are the ranges of rituals. Enemies fighting in a province with an active geoglyph are more easily affected by magic and have their magic resistance reduced. It is only possible to cast the ritual if you can see the land from above. Thus only flying mages can cast the spell. For the enchantment to be effective the geoglyphs must be exposed to stellar lights, so it is only castable in barren lands. Magic scale +2, MR for enemies in province -2, ritual range +1					

National Rituals: Oceania (age 2) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 0	Grow Fortress	N4	35	-	-	
	This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. Defenders can stand on the walls and fire missiles from the parapets. This ritual can only be cast in forests or shallow seas, where nature has plenty of material to build from.					

National Rituals: Arcoscephale (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Curse Tablet	D1	3	2	-	MR, CTStealthy, Anonymous
	With the emergent interest in the fate of souls in Arcoscephale, necromantic practices have emerged. While most Orphic Mystics try to find the mysteries of a blessed afterlife, some less scrupulous individuals have used the new insights to command the newly dead. With this ritual the necromancer approaches the grave of a newly dead and places a tablet on it. The soul of the dead one is prevented from transmigrating or finding rest until it has performed the curse on the tablet. The spirit will travel to a distant province and curse a commander before finding final rest.					
Alt 3	From Death Comes Life	D1N1	3	-	-	NUW
	The Panageis uses sacred carcasses from a Megara Chasm to complete the cycle of death and rebirth and procure fertility in the province. The growth scale of the province is increased by two. The ritual lasts longer if more gems are used.					
Conj 5	Monster Boar	N3	10	5	-	NUW, Anonymous
	The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.					

National Rituals: Pythium (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 3	Taurobolium	N1F1	6	-	-	NUW
	The Heliodromus performs a ritual slaying of a sacred bull. The Heliodromus takes his place in a trench underneath a plate of copper pierced with holes. The sacred bull is slain by the participants and its blood pour down upon the Heliodromus. Baptized in blood the Heliodromus is purified and endowed with the power of the Solar Bull. For one year the reborn Heliodromus is worshipped by his fellows as an incarnate God. The Heliodromus receives increased magical understanding and false prophet status. Grants fire magic bonus +2, nature magic bonus +1, heretic +3. Duration: 1 year.					

National Rituals: T'ien Ch'i (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 5	Internal Alchemy	W2S1	10	-	-	UndIm, InanimIm
	The mystics and hermits of T'ien Ch'i have always been obsessed with longevity. Internal Alchemy is a method to transmute the inner self instead of external substances. Meditation, severe asceticism and breathing techniques are used to access the inner cinnabar fields in an attempt to alter them. Often the alchemist feeds on cinnabar, transmuted quicksilver, the most highly regarded alchemical substance, during the process. The transformative nature of the cinnabar might also transmute the mind of the hermit. Age -15 years					

National Rituals: Abysia (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 6	Hellscape	F4	10	5	-	NUW, Anonymous
	<p>The caster calls on the fires of Rhuax to curse a distant province with blistering heat. Smoke and wildfires will erupt as the very ground will burn with unnatural heat. The Hellscape will appear as an unnatural event, but those affected will not know who has cast the curse upon them.</p> <p>Heat Scale +3, Death Scale +1, Population -10%, Unrest +20.</p>					
Blood 3	Infernal Breeding	B2	25	-	-	NUW
	<p>The Warlocks of Abysia have experimented with crossbreeding since they first discovered blood magic. Under the influence of infernal magic Abysians, humans and giants are crossbred with demons, salamanders and other beasts. In the early days most of the experiments were conducted on Abysians, but the wars with Hinnom made the blood of giants occasionally available. In later times humans and humanbreds have dominated the breeding stock and abysian crossbreds are rarer. Due to the creation process many Hell Spawn suffer from various afflictions and early aging.</p>					

National Rituals: Caelum (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Call of the Drugvant	D4F1	15	4	-	NUW, Anonymous
	<p>The Drugvant are the People of the Lie, those under the influence of evil intentions. With this ritual the caster lets loose the will of the Destructive Spirit upon a remote land. Falsehood, wickedness and violence will spread in the province and in its wake Daevas will come. Unrest is greatly increased and the province is attacked by bandits and a host of Daevas.</p>					

National Rituals: Pangaea (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anonymous
	<p>The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.</p>					
Alt 5	Fort of the Ancients	N4	35	-	-	
	<p>In ancient times, Pangaea made its forts not from mud and mortar but bramble and birch. This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. The ritual can only be cast in forests or shallow seas, where an appropriate amount of vegetation can be found.</p>					

National Rituals: Utgård (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Seith Curse	D1S1	3	5	-	MR+, CTStealthy, NUW, Anonymous
	<p>Seith is an ancient form of sorcery, reputedly invented by Angerboda. It has been practiced by females of the nation through the ages. Gygjor, vaetti hags and human Seithkonur all have some knowledge of the Seith, but it is the Seithkonur of Utgård that have mastered the art. Seith can be used to spell doom upon a distant target. When cast a single enemy commander in a faraway province is cursed for the rest of his life. However, the price is high, and the Fates will keep the balance. Someone close to the caster will also suffer a curse.</p>					


National Rituals: Ragha (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Call of the Drugvant	D4F1	15	4	-	NUW, Anonymous
	<p>The Drugvant are the People of the Lie, those under the influence of evil intentions. With this ritual the caster lets loose the will of the Destructive Spirit upon a remote land. Falsehood, wickedness and violence will spread in the province and in its wake Daevas will come. Unrest is greatly increased and the province is attacked by bandits and a host of Daevas.</p>					

National Rituals: Atlantis (age 3) 🏰

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Send Tupilak	D3W1	5	5	-	NUW


School	Ritual Name	Path	Cost	Rng	Dmg	Special
	The Tupilak is an artificial animal made from various animal cadavers. It is able to take the appearance and attributes of any of its composite parts. Most Tupilaks are made from bears, ravens, seals and reindeer. This gives the Tupilak battle prowess and the ability of flight. After it has been created, it is given the task of hunting down and killing a specific enemy commander. Then the Tupilak will fly, run and swim across the world in order to find its prey and kill it.					

National Rituals: R'lyeh (age 3) 						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 6	Dreams of R'lyeh	S4	4	10	-	MR, CTStealthy
	This spell can target the dreams of an enemy commander anywhere in the world. It will pull his dream through the Void Gate in R'lyeh and into the other world. Here the caster will manifest himself in the dream and kill the bewildered target. The spell does not work on mindless beings or those who never sleep.					

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Arcoscephale, Golden Era

The kingdom of Arcoscephale is yet to be founded and in its place is a loose collection of city states. Bronze is more common than iron and hoplites have yet to see the light 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.



Arcoscephale, recruitable commanders	
Scout	Gold 25, Res 5, Rec 1 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Bronze Spear, Short Bow
Engineer	Gold 40, Res 3, Rec 1 HP 10, Prot 0, MR 12, Mor 9, Str 10, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 12, Siege Strength +25, Mason, Ldr 10, Wpn: Tool
Sceptic	Gold 50, Res 1, Rec 1 HP 10, Prot 0, MR 15, Mor 7, Str 10, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 12, Stealthy 40, Heretic 3, Ldr 10, Wpn: Bronze Dagger
Icarid Champion	Gold 50, Res 21, Rec 1 HP 14, Prot 11, MR 10, Mor 14, Str 12, Att 12, Def 12, Prec 10, Enc 7, CS 8, MM 14, Fly, Fire Res -5, Ldr 60, Wpn: Bronze Sword
Myrmidon Champion	Gold 70, Res 29, Rec 1 HP 15, Prot 17, MR 10, Mor 15, Str 11, Att 13, Def 14, Prec 10, Enc 9, CS 6, MM 12, Ldr 80, Wpn: Bronze Sword
Chariot Commander	Gold 70, Res 29, Rec 1 HP 10, Prot 16, MR 10, Mor 12, Str 10, Att 10, Def 14, Prec 9, Enc 5, CS 18, MM 20, Trample, Ldr 60, Wpn: Bronze Sword
Mystic	Gold 135, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 12, Research +1, Ldr 15, MagLdr 30, Mag: S1?2, Wpn: Bronze Dagger
Melissa	Gold 200, Res 1, Rec 2 (can be recruited outside forts as well) HP 9, Prot 0, MR 15, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacred, Healing 3, Ldr 10, MagLdr 10, Mag: N1H1?1, Wpn: Bronze Dagger
Philosopher	Gold 65, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 12, Mor 8, Str 10, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 12, Ldr 10, Wpn: Bronze Dagger
Wind Lord	Gold 130, Res 27, Rec 1 (can only be recruited in the capital) HP 14, Prot 17, MR 12, Mor 15, Str 12, Att 13, Def 17, Prec 10, Enc 4, CS 22, MM 24, Fly, Sacred, Ldr 80, Mag: H1, Wpn: Bronze Lance, Hoof
Mage Engineer	Gold 125, Res 3, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 15, Mor 9, Str 10, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 12, Siege Strength +30, Mason, Ldr 10, MagLdr 15, Mag: A1E1?1, Wpn: Tool
Oreiad	Gold 395, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 9, Prec 10, Enc 2, CS 12, MM 16, MS, Sacred, Recup, Stealthy 60, Awe +6, Seduction, Ldr 10, MagLdr 40, Mag: A2E1N3?1, Wpn: Fist

Arcosephale, recruitable units

Slinger	Gold 7, Res 2, Rec 3 HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Cardaces	Gold 10, Res 8, Rec 9 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear
Peltast	Gold 10, Res 5, Rec 9 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear, Javelin
Icarid	Gold 14, Res 21, Rec 18 HP 12, Prot 11, MR 10, Mor 13, Str 11, Att 11, Def 11, Prec 10, Enc 7, CS 8, MM 14, Fly, Fire Res -5, Wpn: Bronze Sword
Myrmidon	Gold 15, Res 29, Rec 21 HP 13, Prot 17, MR 10, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 9, CS 6, MM 12, Wpn: Bronze Sword
Chariot	Gold 40, Res 29, Rec 46 HP 10, Prot 16, MR 10, Mor 10, Str 10, Att 9, Def 14, Prec 9, Enc 5, CS 18, MM 20, Trample, Wpn: Bronze Sword
Chariot Archer	Gold 50, Res 20, Rec 46 HP 10, Prot 13, MR 10, Mor 9, Str 10, Att 9, Def 15, Prec 9, Enc 5, CS 18, MM 20, Trample, Wpn: Bronze Sword, Short Bow
Wind Rider	Gold 55, Res 27, Rec 46 (can only be recruited in the capital) HP 13, Prot 17, MR 12, Mor 14, Str 11, Att 12, Def 17, Prec 10, Enc 5, CS 22, MM 24, Fly, Sacred, Wpn: Bronze 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 rising. 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.

**Ermor, recruitable commanders**

Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Assassin	Gold 60, Res 4, Rec 1 HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 3, CS 12, MM 16, Stealthy 65, Assassin, Assassin Patience +1, Ambidextrous 2, Wpn: Short Sword, Poison Dagger
Centurion	Gold 70, Res 21, Rec 1 HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 18, Ldr 80, Wpn: Short Sword
Legatus Legionis	Gold 110, Res 21, Rec 2 HP 13, Prot 15, MR 10, Mor 14, Str 11, Att 12, Def 12, Prec 10, Enc 5, CS 10, MM 18, Ldr 120, Wpn: Short Sword
Acolyte	Gold 45, Res 1, Rec 1 HP 10, Prot 0, MR 11, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Sacred, Ldr 10, Mag: H1, Wpn: Dagger
Augur	Gold 65, Res 2, Rec 2

	HP 10, Prot 0, MR 13, Mor 13, Str 10, Att 9, Def 9, Prec 12, Enc 3, CS 10, MM 16, Ldr 15, MagLdr 15, Mag: F1S1, Wpn: Sceptre
Augur Elder	Gold 210, Res 2, Rec 4
	HP 10, Prot 0, MR 15, Mor 13, Str 10, Att 9, Def 6, Prec 13, Enc 6, CS 9, MM 10, Ldr 25, UndLdr 60, MagLdr 25, Mag: F2S1D2?1, Wpn: Sceptre
Bishop of the Sacred Shroud	Gold 110, Res 1, Rec 2 (can only be recruited in the capital)
	HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Sacred, Recup, Healing 1, Ldr 10, Mag: H2, Wpn: Dagger
Arch Bishop of the Sacred Shroud	Gold 145, Res 1, Rec 4 (can only be recruited in the capital)
	HP 10, Prot 0, MR 14, Mor 13, Str 10, Att 8, Def 10, Prec 10, Enc 4, CS 10, MM 14, Sacred, Recup, Healing 1, Ldr 10, Mag: H3, Wpn: Quarterstaff
Flamen	Gold 135, Res 1, Rec 2 (can be recruited in all non-fort provinces)
	HP 10, Prot 0, MR 14, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Sacred, MagLdr 10, Mag: F1H1?1, Wpn: Dagger
Pontifex	Gold 100, Res 1, Rec 2 (can be recruited in all non-fort provinces)
	HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Sacred, Ldr 45, MagLdr 5, Mag: F1H2, Wpn: Fist

Ermor, recruitable units

Slinger	Gold 7, Res 2, Rec 3
	HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Accensus	Gold 8, Res 9, Rec 5
	HP 10, Prot 7, MR 10, Mor 8, Str 10, Att 9, Def 14, Prec 10, Enc 5, CS 10, MM 16, Wpn: Spear, Javelin
Retiarius	Gold 10, Res 1, Rec 9
	HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 9, MM 14, Wpn: Net, Trident
Gladiator	Gold 10, Res 1, Rec 9
	HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 9, MM 14, Wpn: Flail
Leve	Gold 10, Res 8, Rec 9
	HP 10, Prot 7, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 20, Wpn: Spear, Javelin
Rorarus	Gold 10, Res 13, Rec 8
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 20, Wpn: Spear, Javelin
Lizard Auxiliare	Gold 10, Res 11, Rec 11
	HP 11, Prot 14, MR 12, Mor 9, Str 10, Att 10, Def 14, Prec 10, Enc 5, CS 9, MM 14, SS, Poison Res +6, Wpn: Short Sword, Javelin
Hastatus	Gold 11, Res 14, Rec 12
	HP 10, Prot 11, MR 10, Mor 11, Str 10, Att 10, Def 15, Prec 10, Enc 6, CS 9, MM 20, Wpn: Short Sword, Javelin
Principe	Gold 14, Res 16, Rec 20
	HP 11, Prot 13, MR 10, Mor 12, Str 10, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Triarius	Gold 15, Res 28, Rec 25
	HP 12, Prot 18, MR 10, Mor 13, Str 10, Att 12, Def 13, Prec 11, Enc 10, CS 5, MM 14, Wpn: Long Spear
Standard	Gold 20, Res 14, Rec 21
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 6, CS 9, MM 20, Wpn: Short Sword, Javelin
Equite	Gold 30, Res 22, Rec 46

HP 10, Prot 13, MR 10, Mor 11, Str 10, Att 10, Def 16, Prec 10, Enc 4, CS 23, MM 20,
Wpn: Light Lance, Broad Sword, Hoof

Equite of the Sacred Shroud Gold 45, Res 24, Rec 48 (can only be recruited in the capital)

HP 13, Prot 14, MR 12, Mor 13, Str 11, Att 12, Def 18, Prec 10, Enc 4, CS 22, MM 20, Sacred, Recup,
Wpn: Light Lance, Broad Sword, Hoof

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.



Ulm, recruitable commanders

Warrior Scout	Gold 25, Res 10, Rec 1 (can also be recruited in all forests)
	HP 13, Prot 8, MR 8, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Stealthy 40, Cold Res +5, Ambidextrous 1, Wpn: Broad Sword, Axe, Short Bow
Warrior Chief	Gold 75, Res 17, Rec 1 (can also be recruited in all forests)
	HP 16, Prot 13, MR 8, Mor 14, Str 13, Att 13, Def 13, Prec 10, Enc 5, CS 11, MM 14, FS, MS, Stealthy 40, Cold Res +5, Ldr 80, Wpn: Great Sword
Warrior Smith	Gold 110, Res 13, Rec 2
	HP 13, Prot 13, MR 14, Mor 13, Str 12, Att 10, Def 8, Prec 10, Enc 5, CS 11, MM 14, FS, MS, Forge Bonus 1, Cold Res +5, Resource Bonus 5, Ldr 45, MagLdr 10, Mag: E1?1, Wpn: Maul
Shaman	Gold 130, Res 5, Rec 2 (can also be recruited in all forests)
	HP 13, Prot 9, MR 14, Mor 10, Str 12, Att 10, Def 12, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Sacred, Stealthy 40, Research -2, Cold Res +5, Ldr 15, MagLdr 10, Mag: E1H1?1, Wpn: Quarterstaff
Antlered Shaman	Gold 220, Res 5, Rec 4 (can only be recruited in the capital)
	HP 13, Prot 9, MR 15, Mor 10, Str 12, Att 10, Def 12, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Sacred, Stealthy 40, Cold Res +5, Ldr 40, MagLdr 20, Mag: E2N2H1, Wpn: Quarterstaff

Ulm, recruitable units

Axe Warrior	Gold 10, Res 10, Rec 9
	HP 13, Prot 10, MR 8, Mor 11, Str 12, Att 10, Def 7, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Stealthy 40, Cold Res +5, Ambidextrous 1, Wpn: Axe, Axe, Throwing Axe
Warrior	Gold 10, Res 10, Rec 9
	HP 13, Prot 10, MR 8, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Stealthy 40, Cold Res +5, Ambidextrous 1, Wpn: Broad Sword, Axe
Archer	Gold 10, Res 6, Rec 9
	HP 12, Prot 4, MR 8, Mor 11, Str 11, Att 10, Def 11, Prec 11, Enc 3, CS 13, MM 18, FS, MS, Cold Res +5, Wpn: Short Sword, Short Bow
Forest Warrior	Gold 12, Res 16, Rec 14
	HP 13, Prot 13, MR 8, Mor 12, Str 12, Att 11, Def 8, Prec 10, Enc 5, CS 11, MM 14, FS, MS, Cold Res +5, Ambidextrous 1, Wpn: Axe, Axe, Throwing Axe
Mountain Warrior	Gold 12, Res 16, Rec 14
	HP 13, Prot 13, MR 8, Mor 12, Str 12, Att 11, Def 10, Prec 10, Enc 5, CS 11, MM 14, FS, MS, Cold Res +5, Ambidextrous 1, Wpn: Broad Sword, Axe
Warrior Maiden	Gold 12, Res 13, Rec 14

	HP 12, Prot 11, MR 8, Mor 12, Str 11, Att 10, Def 11, Prec 12, Enc 4, CS 12, MM 16, FS, MS, Stealthy 40, Cold Res +5, Wpn: Short Sword, Short Bow
Shield Maiden	Gold 13, Res 13, Rec 16
	HP 12, Prot 11, MR 8, Mor 13, Str 11, Att 10, Def 15, Prec 10, Enc 5, CS 11, MM 16, FS, MS, Stealthy 40, Cold Res +5, Wpn: Short Sword
Iron Warrior	Gold 14, Res 13, Rec 18
	HP 14, Prot 13, MR 8, Mor 13, Str 13, Att 12, Def 9, Prec 10, Enc 5, CS 11, MM 14, FS, MS, Cold Res +5, Wpn: Maul
Steel Maiden	Gold 14, Res 13, Rec 18
	HP 12, Prot 11, MR 8, Mor 13, Str 11, Att 12, Def 12, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Stealthy 40, Cold Res +5, Ambidextrous 1, Wpn: Short Sword, Short Sword
Steel Warrior	Gold 28, Res 17, Rec 31 (can only be recruited in the capital)
	HP 15, Prot 13, MR 8, Mor 14, Str 13, Att 13, Def 13, Prec 10, Enc 5, CS 11, MM 14, FS, MS, Sacred, Cold Res +8, Wpn: Great Sword

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. Both wear tattoos with dormant magical powers. 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.



Marverni, recruitable commanders	
Marverni Scout	Gold 25, Res 2, Rec 1
	HP 10, Prot 0, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Spear
Marverni Chieftain	Gold 50, Res 17, Rec 1
	HP 13, Prot 13, MR 10, Mor 12, Str 12, Att 12, Def 15, Prec 10, Enc 5, CS 10, MM 14, Inspirational +1, Ldr 60, Wpn: Broad Sword
Ambibate Chieftain	Gold 55, Res 17, Rec 1
	HP 13, Prot 13, MR 10, Mor 12, Str 12, Att 13, Def 15, Prec 10, Enc 5, CS 10, MM 14, Inspirational +1, Ldr 60, Wpn: Broad Sword
Carnute Chieftain	Gold 60, Res 15, Rec 1
	HP 14, Prot 13, MR 10, Mor 14, Str 12, Att 12, Def 11, Prec 10, Enc 5, CS 10, MM 14, FS, Inspirational +1, Ldr 60, Wpn: Axe
Eponi Chieftain	Gold 95, Res 18, Rec 1
	HP 13, Prot 13, MR 10, Mor 13, Str 12, Att 12, Def 18, Prec 8, Enc 4, CS 23, MM 20, Inspirational +1, Ldr 80, Wpn: Broad Sword, Javelin
Vergobret	Gold 65, Res 1, Rec 1
	HP 10, Prot 0, MR 10, Mor 11, Str 9, Att 9, Def 11, Prec 9, Enc 4, CS 9, MM 14, Sacred, Ldr 80, Mag: H1, Wpn: Quarterstaff
Sequani Stargazer	Gold 45, Res 1, Rec 2
	HP 9, Prot 0, MR 13, Mor 8, Str 9, Att 9, Def 12, Prec 11, Enc 3, CS 10, MM 16, Ldr 10, MagLdr 10, Mag: S1, Wpn: Quarterstaff
Gutuater	Gold 135, Res 1, Rec 2
	HP 10, Prot 0, MR 14, Mor 13, Str 9, Att 9, Def 12, Prec 11, Enc 3, CS 9, MM 16, FS, Sacred, Ldr 10, MagLdr 10, Mag: N1H1?1, Wpn: Quarterstaff
Druid	Gold 175, Res 1, Rec 2

	HP 10, Prot 0, MR 13, Mor 12, Str 9, Att 9, Def 9, Prec 11, Enc 3, CS 9, MM 16, Sacred, Ldr 40, MagLdr 20, Mag: E1S1H1?1, Wpn: Twig
Boar Lord	Gold 90, Res 15, Rec 1 (can only be recruited in the capital)
	HP 15, Prot 13, MR 10, Mor 14, Str 13, Att 13, Def 12, Prec 10, Enc 5, CS 10, MM 14, FS, Sacred, Inspirational +1, Ldr 60, Wpn: Axe
Elder Druid	Gold 340, Res 3, Rec 4 (can only be recruited in the capital)
	HP 10, Prot 0, MR 16, Mor 12, Str 9, Att 9, Def 9, Prec 12, Enc 3, CS 9, MM 16, Sacred, Ldr 40, MagLdr 45, Mag: E2S2H2?2, Wpn: Sickle

Marverni, recruitable units

Marverni Slinger	Gold 8, Res 3, Rec 5
	HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Dagger, Sling
Marverni Javelineer	Gold 8, Res 5, Rec 5
	HP 10, Prot 0, MR 10, Mor 9, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear, Javelin
Marverni Bare Chested Warrior	Gold 8, Res 9, Rec 5
	HP 10, Prot 3, MR 10, Mor 9, Str 10, Att 10, Def 14, Prec 10, Enc 4, CS 11, MM 16, Wpn: Broad Sword, Javelin
Ambibate Bare Chested Warrior	Gold 10, Res 8, Rec 9
	HP 10, Prot 3, MR 10, Mor 10, Str 10, Att 11, Def 15, Prec 10, Enc 4, CS 11, MM 16, Wpn: Broad Sword
Marverni Noble Warrior	Gold 11, Res 17, Rec 12
	HP 12, Prot 13, MR 10, Mor 10, Str 11, Att 11, Def 14, Prec 10, Enc 5, CS 10, MM 14, Wpn: Broad Sword
Carnute Bare Chested Warrior	Gold 11, Res 6, Rec 12
	HP 12, Prot 3, MR 10, Mor 11, Str 11, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 16, FS, Wpn: Axe
Ambibate Noble Warrior	Gold 14, Res 17, Rec 18
	HP 12, Prot 13, MR 10, Mor 11, Str 11, Att 12, Def 15, Prec 10, Enc 5, CS 10, MM 14, Wpn: Broad Sword
Carnute Noble Warrior	Gold 15, Res 15, Rec 21
	HP 13, Prot 13, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 14, FS, Wpn: Axe
Marverni Horn Blower	Gold 20, Res 5, Rec 21
	HP 10, Prot 0, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 9, MM 16, Wpn: Dagger
Boar Warrior	Gold 24, Res 15, Rec 29 (can only be recruited in the capital)
	HP 14, Prot 13, MR 10, Mor 13, Str 12, Att 12, Def 11, Prec 10, Enc 5, CS 10, MM 14, FS, Sacred, Wpn: Axe
Eponi Knight	Gold 25, Res 18, Rec 36
	HP 12, Prot 13, MR 10, Mor 11, Str 11, Att 11, Def 17, Prec 8, Enc 4, CS 23, MM 20, Wpn: Broad Sword, Javelin

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.



Sauromatia, recruitable commanders	
Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Soothsayer	Gold 55, Res 4, Rec 2 HP 10, Prot 6, MR 12, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, Ldr 10, MagLdr 10, Mag: , Wpn: Dagger
Chieftain	Gold 60, Res 14, Rec 1 (can be recruited outside forts as well) HP 12, Prot 10, MR 10, Mor 13, Str 11, Att 12, Def 16, Prec 8, Enc 4, CS 26, MM 20, Inspirational +1, Pillage +3, Ldr 40, Wpn: Light Lance
Sauromatian Manflayer	Gold 90, Res 37, Rec 1 HP 13, Prot 15, MR 10, Mor 15, Str 11, Att 12, Def 18, Prec 8, Enc 4, CS 24, MM 16, Inspirational +1, Pillage +5, Ldr 80, Wpn: Lance, Broad Sword, Hoof
Warrior Queen	Gold 165, Res 34, Rec 2 HP 12, Prot 14, MR 11, Mor 14, Str 11, Att 12, Def 19, Prec 8, Enc 4, CS 24, MM 18, Sacred, Pillage +10, Ldr 120, Wpn: Lance, Broad Sword, Hoof
Warrior Priestess	Gold 130, Res 34, Rec 1 HP 12, Prot 14, MR 12, Mor 13, Str 11, Att 12, Def 19, Prec 8, Enc 4, CS 24, MM 18, Sacred, Pillage +5, Ldr 80, Mag: H1, Wpn: Lance, Broad Sword, Hoof
Spirit Guide	Gold 45, Res 1, Rec 2 HP 9, Prot 0, MR 12, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 9, MM 16, Spirit Sight, Ldr 10, UndLdr 30, Mag: D1, Wpn: Dagger
Enarie	Gold 145, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 8, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 8, MM 16, Spirit Sight, Ldr 10, UndLdr 60, MagLdr 15, Mag: S1D2N1, Wpn: Dagger
Warrior Sorceress	Gold 180, Res 16, Rec 2 HP 12, Prot 14, MR 15, Mor 15, Str 11, Att 13, Def 19, Prec 12, Enc 4, CS 18, MM 18, Sacred, Ldr 80, MagLdr 10, Mag: N1H1?1, Wpn: Light Lance, Bite
Hydra Tamer	Gold 25, Res 10, Rec 1 (can only be recruited in the capital) HP 11, Prot 8, MR 10, Mor 16, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 11, MM 16, SS, Poison Res +15, Ldr 10, Wpn: Net, Trident
Manflayer	Gold 145, Res 14, Rec 1 (can only be recruited in the capital) HP 14, Prot 12, MR 10, Mor 14, Str 13, Att 13, Def 18, Prec 8, Enc 3, CS 16, MM 16, SS, Sacred, Inspirational +1, Ldr 80, Wpn: Light Lance, Poisonous Bite
Witch King	Gold 390, Res 13, Rec 4 (can only be recruited in the capital) HP 15, Prot 12, MR 17, Mor 16, Str 14, Att 14, Def 19, Prec 8, Enc 3, CS 16, MM 16, SS, Sacred, Poison Res +5, Fear +5, Ldr 120, UndLdr 95, MagLdr 15, Mag: D3N1B1?1, Wpn: Light Lance, Poisonous Bite

Sauromatia, recruitable units

Sauromatian Archer	Gold 10, Res 5, Rec 9 HP 11, Prot 4, MR 10, Mor 11, Str 11, Att 10, Def 10, Prec 11, Enc 3, CS 12, MM 16, Wpn: Dagger, Composite Bow
Androphag Archer	Gold 12, Res 6, Rec 20 (can only be recruited in the capital) HP 11, Prot 4, MR 10, Mor 11, Str 11, Att 10, Def 10, Prec 11, Enc 3, CS 12, MM 16, Wpn: Dagger, Poison Bow
Sauromatian Amazon	Gold 12, Res 12, Rec 14 HP 10, Prot 11, MR 10, Mor 12, Str 10, Att 11, Def 13, Prec 11, Enc 5, CS 10, MM 14, Wpn: Spear
Lancer	Gold 20, Res 14, Rec 24 (can be recruited outside forts as well) HP 11, Prot 10, MR 10, Mor 11, Str 11, Att 10, Def 15, Prec 8, Enc 4, CS 26, MM 20, Wpn: Light Lance
Raider	Gold 20, Res 12, Rec 24 (can be recruited outside forts as well) HP 11, Prot 10, MR 10, Mor 11, Str 11, Att 10, Def 15, Prec 8, Enc 4, CS 26, MM 20, Pillage +1, Wpn: Spear, Composite Bow
Sauromatian Lancer	Gold 25, Res 23, Rec 36 HP 11, Prot 14, MR 10, Mor 12, Str 11, Att 11, Def 15, Prec 8, Enc 4, CS 24, MM 18, Wpn: Light Lance, Composite Bow
Sauromatian Raider	Gold 25, Res 18, Rec 36 HP 11, Prot 14, MR 10, Mor 12, Str 11, Att 11, Def 15, Prec 8, Enc 4, CS 24, MM 18, Pillage +1, Wpn: Spear, Composite Bow
Sauromatian Cataphract	Gold 30, Res 34, Rec 46 HP 11, Prot 14, MR 10, Mor 12, Str 11, Att 12, Def 18, Prec 8, Enc 5, CS 24, MM 18, Wpn: Lance, Broad Sword, Hoof
Hydra Hatchling	Gold 35, Res 1, Rec 15 (can only be recruited in the capital) HP 25, Prot 4, MR 12, Mor 11, Str 12, Att 12, Def 9, Prec 5, Enc 3, CS 7, MM 12, SS, Recup, BIR, PiR, Regeneration 10%, Fire Res -10, Poison Res +25, Wpn: Lesser Heads, Great Head
Oiorpata	Gold 45, Res 16, Rec 46 (can only be recruited in the capital) HP 11, Prot 14, MR 11, Mor 13, Str 11, Att 12, Def 18, Prec 12, Enc 4, CS 18, MM 18, Sacred, Wpn: Light Lance, Bite
Androphag	Gold 55, Res 14, Rec 46 (can only be recruited in the capital) HP 13, Prot 12, MR 10, Mor 13, Str 12, Att 12, Def 17, Prec 8, Enc 3, CS 16, MM 16, SS, Sacred, Wpn: Light Lance, Poisonous Bite
Hydra	Gold 250, Res 1, Rec 50 (max 1/month) (can only be recruited in the capital) HP 80, Prot 8, MR 14, Mor 15, Str 16, Att 14, Def 12, Prec 5, Enc 3, CS 7, MM 12, SS, Recup, BIR, PiR, Regeneration 10%, Fire Res -10, Poison Res +25, Fear +5, Wpn: Lesser Head, Lesser Head, Lesser Head, Lesser Head, Great Head

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.



T'ien Ch'i, recruitable commanders	
Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Noble Commander	Gold 105, Res 45, Rec 1 HP 12, Prot 18, MR 10, Mor 14, Str 11, Att 12, Def 16, Prec 10, Enc 5, CS 16, MM 20, Trample, Ldr 80, Wpn: Falchion
Master of the Dead	Gold 70, Res 2, Rec 2 HP 9, Prot 2, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacred, Spirit Sight, Ldr 10, UndLdr 30, Mag: D1H1, Wpn: Dagger, Thrown Sutra
Master of the Way	Gold 135, Res 1, Rec 2 (can be recruited outside forts as well) HP 9, Prot 0, MR 15, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacred, NNEat, Ldr 10, MagLdr 10, Mag: W1H1?1, Wpn: Dagger
Master of the Five Elements	Gold 255, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 9, Def 11, Prec 11, Enc 3, CS 8, MM 16, Sacred, Ldr 20, MagLdr 30, Mag: F1A1W1E1N1H1?1, Wpn: Bamboo Rod
Celestial Master	Gold 320, Res 2, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Fly, Sacred, NNEat, Spirit Sight, Ldr 15, MagLdr 40, Mag: F1A1W2S1H2?2, Wpn: Yak Tail Fly Whisk

T'ien Ch'i, recruitable units	
Footman	Gold 10, Res 9, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Pike
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Archer	Gold 10, Res 12, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Short Sword, Composite Bow
Heavy Footman	Gold 10, Res 20, Rec 9 HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 6, CS 9, MM 10, Wpn: Glaive
Heavy Footman	Gold 10, Res 20, Rec 9 HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 8, CS 7, MM 10, Wpn: Spear
Medium Footman	Gold 10, Res 14, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive
Medium Footman	Gold 10, Res 14, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Horseman	Gold 20, Res 11, Rec 24 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 8, Enc 4, CS 24, MM 20, Wpn: Light Lance, Composite Bow
Warrior of the Five Elements	Gold 35, Res 6, Rec 31 (can only be recruited in the capital)

	HP 12, Prot 9, MR 12, Mor 15, Str 11, Att 13, Def 15, Prec 10, Enc 3, CS 14, MM 16, Sacred, Fire Res +5, Shock Res +5, Cold Res +5, Poison Res +5, Ambidextrous 2, Wpn: Short Sword, Short Sword
Noble	Gold 45, Res 45, Rec 46
	HP 12, Prot 18, MR 10, Mor 13, Str 11, Att 11, Def 15, Prec 10, Enc 5, CS 16, MM 20, Trample, Wpn: Falchion

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 they are superior to other men. The Great Men of Mababwe, called 'Colossi' by Arcoscephalean 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.



Machaka, recruitable commanders	
Machaka Scout	Gold 25, Res 3, Rec 1
	HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 2, CS 13, MM 18, FS, MS, Stealthy 40, Wpn: Dagger, Short Bow
Voice of Spider	Gold 75, Res 3, Rec 2
	HP 11, Prot 0, MR 13, Mor 12, Str 10, Att 11, Def 12, Prec 10, Enc 2, CS 13, MM 18, FS, Sacred, Stealthy 60, Wpn: Short Sword
Rhino Clan Commander	Gold 40, Res 13, Rec 1
	HP 15, Prot 11, MR 10, Mor 12, Str 13, Att 11, Def 14, Prec 8, Enc 4, CS 13, MM 16, Ldr 60, Wpn: Machaka Spear
Lion Clan Commander	Gold 75, Res 8, Rec 1
	HP 14, Prot 8, MR 10, Mor 13, Str 12, Att 12, Def 15, Prec 10, Enc 4, CS 12, MM 18, Ldr 80, Wpn: Machaka Spear
Voice of Lion	Gold 80, Res 2, Rec 2
	HP 13, Prot 0, MR 13, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 2, CS 13, MM 18, Sacred, Ldr 40, MagLdr 5, Mag: N1H1, Wpn: Mace
Spider Clan Witch Doctor	Gold 80, Res 1, Rec 2
	HP 11, Prot 0, MR 13, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Research -4, Poison Res +5, Ldr 15, UndLdr 30, MagLdr 10, Mag: F1D1N1, Wpn: Quarterstaff
Hyena Clan Witch Doctor	Gold 165, Res 1, Rec 2
	HP 11, Prot 0, MR 14, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 13, MM 16, WS, Disease Healing 1, Heretic 1, Ldr 15, UndLdr 60, MagLdr 10, Mag: F1E1D2, Wpn: Quarterstaff
Bouda	Gold 215, Res 3, Rec 4
	HP 13, Prot 3, MR 17, Mor 13, Str 11, Att 11, Def 10, Prec 11, Enc 2, CS 13, MM 18, WS, Forge Bonus 1, Heretic 2, Ldr 15, UndLdr 60, MagLdr 20, Mag: F1E2D2?1, Wpn: Hammer
Spider Clan Sorcerer	Gold 175, Res 1, Rec 4 (can only be recruited in the capital)
	HP 11, Prot 0, MR 15, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Poison Res +5, Ldr 15, UndLdr 30, MagLdr 20, Mag: F1D1N1?2, Wpn: Quarterstaff
Lion Queen	Gold 320, Res 8, Rec 4 (can only be recruited in the capital)

	HP 18, Prot 2, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 12, Enc 2, CS 14, MM 20, Sacred, Ldr 55, MagLdr 30, Mag: F3E1N2H1, Wpn: Golden Spear
Lion King	Gold 350, Res 11, Rec 4 (can only be recruited in the capital)
	HP 20, Prot 2, MR 17, Mor 13, Str 14, Att 11, Def 10, Prec 10, Enc 2, CS 14, MM 20, Sacred, Ldr 90, MagLdr 30, Mag: F2E1N3H2, Wpn: Spirit Club

Machaka, recruitable units

Pygmy	Gold 5, Res 2, Rec 2
	HP 4, Prot 0, MR 10, Mor 6, Str 4, Att 7, Def 7, Prec 10, Enc 2, CS 7, MM 16, FS, Wpn: Dagger, Short Bow
Machaka Militia	Gold 7, Res 2, Rec 3
	HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 18, Wpn: Spear
Bird Clan Archer	Gold 10, Res 3, Rec 9
	HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 11, Enc 2, CS 13, MM 18, Wpn: Dagger, Short Bow
Machaka Warrior	Gold 10, Res 2, Rec 9
	HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, Wpn: Spear
Hyena Clan Warrior	Gold 10, Res 5, Rec 9
	HP 11, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 14, Prec 10, Enc 4, CS 12, MM 18, WS, Wpn: Spear, Javelin
Spider Clan Archer	Gold 12, Res 4, Rec 20 (can only be recruited in the capital)
	HP 9, Prot 0, MR 10, Mor 8, Str 9, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Dagger, Poison Bow
Spider Clan Warrior	Gold 12, Res 5, Rec 14 (can only be recruited in the capital)
	HP 9, Prot 0, MR 10, Mor 10, Str 9, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Poison Tipped Spear
Rhino Clan Warrior	Gold 13, Res 13, Rec 16
	HP 13, Prot 11, MR 10, Mor 11, Str 12, Att 10, Def 13, Prec 8, Enc 4, CS 12, MM 16, Wpn: Machaka Spear
Lion Clan Warrior	Gold 14, Res 6, Rec 18
	HP 12, Prot 5, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 10, Enc 4, CS 12, MM 18, Wpn: Machaka Spear
War Lion	Gold 20, Res 1, Rec 14
	HP 20, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, Darkvision 50, Wpn: Bite, Claw
Spider Rider	Gold 30, Res 5, Rec 46 (can only be recruited in the capital)
	HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 13, MM 18, FS, Wpn: Spider Fangs, Spear, Web Spit, Poison Bow
Lion Warrior	Gold 40, Res 26, Rec 23 (can only be recruited in the capital)
	HP 22, Prot 16, MR 13, Mor 14, Str 15, Att 12, Def 11, Prec 10, Enc 3, CS 13, MM 20, Sacred, Wpn: Spirit Club
War Elephant	Gold 100, Res 20, Rec 33
	HP 64, Prot 11, MR 6, Mor 10, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk

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 of their neighbors to leave or face slavery and blood 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.



Mictlan, recruitable commanders	
Scout	Gold 25, Res 1, Rec 1 HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Stone Spear, Sling
Tribal King	Gold 90, Res 15, Rec 1 HP 13, Prot 12, MR 10, Mor 14, Str 11, Att 12, Def 11, Prec 10, Enc 6, CS 9, MM 10, FS, Sacred, Task Master +1, Ldr 80, Wpn: Obsidian Club Sword, Javelin
Mictlan Priest	Gold 65, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Ldr 10, UndLdr 5, MagLdr 5, Mag: B1H1, Wpn: Stone Dagger
Nahualli	Gold 125, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Spirit Sight, Ldr 10, MagLdr 20, Mag: S1N2, Wpn: Stone Dagger
Rain Priest	Gold 175, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Ldr 10, UndLdr 10, MagLdr 20, Mag: W2B2H2, Wpn: Stone Dagger
Moon Priest	Gold 175, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, FS, Sacred, Darkvision 50, Ldr 10, UndLdr 10, MagLdr 30, Mag: S2B2H2, Wpn: Stone Dagger
Priest King	Gold 230, Res 5, Rec 2 (can only be recruited in the capital) HP 15, Prot 3, MR 15, Mor 14, Str 11, Att 12, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Task Master +1, Ldr 120, UndLdr 10, MagLdr 20, Mag: N2B2H2, Wpn: Obsidian Club Sword
High Priest of the Sun	Gold 290, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 14, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, FS, Sacred, Ldr 50, UndLdr 15, MagLdr 25, Mag: F2B3H3, Wpn: Stone Dagger
Mictlan, recruitable units	
Warrior	Gold 9, Res 2, Rec 7 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Wpn: Spear, Sling
Warrior	Gold 9, Res 6, Rec 7 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Spear, Sling
Warrior	Gold 9, Res 8, Rec 7 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Spear, Javelin
Warrior	Gold 9, Res 14, Rec 7 HP 10, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 9, MM 10, FS, Wpn: Mace, Javelin
Moon Warrior	Gold 12, Res 15, Rec 14 HP 12, Prot 13, MR 12, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 6, CS 9, MM 10, FS, Darkvision 50, Wpn: Obsidian Club Sword
Eagle Warrior	Gold 15, Res 3, Rec 14 (can only be recruited in the capital)

	HP 12, Prot 7, MR 10, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 4, CS 11, MM 16, FS, Sacred, Ambidextrous 3, Wpn: Bronze Lance, Stone Dagger
Sun Warrior	Gold 18, Res 15, Rec 18 (can only be recruited in the capital)
	HP 12, Prot 13, MR 10, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 6, CS 9, MM 10, FS, Sacred, Fire Res +5, Wpn: Bronze Hatchet, Javelin
Feathered Warrior	Gold 18, Res 14, Rec 21
	HP 10, Prot 12, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 10, FS, Wpn: Mace, Javelin
Jaguar Warrior	Gold 26, Res 4, Rec 31
	HP 12, Prot 7, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 16, FS, Sacred, Wpn: Obsidian Club Sword

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, as they would burn to cinders in the glowing hands of the Abysians. The war machine of Abysia also includes salamanders, lizard-like 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.



Abysia, recruitable commanders	
Slayer	Gold 70, Res 10, Rec 1
	HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 10, Prec 7, Enc 3, CS 10, MM 12, WS, Stealthy 60, Fire Res +25, Darkvision 50, Heat 3, Assassin, Assassin Patience +1, Ambidextrous 3, Wpn: Poison Dagger, Poison Dagger
Beast Trainer	Gold 45, Res 41, Rec 1
	HP 19, Prot 18, MR 13, Mor 13, Str 15, Att 10, Def 6, Prec 7, Enc 6, CS 9, MM 10, WS, Fire Res +25, Animal Awe +4, Darkvision 50, Heat 3, Ldr 10, MagLdr 10, Wpn: Iron Prod
Warlord	Gold 80, Res 38, Rec 1
	HP 19, Prot 18, MR 12, Mor 13, Str 15, Att 12, Def 6, Prec 7, Enc 6, CS 8, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Ambidextrous 2, Ldr 80, Wpn: Axe, Axe
Anathemant Salamander	Gold 175, Res 1, Rec 2
	HP 14, Prot 0, MR 15, Mor 13, Str 13, Att 10, Def 9, Prec 9, Enc 2, CS 9, MM 14, WS, Sacred, Fire Res +25, Darkvision 50, Heat 3, Ldr 50, MagLdr 10, Mag: F2H1, Wpn: Dagger
Anathemant Dragon	Gold 260, Res 2, Rec 4
	HP 13, Prot 0, MR 17, Mor 15, Str 13, Att 11, Def 8, Prec 10, Enc 4, CS 9, MM 10, WS, Sacred, Fire Res +25, Darkvision 50, Heat 3, Ldr 55, MagLdr 20, Mag: F3E1H2, Wpn: Mace
Demonbred	Gold 80, Res 14, Rec 1 (can only be recruited in the capital)
	HP 20, Prot 14, MR 15, Mor 15, Str 15, Att 14, Def 11, Prec 9, Enc 3, CS 9, MM 20, WS, Fly, Stealthy 60, Fire Res +25, Darkvision 100, Heat 3, Assassin, Ambidextrous 3, Wpn: Poison Dagger, Poison Dagger
Warlock Apprentice	Gold 55, Res 1, Rec 2 (can only be recruited in the capital)
	HP 15, Prot 0, MR 13, Mor 10, Str 13, Att 10, Def 9, Prec 8, Enc 2, CS 10, MM 14, WS, Fire Res +25, Darkvision 50, Heat 3, Ldr 10, UndLdr 5, MagLdr 5, Mag: B1, Wpn: Dagger
Warlock	Gold 135, Res 1, Rec 2 (can only be recruited in the capital)
	HP 15, Prot 0, MR 15, Mor 11, Str 13, Att 11, Def 10, Prec 9, Enc 2, CS 9, MM 14, WS, Fire Res +25, Darkvision 50, Heat 3, Adept Cross Breeder +2, Ldr 10, UndLdr 10, MagLdr 20, Mag: S1B2, Wpn: Dagger

Anointed of Rhuax	Gold 435, Res 1, Rec 4 (can only be recruited in the capital)
	HP 25, Prot 0, MR 18, Mor 15, Str 15, Att 12, Def 11, Prec 11, Enc 2, CS 12, MM 14, WS, Sacred, Fire Res +25, Darkvision 50, Heat 9, Heat Power 2, Fire Shield 8 AP dmg, Ldr 140, MagLdr 25, Mag: F4E1H3, Wpn: Flaming Fist

Abysia, recruitable units

Abysian Infantry	Gold 20, Res 26, Rec 8
	HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 7, Prec 7, Enc 6, CS 7, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Wpn: Battleaxe
Abysian Infantry	Gold 20, Res 26, Rec 8
	HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 5, Prec 7, Enc 6, CS 7, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Wpn: Flail
Abysian Infantry	Gold 20, Res 27, Rec 8
	HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 11, Prec 7, Enc 8, CS 5, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Wpn: Axe
Abysian Infantry	Gold 20, Res 28, Rec 8
	HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 10, Prec 7, Enc 8, CS 5, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Wpn: Morningstar
Misbred	Gold 20, Res 5, Rec 22 (can only be recruited in the capital)
	HP 17, Prot 6, MR 12, Mor 14, Str 15, Att 11, Def 8, Prec 7, Enc 7, CS 10, MM 22, WS, Fly, Stealthy 40, Fire Res +25, Darkvision 100, Heat 3, Wpn: Battleaxe
Salamander	Gold 50, Res 1, Rec 15
	HP 20, Prot 10, MR 13, Mor 9, Str 9, Att 10, Def 8, Prec 10, Enc 20, CS 12, MM 16, WS, Fire Res +25, Heat 6, Heat Power 1, Wpn: Fire Flare, Bite
Burning One	Gold 70, Res 41, Rec 13 (can only be recruited in the capital)
	HP 23, Prot 18, MR 13, Mor 15, Str 16, Att 12, Def 3, Prec 10, Enc 6, CS 7, MM 10, WS, Sacred, Fire Res +25, Darkvision 50, Heat 6, Ambidextrous 2, Heat Power 1, Fire Shield 8 AP dmg, Wpn: Morningstar, Morningstar

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.



Caelum, recruitable commanders

Caelian Scout	Gold 25, Res 13, Rec 1
	HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 12, Prec 12, Enc 5, CS 8, MM 22, Fly, Stealthy 55, Shock Res +5, Cold Res +5, Ice Protection 1, Storm Immunity, Wpn: Ice Blade
Sastar	Gold 75, Res 14, Rec 1
	HP 11, Prot 11, MR 11, Mor 14, Str 10, Att 12, Def 14, Prec 11, Enc 6, CS 7, MM 20, Fly, Shock Res +8, Cold Res +5, Storm Immunity, Ldr 80, Wpn: Ice Blade

Spire Horn Seraph	Gold 45, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 10, Prec 13, Enc 4, CS 8, MM 22, Fly, Shock Res +5, Cold Res +5, Storm Immunity, Ldr 10, MagLdr 5, Mag: A1, Wpn: Quarterstaff
Airyra Seraphine	Gold 110, Res 2, Rec 2 HP 8, Prot 0, MR 15, Mor 13, Str 8, Att 9, Def 8, Prec 11, Enc 4, CS 8, MM 22, Fly, Sacred, Stealthy 65, Cold Res +15, Ldr 45, MagLdr 5, Mag: F1H2, Wpn: Ice Knife
Harab Seraph	Gold 115, Res 3, Rec 2 HP 9, Prot 1, MR 14, Mor 12, Str 9, Att 8, Def 8, Prec 12, Enc 4, CS 8, MM 22, Fly, Ldr 10, UndLdr 30, MagLdr 10, Mag: A1D1?1, Wpn: Short Sword
Airyra Seraph	Gold 125, Res 2, Rec 2 HP 9, Prot 0, MR 15, Mor 11, Str 9, Att 9, Def 8, Prec 12, Enc 4, CS 8, MM 22, Fly, Cold Res +15, Ldr 10, MagLdr 15, Mag: A2W1, Wpn: Ice Knife
Mairya Ahu	Gold 65, Res 12, Rec 1 (can only be recruited in the capital) HP 15, Prot 11, MR 12, Mor 14, Str 13, Att 13, Def 15, Prec 10, Enc 6, CS 7, MM 20, Fly, Sacred, Stealthy 40, Pillage +5, Ldr 40, Wpn: Short Sword
Eagle King	Gold 395, Res 25, Rec 4 (can only be recruited in the capital) HP 19, Prot 13, MR 17, Mor 15, Str 13, Att 12, Def 12, Prec 12, Enc 5, CS 7, MM 20, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +3, Storm Immunity, Ldr 80, MagLdr 40, Mag: A4W1E1H2, Wpn: Ice Blade

Caelum, recruitable units

Raptorian Militia	Gold 8, Res 4, Rec 5 HP 11, Prot 6, MR 10, Mor 9, Str 10, Att 9, Def 8, Prec 10, Enc 4, CS 9, MM 18, Fly, Wpn: Spear
Spire Horn Militia	Gold 8, Res 5, Rec 5 HP 10, Prot 6, MR 11, Mor 8, Str 10, Att 8, Def 7, Prec 11, Enc 4, CS 9, MM 18, Fly, Shock Res +5, Cold Res +5, Wpn: Ice Spear
Airyra Light Infantry	Gold 10, Res 11, Rec 9 HP 9, Prot 8, MR 12, Mor 10, Str 9, Att 10, Def 11, Prec 11, Enc 5, CS 8, MM 22, Fly, Cold Res +15, Ice Protection 1, Wpn: Ice Lance
Airyra Infantry	Gold 10, Res 16, Rec 9 HP 9, Prot 11, MR 12, Mor 10, Str 9, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, Cold Res +15, Ice Protection 1, Wpn: Ice Blade
Raptorian Warrior	Gold 10, Res 12, Rec 9 HP 11, Prot 11, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Short Sword
Spire Horn Archer	Gold 10, Res 6, Rec 9 HP 9, Prot 6, MR 11, Mor 10, Str 9, Att 10, Def 9, Prec 12, Enc 4, CS 9, MM 22, Fly, Shock Res +5, Cold Res +5, Storm Immunity, Wpn: Ice Knife, Short Bow
Spire Horn Warrior	Gold 10, Res 7, Rec 9 HP 10, Prot 6, MR 11, Mor 10, Str 10, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, Shock Res +5, Cold Res +5, Storm Immunity, Wpn: Ice Lance
Iceclad	Gold 15, Res 24, Rec 21 HP 9, Prot 13, MR 12, Mor 12, Str 9, Att 11, Def 12, Prec 11, Enc 7, CS 6, MM 20, Fly, Cold Res +15, Ice Protection 2, Wpn: Ice Lance
Tempest Warrior	Gold 15, Res 12, Rec 21 HP 11, Prot 11, MR 11, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 7, MM 20, Fly, Shock Res +8, Cold Res +5, Storm Immunity, Wpn: Ice Lance
Blizzard Warrior	Gold 16, Res 13, Rec 23 (can only be recruited in the capital) HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 8, Prec 12, Enc 4, CS 9, MM 22, Fly, Cold Res +15, Ice Protection 1, Storm Immunity, Wpn: Ice Knife, Frost Bow
Airyra Temple Guard	Gold 20, Res 26, Rec 23 (can only be recruited in the capital)

	HP 10, Prot 13, MR 13, Mor 13, Str 10, Att 12, Def 15, Prec 11, Enc 6, CS 9, MM 14, Sacred, Cold Res +15, Ice Protection 2, Wpn: Ice Blade
Kavi Archer	Gold 20, Res 9, Rec 23 (can only be recruited in the capital)
	HP 9, Prot 8, MR 11, Mor 12, Str 9, Att 10, Def 8, Prec 13, Enc 5, CS 8, MM 20, Fly, Sacred, Shock Res +8, Cold Res +5, Storm Power 2, Wpn: Ice Knife, Short Bow
Mairya Warrior	Gold 20, Res 11, Rec 23 (can only be recruited in the capital)
	HP 13, Prot 11, MR 11, Mor 13, Str 12, Att 12, Def 13, Prec 10, Enc 6, CS 7, MM 20, Fly, Sacred, Stealthy 40, Pillage +1, Wpn: Light Lance
Mammoth	Gold 120, Res 20, Rec 30
	HP 72, Prot 13, MR 5, Mor 10, Str 21, Att 10, Def 5, Prec 11, Enc 3, CS 16, MM 22, Trample, Cold Res +15, Wpn: Tusk

C'tis, Lizard Kings

C'tis is a swampy river valley surrounded by sandy deserts. In the fertile valley a sacral kingdom of lizard-like humanoids has formed. The kingdom is ancient by human standards and its wisdom and magical knowledge is great. At the top of the society is 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 lizards 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.



C'tis, recruitable commanders	
Taskmaster	Gold 30, Res 2, Rec 1
	HP 13, Prot 5, MR 12, Mor 11, Str 11, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 14, SS, Poison Res +7, Task Master +2, Ldr 40, Wpn: Whip
Commander of C'tis	Gold 40, Res 15, Rec 1
	HP 13, Prot 16, MR 12, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 7, CS 7, MM 10, SS, Poison Res +7, Ldr 60, Wpn: Spear
Lizard Lord	Gold 70, Res 21, Rec 1
	HP 14, Prot 18, MR 13, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 8, CS 6, MM 8, SS, Poison Res +7, Ldr 80, Wpn: Falchion
Hierodule	Gold 30, Res 1, Rec 1
	HP 10, Prot 4, MR 14, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacred, Poison Res +7, Mag: H1, Wpn: Claw
High Priest of C'tis	Gold 80, Res 1, Rec 2
	HP 11, Prot 6, MR 16, Mor 11, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacred, Poison Res +7, Ldr 40, Mag: H2, Wpn: Claw
Shaman	Gold 90, Res 2, Rec 2
	HP 13, Prot 4, MR 14, Mor 13, Str 11, Att 11, Def 8, Prec 10, Enc 4, CS 10, MM 14, SS, Sacred, Poison Res +5, Ldr 10, MagLdr 15, Mag: S1N1, Wpn: Mace, Bite
Reborn	Gold 105, Res 1, Rec 2
	HP 11, Prot 5, MR 16, Mor 8, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Poison Res +7, Ldr 10, UndLdr 60, Mag: D2, Wpn: Claw
Sauromancer	Gold 210, Res 1, Rec 4
	HP 12, Prot 11, MR 17, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 9, MM 14, SS, Poison Res +10, Ldr 10, UndLdr 90, MagLdr 10, Mag: D3N1?1, Wpn: Claw
Lizard Heir	Gold 145, Res 26, Rec 1 (can only be recruited in the capital)
	HP 15, Prot 17, MR 16, Mor 13, Str 12, Att 12, Def 15, Prec 10, Enc 4, CS 16, MM 22, Sacred, Trample, Poison Res +7, Ldr 80, Mag: H1, Wpn: Bite, Falchion
Lizard King	Gold 230, Res 5, Rec 4 (can only be recruited in the capital)

HP 17, Prot 5, MR 18, Mor 14, Str 12, Att 13, Def 14, Prec 10, Enc 4, CS 11, MM 14, SS, Sacred, Poison Res +7, Ldr 120, Mag: H3, Wpn: Falchion

C'tis, recruitable units

Militia	Gold 7, Res 2, Rec 5 HP 11, Prot 5, MR 12, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 10, SS, Poison Res +7, Wpn: Spear
Heavy Infantry	Gold 10, Res 15, Rec 11 HP 11, Prot 16, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 7, CS 7, MM 10, SS, Poison Res +7, Wpn: Spear
City Guard	Gold 10, Res 10, Rec 11 HP 11, Prot 12, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 8, MM 12, SS, Poison Res +7, Wpn: Spear
Light Infantry	Gold 10, Res 5, Rec 11 HP 11, Prot 5, MR 12, Mor 9, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 9, MM 14, SS, Poison Res +7, Wpn: Spear, Javelin
Slave Warrior	Gold 13, Res 3, Rec 8 HP 13, Prot 3, MR 11, Mor 8, Str 11, Att 11, Def 9, Prec 10, Enc 4, CS 11, MM 14, SS, Poison Res +5, Wpn: Trident, Bite
Runner	Gold 13, Res 2, Rec 8 HP 12, Prot 3, MR 11, Mor 8, Str 11, Att 11, Def 8, Prec 10, Enc 3, CS 16, MM 18, SS, Poison Res +5, Wpn: Spear, Bite
Falchioneer	Gold 13, Res 17, Rec 18 HP 11, Prot 15, MR 12, Mor 10, Str 10, Att 11, Def 10, Prec 10, Enc 6, CS 9, MM 12, SS, Poison Res +7, Ambidextrous 2, Wpn: Falchion, Falchion
Elite Warrior	Gold 15, Res 9, Rec 9 HP 13, Prot 10, MR 11, Mor 9, Str 11, Att 12, Def 9, Prec 10, Enc 5, CS 10, MM 12, SS, Poison Res +5, Wpn: Trident, Bite
Serpent Dancer	Gold 19, Res 2, Rec 22 (can only be recruited in the capital) HP 11, Prot 5, MR 13, Mor 11, Str 10, Att 11, Def 16, Prec 10, Enc 4, CS 11, MM 14, SS, Sacred, Poison Res +15, Wpn: Snake Staff
Lizard Chariot	Gold 45, Res 26, Rec 47 HP 13, Prot 17, MR 12, Mor 11, Str 12, Att 11, Def 14, Prec 11, Enc 5, CS 16, MM 22, Trample, Poison Res +7, 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. The expansion of 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.



Pangaea, recruitable commanders

Black Harpy	Gold 25, Res 1, Rec 1 (can also be recruited in all forests) HP 8, Prot 0, MR 11, Mor 10, Str 8, Att 9, Def 9, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealthy 60, Ldr 10, Wpn: Claw, Claw
Satyr Commander	Gold 40, Res 5, Rec 1 HP 16, Prot 6, MR 13, Mor 12, Str 11, Att 12, Def 16, Prec 10, Enc 5, CS 12, MM 18, FS, Recup, Stealthy 40, Ldr 40, Wpn: Spear

Minotaur Lord	Gold 70, Res 8, Rec 1 (can also be recruited in all forests)
	HP 29, Prot 9, MR 11, Mor 15, Str 17, Att 11, Def 9, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Trample, Ldr 60, Wpn: Battleaxe
Centaur Hierophant	Gold 120, Res 4, Rec 2 (can also be recruited in all forests)
	HP 23, Prot 3, MR 15, Mor 13, Str 14, Att 11, Def 14, Prec 13, Enc 3, CS 30, MM 22, FS, Sacred, Recup, Stealthy 40, Inspirational +1, Ldr 40, MagLdr 5, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride Hierophantide	Gold 120, Res 3, Rec 2 (can also be recruited in all forests)
	HP 20, Prot 3, MR 15, Mor 14, Str 12, Att 11, Def 15, Prec 13, Enc 3, CS 32, MM 22, FS, Sacred, Recup, Stealthy 40, Inspirational +1, Ldr 40, MagLdr 5, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Short Bow
Dryad	Gold 185, Res 1, Rec 2
	HP 11, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Sacred, Recup, Stealthy 65, Awe +4, Seduction , Ldr 40, MagLdr 10, Mag: W1N1H2, Wpn: Hoof
Dryad Mother	Gold 305, Res 1, Rec 2
	HP 11, Prot 0, MR 17, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 3, CS 15, MM 18, FS, Sacred, Recup, Stealthy 65, Awaken Vine Men Bonus 1, Awe +5, Seduction , Ldr 40, MagLdr 20, Mag: W1N2H2?1, Wpn: Quarterstaff, Hoof
Pan	Gold 325, Res 1, Rec 4
	HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Stealthy 40, Animal Awe +3, Ldr 80, UndLdr 15, MagLdr 40, Mag: E1N4B1?1, Wpn: Quarterstaff

Pangaea, recruitable units	
Harpy	Gold 7, Res 1, Rec 3
	HP 7, Prot 0, MR 11, Mor 8, Str 8, Att 8, Def 10, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealthy 40, Wpn: Claw, Claw
Satyr Sneak	Gold 9, Res 3, Rec 6
	HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 60, Wpn: Bronze Spear
Satyr	Gold 9, Res 4, Rec 6
	HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 40, Wpn: Bronze Spear, Javelin
Satyr Warrior	Gold 13, Res 5, Rec 21
	HP 14, Prot 6, MR 13, Mor 10, Str 11, Att 11, Def 15, Prec 10, Enc 5, CS 12, MM 18, FS, Recup, Wpn: Bronze Spear
Reveler	Gold 16, Res 3, Rec 14
	HP 15, Prot 7, MR 13, Mor 12, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 14, MM 18, FS, Recup, Stealthy 40, Wpn: Bronze Spear, Hoof
Centaur	Gold 25, Res 4, Rec 12
	HP 20, Prot 3, MR 13, Mor 11, Str 13, Att 10, Def 13, Prec 12, Enc 3, CS 30, MM 22, FS, Recup, Stealthy 40, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride	Gold 25, Res 3, Rec 12
	HP 18, Prot 3, MR 13, Mor 11, Str 12, Att 10, Def 14, Prec 13, Enc 3, CS 32, MM 22, FS, Recup, Stealthy 40, Wpn: Hoof, Bronze Dagger, Short Bow
Centauride Warrior	Gold 30, Res 11, Rec 17
	HP 18, Prot 9, MR 13, Mor 12, Str 12, Att 11, Def 17, Prec 12, Enc 4, CS 31, MM 22, FS, Recup, Stealthy 40, Wpn: Bronze Spear, Hoof, Javelin
Centaur Warrior	Gold 35, Res 11, Rec 21
	HP 22, Prot 9, MR 13, Mor 12, Str 14, Att 10, Def 16, Prec 12, Enc 4, CS 29, MM 22, FS, Recup, Stealthy 40, Wpn: Light Lance, Hoof
Minotaur	Gold 40, Res 8, Rec 6

	HP 25, Prot 9, MR 11, Mor 13, Str 16, Att 8, Def 7, Prec 8, Enc 4, CS 14, MM 18, FS, Recup, Trample, Wpn: Double Axe
Minotaur Warrior	Gold 50, Res 10, Rec 18
	HP 27, Prot 9, MR 11, Mor 14, Str 17, Att 9, Def 8, Prec 8, Enc 3, CS 15, MM 18, FS, Recup, Trample, Wpn: Double Axe
White Centaur	Gold 55, Res 12, Rec 29 (can only be recruited in the capital)
	HP 23, Prot 9, MR 14, Mor 12, Str 14, Att 11, Def 17, Prec 13, Enc 4, CS 29, MM 22, FS, Sacred, Recup, Stealthy 40, Wpn: Light Lance, Hoof, Javelin

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.



Agartha, recruitable commanders

Pale One Scout	Gold 20, Res 7, Rec 1 (can also be recruited in all caves)
	HP 20, Prot 5, MR 12, Mor 12, Str 13, Att 9, Def 11, Prec 7, Enc 3, CS 10, MM 14, MS, Amph, NNEat, Stealthy 50, Darkvision 100, Siege Strength +2, Wpn: Bronze Spear
Pale One Commander	Gold 35, Res 19, Rec 1 (can also be recruited in all caves)
	HP 22, Prot 13, MR 12, Mor 12, Str 13, Att 10, Def 10, Prec 7, Enc 5, CS 8, MM 10, Amph, NNEat, Darkvision 100, Siege Strength +2, Ldr 60, Wpn: Bronze Spear
Troglodyte Lord	Gold 65, Res 1, Rec 1
	HP 43, Prot 9, MR 8, Mor 15, Str 24, Att 13, Def 10, Prec 5, Enc 2, CS 16, MM 18, Trample, Darkvision 100, Ldr 10, Wpn: Claws
Ancient Lord	Gold 125, Res 21, Rec 1
	HP 44, Prot 12, MR 13, Mor 14, Str 19, Att 10, Def 8, Prec 7, Enc 5, CS 13, MM 14, Sacred, Amph, NNEat, Inspirational +1, Darkvision 100, Siege Strength +5, Ldr 80, Wpn: Bronze Battleaxe
Engraver	Gold 70, Res 4, Rec 2 (can also be recruited in all caves)
	HP 18, Prot 2, MR 14, Mor 10, Str 12, Att 8, Def 7, Prec 7, Enc 3, CS 10, MM 14, Sacred, Amph, NNEat, Research +2, Darkvision 100, Siege Strength +2, MagLdr 5, Mag: E1, Wpn: Hammer
Earth Reader	Gold 185, Res 1, Rec 2
	HP 18, Prot 2, MR 15, Mor 10, Str 12, Att 8, Def 11, Prec 7, Enc 3, CS 10, MM 14, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +2, Ldr 45, MagLdr 15, Mag: E2H1?1, Wpn: Quarterstaff
Olm Sage	Gold 175, Res 1, Rec 2 (can be recruited in the capital and in all caves)
	HP 28, Prot 5, MR 16, Mor 12, Str 11, Att 8, Def 8, Prec 12, Enc 4, CS 7, MM 10, Sacred, Amph, NNEat, Cold Res +5, Poison Res +15, Spirit Sight, Ldr 40, MagLdr 55, Mag: W2E1, Wpn: Life Drain, Mind Blast
Oracle of Subterranean Waters	Gold 355, Res 1, Rec 4 (can only be recruited in the capital)
	HP 40, Prot 7, MR 18, Mor 13, Str 18, Att 8, Def 9, Prec 7, Enc 5, CS 14, MM 16, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +5, Ldr 40, MagLdr 35, Mag: W1E3H3?1, Wpn: Great Club
Oracle of Subterranean Fires	Gold 355, Res 1, Rec 4 (can only be recruited in the capital)
	HP 40, Prot 6, MR 18, Mor 13, Str 18, Att 8, Def 9, Prec 7, Enc 5, CS 14, MM 16, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +5, Ldr 50, MagLdr 35, Mag: F1E3H3?1, Wpn: Great Club
Oracle of the Dead	Gold 355, Res 1, Rec 4 (can only be recruited in the capital)
	HP 40, Prot 7, MR 18, Mor 13, Str 18, Att 8, Def 8, Prec 7, Enc 6, CS 14, MM 14, Sacred, Amph, NNEat, Darkvision 100, Spirit Sight, Siege Strength +5, Ldr 40, UndLdr 30, MagLdr 30, Mag: E3D1H3?1, Wpn: Great Club
Wet One Captain	Gold 35, Res 7, Rec 1 (can only be recruited in underwater forts)

HP 18, Prot 10, MR 12, Mor 10, Str 12, Att 9, Def 9, Prec 7, Enc 4, CS 13, MM 12, Amph, NNEat, Darkvision 100, Siege Strength +2, Ldr 60, Wpn: Bone Trident

Agartha, recruitable units

Pale One Militia	Gold 6, Res 2, Rec 12
	HP 18, Prot 2, MR 12, Mor 8, Str 12, Att 7, Def 7, Prec 7, Enc 3, CS 10, MM 10, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Bronze Spear
Pale One Warrior	Gold 9, Res 19, Rec 18
	HP 18, Prot 13, MR 12, Mor 10, Str 12, Att 8, Def 9, Prec 7, Enc 5, CS 8, MM 10, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Bronze Spear
Pale One Warrior	Gold 9, Res 11, Rec 18
	HP 18, Prot 9, MR 12, Mor 10, Str 12, Att 8, Def 9, Prec 7, Enc 4, CS 9, MM 12, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Bronze Spear
Pale One	Gold 9, Res 4, Rec 18
	HP 18, Prot 2, MR 12, Mor 10, Str 12, Att 8, Def 10, Prec 7, Enc 3, CS 10, MM 14, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Bronze Spear
Wet One	Gold 9, Res 1, Rec 18
	HP 18, Prot 2, MR 12, Mor 10, Str 12, Att 8, Def 8, Prec 7, Enc 3, CS 10, MM 14, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Stone Spear
Cavern Guard	Gold 12, Res 23, Rec 24
	HP 21, Prot 13, MR 12, Mor 12, Str 13, Att 9, Def 9, Prec 7, Enc 5, CS 8, MM 10, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Bronze Glaive
Ancient One	Gold 40, Res 19, Rec 32
	HP 40, Prot 12, MR 13, Mor 12, Str 18, Att 9, Def 10, Prec 7, Enc 5, CS 13, MM 14, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +5, Wpn: Bronze Spear
Ancient Stone Hurler	Gold 40, Res 1, Rec 32
	HP 42, Prot 3, MR 13, Mor 11, Str 20, Att 8, Def 7, Prec 9, Enc 4, CS 14, MM 16, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +10, Wpn: Fist, Boulder
Ancient Stone Hurler	Gold 40, Res 11, Rec 32
	HP 42, Prot 9, MR 13, Mor 11, Str 20, Att 8, Def 6, Prec 9, Enc 5, CS 13, MM 14, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +10, Wpn: Fist, Boulder
Seal Guard	Gold 45, Res 37, Rec 39 (can only be recruited in the capital)
	HP 44, Prot 14, MR 14, Mor 13, Str 19, Att 10, Def 10, Prec 7, Enc 6, CS 12, MM 12, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +5, Wpn: Obsidian Glaive
Troglodyte	Gold 50, Res 1, Rec 50
	HP 37, Prot 7, MR 8, Mor 14, Str 23, Att 12, Def 9, Prec 5, Enc 2, CS 16, MM 18, Trample, Darkvision 100, Wpn: Claws
Great Olm	Gold 50, Res 1, Rec 21 (can be recruited in the capital and in all caves)
	HP 28, Prot 5, MR 14, Mor 12, Str 11, Att 8, Def 8, Prec 12, Enc 4, CS 7, MM 10, Sacred, Amph, NNEat, Cold Res +5, Poison Res +15, Spirit Sight, Wpn: Life Drain, Mind Blast
Wet One	Gold 9, Res 1, Rec 18 (can only be recruited in underwater forts)
	HP 18, Prot 2, MR 12, Mor 10, Str 12, Att 9, Def 9, Prec 7, Enc 3, CS 14, MM 14, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Stone Spear
Wet One	Gold 9, Res 5, Rec 18 (can only be recruited in underwater forts)
	HP 18, Prot 10, MR 12, Mor 10, Str 12, Att 9, Def 8, Prec 7, Enc 4, CS 13, MM 12, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Stone Spear
Ancient Wet One	Gold 35, Res 7, Rec 32 (can only be recruited in underwater forts)
	HP 42, Prot 10, MR 13, Mor 11, Str 18, Att 10, Def 9, Prec 7, Enc 5, CS 13, MM 14, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +5, Wpn: Stone 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.



Tir na n'Og, recruitable commanders

Fir Bolg Scout	Gold 25, Res 12, Rec 1 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 16, Prec 12, Enc 5, CS 11, MM 14, FS, MS, Stealthy 50, Wpn: Bronze Sword, Javelin
Fir Bolg Champion	Gold 40, Res 12, Rec 1 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 13, Def 16, Prec 12, Enc 5, CS 11, MM 14, Ldr 60, Wpn: Bronze Sword, Javelin
Baobhan Sidhe	Gold 145, Res 1, Rec 2 HP 13, Prot 0, MR 15, Mor 12, Str 12, Att 12, Def 14, Prec 12, Enc 3, CS 13, MM 16, FS, Glamour, Stealthy 85, Darkvision 50, Assassin, Assassin Patience +1, Spell Singer, MagLdr 10, Mag: A2, Wpn: Life Drain
Fir Bolg Druid	Gold 70, Res 2, Rec 2 HP 13, Prot 4, MR 14, Mor 11, Str 11, Att 11, Def 16, Prec 11, Enc 3, CS 13, MM 16, Ldr 10, MagLdr 10, Mag: A1?1, Wpn: Quarterstaff
Sidhe Champion	Gold 160, Res 19, Rec 2 HP 14, Prot 10, MR 15, Mor 13, Str 12, Att 13, Def 17, Prec 13, Enc 5, CS 11, MM 14, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 80, MagLdr 10, Mag: A1N1H1, Wpn: Golden Sword, Javelin
Bean Sidhe	Gold 200, Res 1, Rec 2 HP 13, Prot 0, MR 15, Mor 10, Str 12, Att 12, Def 14, Prec 12, Enc 3, CS 13, MM 16, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 10, MagLdr 20, Mag: A1W1N1?1, Wpn: Dagger
Sidhe Lord	Gold 260, Res 16, Rec 2 HP 15, Prot 10, MR 17, Mor 14, Str 13, Att 14, Def 20, Prec 14, Enc 4, CS 26, MM 26, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 80, MagLdr 15, Mag: A2N1H2, Wpn: Golden Spear, Hoof, Javelin
Ri	Gold 370, Res 22, Rec 4 (can only be recruited in the capital) HP 15, Prot 10, MR 18, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 36, MM 26, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 120, MagLdr 25, Mag: A2N2H2?1, Wpn: Golden Lance, Hoof, Javelin
Tuatha Sorceress	Gold 385, Res 1, Rec 4 (can only be recruited in the capital) HP 13, Prot 0, MR 18, Mor 13, Str 12, Att 13, Def 17, Prec 13, Enc 3, CS 12, MM 16, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 40, MagLdr 30, Mag: A3N2H2?1, Wpn: Quarterstaff

Tir na n'Og, recruitable units

Fir Bolg Militia	Gold 10, Res 5, Rec 11 HP 13, Prot 4, MR 13, Mor 9, Str 11, Att 10, Def 14, Prec 10, Enc 5, CS 12, MM 16, Wpn: Bronze Spear
Fir Bolg Slinger	Gold 11, Res 2, Rec 12 HP 13, Prot 4, MR 13, Mor 10, Str 11, Att 10, Def 11, Prec 12, Enc 4, CS 13, MM 16, Wpn: Bronze Dagger, Sling
Fir Bolg Warrior	Gold 13, Res 10, Rec 15 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 14, Prec 12, Enc 5, CS 11, MM 14, Wpn: Bronze Axe
Fir Bolg Warrior	Gold 13, Res 10, Rec 15

	HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 15, Prec 12, Enc 5, CS 11, MM 14, Wpn: Bronze Spear, Javelin
Sidhe Warrior	Gold 25, Res 12, Rec 18
	HP 13, Prot 10, MR 14, Mor 12, Str 12, Att 12, Def 15, Prec 12, Enc 5, CS 11, MM 14, FS, Glamour, Stealthy 65, Darkvision 50, Wpn: Bronze Spear, Javelin
Tuatha Warrior	Gold 40, Res 22, Rec 22 (can only be recruited in the capital)
	HP 14, Prot 10, MR 14, Mor 14, Str 13, Att 13, Def 17, Prec 12, Enc 5, CS 11, MM 14, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Wpn: Golden Spear, Javelin

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 Fomorians 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 Fomorians 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.



Fomoria, recruitable commanders	
Fir Bolg Scout	Gold 25, Res 12, Rec 1
	HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 16, Prec 12, Enc 5, CS 11, MM 14, FS, MS, Stealthy 50, Wpn: Bronze Sword, Javelin
Fomorian Scout	Gold 45, Res 19, Rec 1
	HP 33, Prot 14, MR 12, Mor 13, Str 21, Att 11, Def 10, Prec 9, Enc 4, CS 14, MM 16, FS, MS, Stealthy 40, Wpn: Bronze Spear, Javelin
Fir Bolg Champion	Gold 40, Res 12, Rec 1
	HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 13, Def 16, Prec 12, Enc 5, CS 11, MM 14, Ldr 60, Wpn: Bronze Sword, Javelin
Fomorian Champion	Gold 60, Res 29, Rec 1
	HP 35, Prot 16, MR 13, Mor 14, Str 22, Att 12, Def 14, Prec 9, Enc 6, CS 12, MM 14, Ldr 60, Wpn: Bronze Spear, Javelin
Unmarked Champion	Gold 130, Res 29, Rec 1
	HP 38, Prot 16, MR 14, Mor 15, Str 22, Att 13, Def 15, Prec 10, Enc 6, CS 12, MM 14, Sacred, Ldr 80, Mag: H1, Wpn: Bronze Spear, Javelin
Fir Bolg Druid	Gold 70, Res 2, Rec 2
	HP 13, Prot 4, MR 14, Mor 11, Str 11, Att 11, Def 16, Prec 11, Enc 3, CS 13, MM 16, Ldr 10, MagLdr 10, Mag: A1?1, Wpn: Quarterstaff
Fomorian Druid	Gold 200, Res 3, Rec 2
	HP 32, Prot 5, MR 15, Mor 13, Str 21, Att 11, Def 11, Prec 9, Enc 3, CS 15, MM 18, Sacred, Ldr 10, UndLdr 30, MagLdr 10, Mag: A2H1?1, Wpn: Bronze Spear
Nemedian Champion	Gold 175, Res 25, Rec 2 (can only be recruited in the capital)
	HP 15, Prot 10, MR 14, Mor 15, Str 13, Att 15, Def 18, Prec 12, Enc 5, CS 11, MM 14, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 80, UndLdr 30, MagLdr 5, Mag: A1D1H1, Wpn: Golden Sword, Javelin
Nemedian Sorceress	Gold 245, Res 1, Rec 2 (can only be recruited in the capital)
	HP 13, Prot 0, MR 16, Mor 10, Str 12, Att 12, Def 17, Prec 12, Enc 3, CS 13, MM 16, Glamour, Stealthy 65, Darkvision 50, Spell Singer, Ldr 10, UndLdr 60, MagLdr 15, Mag: A2D2?1, Wpn: Quarterstaff
Fomorian King	Gold 480, Res 37, Rec 4 (can only be recruited in the capital)

HP 70, Prot 15, MR 18, Mor 15, Str 25, Att 12, Def 13, Prec 9, Enc 5, CS 15, MM 18, Sacred, Amph, Cold Res +5, Darkvision 50, Army Sail 999 size pnts, Ship Size 6, Gift of Water Breathing 50 size points, Ldr 120, UndLdr 90, MagLdr 15, Mag: A3D2H2?1, Wpn: Bronze Spear, Javelin

Fomoria, recruitable units

Fir Bolg Slinger	Gold 11, Res 2, Rec 12
	HP 13, Prot 4, MR 13, Mor 10, Str 11, Att 10, Def 11, Prec 12, Enc 4, CS 13, MM 16, Wpn: Bronze Dagger, Sling
Fir Bolg Warrior	Gold 13, Res 10, Rec 15
	HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 14, Prec 12, Enc 5, CS 11, MM 14, Wpn: Bronze Axe
Fir Bolg Warrior	Gold 13, Res 10, Rec 15
	HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 15, Prec 12, Enc 5, CS 11, MM 14, Wpn: Bronze Spear, Javelin
Fomorian Militia	Gold 15, Res 3, Rec 7
	HP 30, Prot 5, MR 12, Mor 10, Str 18, Att 8, Def 8, Prec 7, Enc 3, CS 15, MM 14, Wpn: Bronze Spear
Fomorian Javelinist	Gold 20, Res 15, Rec 11
	HP 30, Prot 11, MR 12, Mor 12, Str 20, Att 10, Def 9, Prec 8, Enc 4, CS 14, MM 16, Wpn: Bronze Spear, Javelin
Fomorian Spearman	Gold 20, Res 17, Rec 11
	HP 30, Prot 11, MR 12, Mor 12, Str 20, Att 10, Def 12, Prec 8, Enc 5, CS 13, MM 16, Wpn: Bronze Spear
Fomorian Warrior	Gold 30, Res 27, Rec 17
	HP 33, Prot 16, MR 12, Mor 13, Str 21, Att 11, Def 13, Prec 8, Enc 6, CS 12, MM 14, Wpn: Bronze Spear
Nemedian Warrior	Gold 35, Res 22, Rec 24 (can only be recruited in the capital)
	HP 14, Prot 10, MR 14, Mor 14, Str 12, Att 14, Def 16, Prec 12, Enc 5, CS 11, MM 14, Glamour, Stealthy 65, Darkvision 50, Wpn: Golden Spear, Javelin
Unmarked	Gold 55, Res 27, Rec 28 (can only be recruited in the capital)
	HP 35, Prot 16, MR 13, Mor 14, Str 21, Att 12, Def 14, Prec 9, Enc 6, CS 12, MM 14, Sacred, Wpn: Bronze Spear
Fomorian Giant	Gold 75, Res 37, Rec 37 (can only be recruited in the capital)
	HP 64, Prot 14, MR 15, Mor 14, Str 24, Att 11, Def 12, Prec 8, Enc 5, CS 15, MM 18, Sacred, Amph, Cold Res +5, Darkvision 50, Wpn: Bronze Spear, Javelin

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.



Vanheim, recruitable commanders

Van Scout	Gold 40, Res 15, Rec 1
	HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 16, Prec 12, Enc 6, CS 10, MM 12, FS, MS, Glamour, Stealthy 75, Wpn: Spear
Vanherse	Gold 140, Res 16, Rec 2
	HP 14, Prot 13, MR 16, Mor 13, Str 12, Att 14, Def 19, Prec 13, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Army Sail 999 size pnts, Ship Size 3, Ldr 60, MagLdr 5, Mag: A1H1, Wpn: Light Lance, Hoof, Javelin
Vanjarl	Gold 275, Res 18, Rec 2

	HP 15, Prot 13, MR 17, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Army Sail 999 size pnts, Ship Size 3, Ldr 80, UndLdr 5, MagLdr 15, Mag: A2B1H2, Wpn: Broad Sword, Hoof, Javelin
Dwarven Smith	Gold 140, Res 2, Rec 4 (can only be recruited in the capital)
	HP 9, Prot 4, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 1, Darkvision 50, Ldr 15, MagLdr 15, Mag: E2?1, Wpn: Hammer
Vanadrott	Gold 410, Res 19, Rec 4 (can only be recruited in the capital)
	HP 15, Prot 12, MR 18, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 26, MM 28, Glamour, Sacred, Stealthy 65, Army Sail 999 size pnts, Ship Size 3, Ldr 120, UndLdr 5, MagLdr 25, Mag: A3B1H2?1, Wpn: Light Lance, Hoof, Javelin

Vanheim, recruitable units

Serf Warrior	Gold 8, Res 6, Rec 5
	HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 9, Def 12, Prec 10, Enc 4, CS 11, MM 14, Wpn: Spear
Huskarl	Gold 25, Res 10, Rec 21
	HP 13, Prot 9, MR 14, Mor 11, Str 11, Att 12, Def 16, Prec 12, Enc 4, CS 12, MM 16, Glamour, Stealthy 65, Wpn: Spear, Javelin
Huskarl	Gold 25, Res 13, Rec 21
	HP 13, Prot 11, MR 14, Mor 11, Str 11, Att 12, Def 14, Prec 12, Enc 5, CS 11, MM 14, Glamour, Stealthy 65, Wpn: Axe, Javelin
Hirdman	Gold 30, Res 17, Rec 25
	HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 17, Prec 12, Enc 6, CS 10, MM 12, Glamour, Stealthy 65, Wpn: Broad Sword
Vanhere	Gold 40, Res 16, Rec 28 (can only be recruited in the capital)
	HP 15, Prot 13, MR 14, Mor 15, Str 13, Att 13, Def 12, Prec 12, Enc 5, CS 11, MM 12, Glamour, Sacred, Stealthy 65, Ambidextrous 1, Wpn: Broad Sword, Axe
Mounted Hirdman	Gold 50, Res 13, Rec 48
	HP 13, Prot 11, MR 14, Mor 12, Str 11, Att 12, Def 19, Prec 12, Enc 4, CS 26, MM 26, Glamour, Stealthy 65, Wpn: Light Lance, Hoof, Javelin
Fay Boar	Gold 100, Res 1, Rec 30 (can only be recruited in the capital)
	HP 18, Prot 4, MR 14, Mor 18, Str 12, Att 10, Def 9, Prec 5, Enc 2, CS 14, MM 22, FS, Trample, Supply Bonus 50, Wpn: Gore

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.



Helheim, recruitable commanders

Van Scout	Gold 40, Res 15, Rec 1
	HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 16, Prec 12, Enc 6, CS 10, MM 12, FS, MS, Glamour, Stealthy 75, Wpn: Spear
Vanherse	Gold 120, Res 13, Rec 2
	HP 14, Prot 11, MR 16, Mor 13, Str 12, Att 14, Def 20, Prec 13, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Ldr 60, MagLdr 5, Mag: A1H1, Wpn: Light Lance, Hoof, Javelin

Helkarl	Gold 160, Res 12, Rec 2
	HP 15, Prot 11, MR 17, Mor 14, Str 13, Att 14, Def 20, Prec 14, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Spirit Sight, Ldr 80, UndLdr 30, Mag: D1H1, Wpn: Light Lance, Hoof
Vanjarl	Gold 260, Res 15, Rec 2
	HP 15, Prot 11, MR 17, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Ldr 80, UndLdr 5, MagLdr 15, Mag: A2B1H2, Wpn: Broad Sword, Hoof, Javelin
Svartalf	Gold 195, Res 2, Rec 4 (can only be recruited in the capital)
	HP 9, Prot 4, MR 16, Mor 13, Str 13, Att 10, Def 9, Prec 10, Enc 4, CS 6, MM 10, MS, Darkvision 50, Ldr 10, UndLdr 60, MagLdr 15, Mag: E2D2?1, Wpn: Hammer
Dis	Gold 200, Res 18, Rec 2 (can only be recruited in the capital)
	HP 14, Prot 12, MR 17, Mor 14, Str 11, Att 14, Def 22, Prec 14, Enc 4, CS 26, MM 28, Fly, Glamour, Sacred, Stealthy 65, Spirit Sight, Ldr 80, UndLdr 30, MagLdr 5, Mag: A1D1H1, Wpn: Light Lance, Hoof
Hangadrott	Gold 410, Res 18, Rec 4 (can only be recruited in the capital)
	HP 15, Prot 12, MR 18, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 26, MM 28, Glamour, Sacred, Stealthy 65, Spirit Sight, Ldr 120, UndLdr 95, MagLdr 15, Mag: A2D3H2?1, Wpn: Light Lance, Hoof

Helheim, recruitable units

Serf Warrior	Gold 8, Res 6, Rec 5
	HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 9, Def 12, Prec 10, Enc 4, CS 11, MM 14, Wpn: Spear
Huskarl	Gold 25, Res 10, Rec 21
	HP 13, Prot 9, MR 14, Mor 11, Str 11, Att 12, Def 16, Prec 12, Enc 4, CS 12, MM 16, Glamour, Stealthy 65, Wpn: Spear, Javelin
Huskarl	Gold 25, Res 13, Rec 21
	HP 13, Prot 11, MR 14, Mor 11, Str 11, Att 12, Def 14, Prec 12, Enc 5, CS 11, MM 14, Glamour, Stealthy 65, Wpn: Axe, Javelin
Hirdman	Gold 30, Res 17, Rec 25
	HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 17, Prec 12, Enc 6, CS 10, MM 12, Glamour, Stealthy 65, Wpn: Broad Sword
Valkyrie	Gold 45, Res 18, Rec 29 (can only be recruited in the capital)
	HP 13, Prot 12, MR 14, Mor 12, Str 11, Att 13, Def 17, Prec 13, Enc 5, CS 11, MM 28, Fly, Glamour, Sacred, Stealthy 65, Spirit Sight, Wpn: Light Lance
Mounted Hirdman	Gold 50, Res 13, Rec 48
	HP 13, Prot 11, MR 14, Mor 12, Str 11, Att 12, Def 19, Prec 12, Enc 4, CS 26, MM 26, Glamour, Stealthy 65, Wpn: Light Lance, Hoof, Javelin
Helhirding	Gold 65, Res 12, Rec 48 (can only be recruited in the capital)
	HP 14, Prot 11, MR 14, Mor 13, Str 12, Att 13, Def 19, Prec 13, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Spirit Sight, Wpn: Light Lance, Hoof

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.



Niefelheim, recruitable commanders	
Jotun Scout	Gold 55, Res 7, Rec 1 HP 32, Prot 12, MR 13, Mor 13, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, MS, Sacred, Stealthy 40, Cold Res +15, Wpn: Spear, Javelin
Jotun Herse	Gold 75, Res 33, Rec 1 HP 32, Prot 16, MR 12, Mor 13, Str 21, Att 12, Def 14, Prec 10, Enc 6, CS 13, MM 14, Sacred, Cold Res +15, Ldr 60, Wpn: Broad Sword
Jotun Gode	Gold 110, Res 19, Rec 2 HP 32, Prot 13, MR 14, Mor 13, Str 21, Att 11, Def 14, Prec 10, Enc 5, CS 14, MM 16, FS, Sacred, Cold Res +15, Ldr 40, Mag: H2, Wpn: Broad Sword
Jotun Jarl	Gold 130, Res 33, Rec 1 HP 35, Prot 16, MR 13, Mor 14, Str 22, Att 12, Def 14, Prec 10, Enc 6, CS 13, MM 14, Sacred, Cold Res +15, Ldr 80, Mag: H1, Wpn: Broad Sword
Gygja	Gold 225, Res 3, Rec 2 HP 38, Prot 9, MR 17, Mor 12, Str 18, Att 8, Def 10, Prec 10, Enc 4, CS 13, MM 18, FS, Cold Res +15, Ldr 40, UndLdr 65, MagLdr 15, Mag: D1N1B1?2, Wpn: Slap, Quarterstaff
Jotun Skratti	Gold 255, Res 3, Rec 4 HP 32, Prot 11, MR 17, Mor 12, Str 21, Att 11, Def 12, Prec 10, Enc 5, CS 15, MM 16, FS, Cold Res +15, Ldr 10, UndLdr 40, MagLdr 20, Mag: W2B2?1, Wpn: Quarterstaff
Niefel Jarl	Gold 525, Res 43, Rec 4 (can only be recruited in the capital) HP 72, Prot 16, MR 18, Mor 15, Str 26, Att 13, Def 18, Prec 12, Enc 4, CS 14, MM 20, Sacred, Fire Res -5, Cold Res +25, Ice Protection 3, Chill 15, Cold Power 1, Ldr 120, UndLdr 60, MagLdr 20, Mag: W3D2H2?1, Wpn: Jotun Longsword

Niefelheim, recruitable units	
Jotun Militia	Gold 20, Res 15, Rec 11 HP 30, Prot 13, MR 12, Mor 10, Str 18, Att 8, Def 9, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Axe
Jotun Spearman	Gold 30, Res 17, Rec 17 HP 30, Prot 14, MR 12, Mor 12, Str 20, Att 10, Def 12, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Spear
Jotun Javelinist	Gold 30, Res 17, Rec 17 HP 30, Prot 13, MR 12, Mor 12, Str 20, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Axe, Javelin
Jotun Hurler	Gold 30, Res 9, Rec 17 HP 30, Prot 11, MR 12, Mor 12, Str 20, Att 10, Def 6, Prec 10, Enc 4, CS 13, MM 16, Cold Res +15, Siege Strength +5, Wpn: Hand Axe, Boulder
Jotun Huskarl	Gold 35, Res 21, Rec 20 HP 30, Prot 15, MR 12, Mor 13, Str 20, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Axe
Jotun Huskarl	Gold 35, Res 21, Rec 20

	HP 30, Prot 15, MR 12, Mor 13, Str 20, Att 10, Def 12, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Spear
Jotun Hirdman	Gold 40, Res 33, Rec 24
	HP 33, Prot 16, MR 12, Mor 13, Str 21, Att 11, Def 14, Prec 10, Enc 6, CS 12, MM 14, Cold Res +15, Wpn: Broad Sword
Jotun Skinshifter	Gold 70, Res 5, Rec 38 (can only be recruited in the capital)
	HP 35, Prot 9, MR 14, Mor 15, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 13, MM 18, FS, Regeneration 10%, Cold Res +15, Wpn: Spear
Niefel Giant	Gold 155, Res 21, Rec 37 (can only be recruited in the capital)
	HP 66, Prot 15, MR 15, Mor 14, Str 25, Att 12, Def 13, Prec 11, Enc 4, CS 14, MM 20, Sacred, Fire Res -5, Cold Res +25, Ice Protection 2, Chill 10, Cold Power 1, Wpn: Jotun Axe

Rus, Sons of Heaven

Rus is a land of harsh winters and short summers inhabited by humans and Chudes, an exalted race of great strength and beauty. The Chudes and the humans have intermingled and neither race dominate the other. The Russian society is divided into two moieties. The first is composed of hunters and nomads living in the deep forests. They worship the Bear and the Thunder and eat their meat raw. The warriors of the wild moiety are known for their fury and battle prowess. Their most prominent warriors are even able to take the shape of the sacred bear. The other moiety lives in houses of wood and in caves underneath the ground. They cook their meat and practice a new kind of magic. The Chudes of the second moiety call themselves sons and daughters of gods previously unheard of. Most of the Russian armies are composed of human infantry, but the elites of the kingdom are mighty Chudes. Yet the humans also field mighty warriors. The axe wielding Bear Warriors are respected and feared even by the warriors of Ulm. The peoples of Rus prefer a cold climate.



Rus, recruitable commanders	
Scout	Gold 25, Res 5, Rec 1 (can be recruited outside forts as well)
	HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 60, Cold Res +5, Wpn: Dagger, Short Bow
Rusian Chieftain	Gold 40, Res 17, Rec 1
	HP 12, Prot 13, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 11, Enc 6, CS 9, MM 12, Cold Res +3, Ldr 60, Wpn: Broad Sword
Rusian Priest	Gold 45, Res 2, Rec 1
	HP 10, Prot 2, MR 13, Mor 11, Str 9, Att 9, Def 9, Prec 11, Enc 3, CS 12, MM 16, Sacred, Cold Res +3, Ldr 10, Mag: H1, Wpn: Dagger
Rusian Wizard	Gold 125, Res 2, Rec 2 (can also be recruited in all caves)
	HP 10, Prot 2, MR 13, Mor 8, Str 9, Att 9, Def 9, Prec 11, Enc 3, CS 12, MM 16, Research +2, Cold Res +3, Ldr 15, MagLdr 15, Mag: F1N1?1, Wpn: Dagger
Son of Heaven	Gold 270, Res 5, Rec 2 (can only be recruited in the capital)
	HP 20, Prot 4, MR 17, Mor 14, Str 15, Att 14, Def 14, Prec 12, Enc 2, CS 14, MM 18, Sacred, Cold Res +5, Ldr 130, MagLdr 20, Mag: F1A1N1H2?1, Wpn: Battleaxe
Daughter of the Sun	Gold 285, Res 5, Rec 2 (can only be recruited in the capital)
	HP 17, Prot 4, MR 18, Mor 14, Str 14, Att 13, Def 15, Prec 12, Enc 2, CS 14, MM 18, Sacred, Cold Res +5, Ldr 95, MagLdr 25, Mag: F2N1H1?1, Wpn: Broad Sword
Perkunu	Gold 380, Res 5, Rec 4 (can only be recruited in the capital)
	HP 19, Prot 7, MR 18, Mor 14, Str 14, Att 13, Def 10, Prec 12, Enc 3, CS 13, MM 18, FS, MS, Sacred, Recup, Shock Res +15, Cold Res +5, Ldr 40, MagLdr 35, Mag: A3S1N2H1, Wpn: Battleaxe
Rusian Chieftain	Gold 45, Res 8, Rec 1 (can be recruited in all non-fort provinces)
	HP 12, Prot 9, MR 10, Mor 13, Str 11, Att 12, Def 11, Prec 12, Enc 3, CS 12, MM 16, FS, MS, Stealthy 40, Cold Res +5, Ldr 40, Wpn: Axe, Short Bow
Chud Chieftain	Gold 90, Res 10, Rec 1 (can be recruited in all forests)
	HP 19, Prot 11, MR 12, Mor 14, Str 13, Att 14, Def 13, Prec 12, Enc 4, CS 13, MM 16, FS, MS, Stealthy 40, Cold Res +5, Ambidextrous 2, Ldr 80, Wpn: Broad Sword, Axe, Javelin

Thunder Priest	Gold 235, Res 2, Rec 2 (can be recruited in all forests)
	HP 12, Prot 2, MR 14, Mor 11, Str 11, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Sacred, Research -2, Cold Res +5, Ldr 10, MagLdr 25, Mag: A2N1H171, Wpn: Quarterstaff

Rus, recruitable units

Rusian Hunter	Gold 10, Res 6, Rec 4 (can be recruited outside forts as well)
	HP 10, Prot 6, MR 10, Mor 11, Str 10, Att 11, Def 11, Prec 11, Enc 3, CS 12, MM 16, FS, MS, Stealthy 40, Cold Res +5, Wpn: Spear, Short Bow
Rusian Warrior	Gold 10, Res 12, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Cold Res +3, Wpn: Spear
Rusian Warrior	Gold 10, Res 12, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Cold Res +3, Wpn: Axe
Chud Warrior	Gold 20, Res 12, Rec 13
	HP 17, Prot 12, MR 12, Mor 13, Str 13, Att 12, Def 14, Prec 10, Enc 5, CS 12, MM 16, Cold Res +5, Wpn: Spear
Chud Hunter	Gold 25, Res 7, Rec 9 (can be recruited in the capital and in all forests)
	HP 17, Prot 11, MR 12, Mor 13, Str 13, Att 13, Def 12, Prec 11, Enc 4, CS 13, MM 16, FS, MS, Stealthy 40, Cold Res +5, Wpn: Spear, Javelin
Chud Berserker	Gold 35, Res 13, Rec 28
	HP 17, Prot 12, MR 12, Mor 13, Str 13, Att 12, Def 11, Prec 10, Enc 4, CS 13, MM 16, Cold Res +5, Ambidextrous 2, Wpn: Broad Sword, Axe
Chud Skinshifter	Gold 65, Res 5, Rec 33 (can only be recruited in the capital)
	HP 19, Prot 7, MR 13, Mor 14, Str 14, Att 14, Def 11, Prec 10, Enc 3, CS 13, MM 18, FS, MS, Sacred, Recup, Cold Res +5, Wpn: Battleaxe
Bear Warrior	Gold 18, Res 4, Rec 13 (can be recruited in all forests)
	HP 13, Prot 7, MR 11, Mor 13, Str 12, Att 12, Def 7, Prec 10, Enc 4, CS 11, MM 16, FS, MS, Stealthy 40, Cold Res +5, Ambidextrous 1, Wpn: Axe, Axe

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.



Kailasa, recruitable commanders

Markata Scout	Gold 20, Res 1, Rec 1
	HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, MS, Stealthy 60, Wpn: Dagger, Sticks and Stones
Atavi Chieftain	Gold 40, Res 8, Rec 1 (can also be recruited in all forests)
	HP 12, Prot 4, MR 8, Mor 10, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Ldr 40, Wpn: Falchion, Sticks and Stones
Bandar Commander	Gold 75, Res 20, Rec 1
	HP 23, Prot 13, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 4, CS 9, MM 12, FS, Ldr 80, Wpn: Falchion
Guhyaka General	Gold 105, Res 8, Rec 2
	HP 28, Prot 2, MR 14, Mor 14, Str 17, Att 13, Def 14, Prec 12, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +1, Ldr 80, MagLdr 40, Mag: H1, Wpn: Falchion, Kick
Yogi	Gold 55, Res 1, Rec 2

	HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, FS, Sacred, Ldr 10, MagLdr 10, Mag: S1, Wpn: Fist
Guru	Gold 160, Res 1, Rec 2
	HP 9, Prot 1, MR 15, Mor 13, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 2, MM 10, FS, Sacred, Ldr 10, MagLdr 25, Mag: S2N1, Wpn: Fist
Yaksha	Gold 345, Res 7, Rec 2 (can only be recruited in the capital)
	HP 28, Prot 4, MR 17, Mor 15, Str 17, Att 13, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +1, Ldr 40, MagLdr 35, Mag: E3N1H1?1, Wpn: Falchion, Kick
Yakshini	Gold 345, Res 1, Rec 2 (can only be recruited in the capital)
	HP 23, Prot 1, MR 17, Mor 13, Str 15, Att 11, Def 12, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +2, Ldr 40, MagLdr 35, Mag: W3N1H1?1, Wpn: Fist, Kick

Kailasa, recruitable units	
Markata	Gold 5, Res 1, Rec 3
	HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Club, Sticks and Stones
Markata Archer	Gold 5, Res 2, Rec 3
	HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 13, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Fist, Short Bow
Atavi Archer	Gold 7, Res 3, Rec 3
	HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Wpn: Dagger, Short Bow
Atavi Infantry	Gold 7, Res 3, Rec 3
	HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Wpn: Mace, Sticks and Stones
Light Bandar Archer	Gold 16, Res 7, Rec 9
	HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Long Bow
Bandar Warrior	Gold 16, Res 4, Rec 9
	HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 11, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Sticks and Stones
Bandar Swordsman	Gold 19, Res 17, Rec 12
	HP 18, Prot 10, MR 8, Mor 13, Str 15, Att 11, Def 10, Prec 9, Enc 4, CS 9, MM 12, FS, Wpn: Falchion
Guhyaka	Gold 27, Res 2, Rec 18
	HP 23, Prot 1, MR 13, Mor 13, Str 15, Att 11, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +1, Wpn: Spear, Kick
Yavana Archer	Gold 30, Res 5, Rec 21 (can only be recruited in the capital)
	HP 20, Prot 1, MR 13, Mor 13, Str 14, Att 11, Def 11, Prec 12, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +1, Wpn: Dagger, Kick, Long Bow
Yavana	Gold 35, Res 8, Rec 24 (can only be recruited in the capital)
	HP 23, Prot 1, MR 13, Mor 14, Str 15, Att 12, Def 14, Prec 11, Enc 2, CS 14, MM 16, Sacred, Magic, Awe +1, Wpn: Falchion, Kick

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. Rakshasas have an affinity for blood magic and in times of strife they are drawn to the blood of innocents.



Lanka, recruitable commanders	
Markata Scout	Gold 20, Res 1, Rec 1 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, MS, Stealthy 60, Wpn: Dagger, Sticks and Stones
Atavi Chieftain	Gold 40, Res 8, Rec 1 (can also be recruited in all forests) HP 12, Prot 4, MR 8, Mor 10, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Ldr 40, Wpn: Falchion, Sticks and Stones
Bandar Commander	Gold 75, Res 20, Rec 1 HP 23, Prot 13, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 4, CS 9, MM 12, FS, Ldr 80, Wpn: Falchion
Bandaraja	Gold 115, Res 22, Rec 2 HP 21, Prot 15, MR 8, Mor 15, Str 16, Att 12, Def 9, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 120, Wpn: Battleaxe
Raktapata	Gold 80, Res 4, Rec 2 HP 21, Prot 6, MR 12, Mor 12, Str 16, Att 12, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Sacred, Ldr 10, UndLdr 20, MagLdr 5, Mag: B1H1, Wpn: Fist
Yogini	Gold 150, Res 5, Rec 2 HP 16, Prot 6, MR 12, Mor 13, Str 14, Att 11, Def 11, Prec 9, Enc 3, CS 10, MM 14, FS, Ldr 10, UndLdr 35, MagLdr 15, Mag: D1N2B1, Wpn: Mace
Kala-Mukha	Gold 170, Res 5, Rec 2 HP 25, Prot 7, MR 14, Mor 14, Str 18, Att 12, Def 10, Prec 9, Enc 3, CS 10, MM 14, FS, Sacred, Supply Bonus -1, Darkvision 50, Ldr 10, UndLdr 35, MagLdr 10, Mag: B1H2?1, Wpn: Mace
Rakshasi	Gold 305, Res 2, Rec 4 (can only be recruited in the capital) HP 28, Prot 5, MR 16, Mor 14, Str 18, Att 12, Def 11, Prec 9, Enc 2, CS 10, MM 16, FS, Sacred, Demon, NNEat, Stealthy 40, Supply Bonus -8, Fire Res -5, Chaos Power 1, Ldr 40, UndLdr 70, MagLdr 25, Mag: A1D1N1B1H1?2, Wpn: Mace
Raksharaja	Gold 390, Res 22, Rec 2 (can only be recruited in the capital) HP 36, Prot 15, MR 16, Mor 15, Str 22, Att 14, Def 12, Prec 9, Enc 4, CS 14, MM 18, FS, Sacred, Demon, NNEat, Supply Bonus -7, Fire Res -5, Chaos Power 1, Ldr 80, UndLdr 80, MagLdr 30, Mag: A2D1B2H2?1, Wpn: Falchion, Gore

Lanka, recruitable units	
Markata	Gold 5, Res 1, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Club, Sticks and Stones
Markata Archer	Gold 5, Res 2, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 13, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Fist, Short Bow
Atavi Archer	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Wpn: Dagger, Short Bow
Atavi Infantry	Gold 7, Res 3, Rec 3

	HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Wpn: Mace, Sticks and Stones
Light Bandar Archer	Gold 16, Res 7, Rec 9
	HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Long Bow
Bandar Warrior	Gold 16, Res 13, Rec 9
	HP 18, Prot 10, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 4, CS 9, MM 12, FS, Wpn: Mace, Sticks and Stones
Asara	Gold 35, Res 4, Rec 21 (can only be recruited in the capital)
	HP 33, Prot 3, MR 12, Mor 14, Str 20, Att 12, Def 10, Prec 8, Enc 3, CS 10, MM 16, FS, Sacred, Demon, Supply Bonus -1, Chaos Power 1, Wpn: Spear, Javelin
Anusara	Gold 35, Res 4, Rec 21 (can only be recruited in the capital)
	HP 28, Prot 4, MR 12, Mor 13, Str 18, Att 12, Def 12, Prec 9, Enc 3, CS 20, MM 22, FS, Sacred, Demon, NNEat, Chaos Power 1, Wpn: Mace
Kala-Mukha Warrior	Gold 50, Res 20, Rec 32
	HP 24, Prot 14, MR 10, Mor 14, Str 18, Att 13, Def 12, Prec 9, Enc 4, CS 9, MM 12, FS, Sacred, Supply Bonus -1, Darkvision 50, Wpn: Falchion
Palankasha	Gold 55, Res 17, Rec 31 (can only be recruited in the capital)
	HP 30, Prot 12, MR 12, Mor 14, Str 19, Att 13, Def 12, Prec 9, Enc 4, CS 15, MM 16, FS, Sacred, Demon, Supply Bonus -2, Chaos Power 1, Wpn: Falchion

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 if they are to stay dead. They are worshipped by human priests who build profane temple-gates through which even more Oni can enter the land.



Yomi, recruitable commanders

Bakemono Chief	Gold 40, Res 12, Rec 1 (can also be recruited in all highlands & mountains)
	HP 12, Prot 10, MR 9, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, MS, Stealthy 40, Darkvision 50, Ldr 40, Wpn: Wakizashi
Bandit Leader	Gold 45, Res 16, Rec 1
	HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 12, Stealthy 40, Pillage +3, Ldr 40, Wpn: No-Dachi
Demon Priest	Gold 50, Res 1, Rec 1
	HP 8, Prot 0, MR 14, Mor 8, Str 9, Att 7, Def 7, Prec 10, Enc 3, CS 8, MM 16, Sacred, Ldr 15, UndLdr 10, MagLdr 5, Mag: H1, Wpn: Dagger
Namanari	Gold 65, Res 1, Rec 2 (can also be recruited in all highlands & mountains)
	HP 9, Prot 0, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, MS, SS, Ldr 10, UndLdr 30, MagLdr 5, Mag: D1N1, Wpn: Poison Dagger
Sorcerer	Gold 115, Res 1, Rec 2
	HP 9, Prot 0, MR 16, Mor 8, Str 9, Att 9, Def 10, Prec 11, Enc 5, CS 9, MM 12, MS, Ldr 10, UndLdr 30, MagLdr 10, Mag: E1D1?1, Wpn: Quarterstaff
Demon General	Gold 125, Res 22, Rec 2
	HP 11, Prot 15, MR 12, Mor 15, Str 11, Att 13, Def 13, Prec 11, Enc 6, CS 9, MM 10, Ldr 120, UndLdr 70, Mag: D1, Wpn: Katana
Oni Shugo	Gold 195, Res 38, Rec 2

HP 30, Prot 21, MR 16, Mor 18, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 10, MM 10, MS, Sacred, Demon, NNEat, Research -4, Supply Bonus -3, Fire Res +5, Poison Res +5, Spirit Sight, Chaos Power 1, Pillage +3, Retinue 1d6 Wolves, Ldr 10, UndLdr 100, MagLdr 5, Mag: D2?1, Wpn: No-Dachi, Throw Flames, Javelin

Dai Oni Gold 490, Res 43, Rec 4 (can only be recruited in the capital)

HP 50, Prot 19, MR 18, Mor 18, Str 20, Att 14, Def 12, Prec 9, Enc 5, CS 12, MM 16, MS, Sacred, Demon, NNEat, Research -12, Supply Bonus -5, Fire Res +5, Poison Res +5, Fear +5, Spirit Sight, Chaos Power 1, Pillage +5, Retinue 1d6 Wolves, Ldr 25, UndLdr 210, MagLdr 25, Mag: F2E2D3H1?1, Wpn: No-Dachi, Throw Flames, Javelin

Yomi, recruitable units

Bakemono-Sho Gold 7, Res 2, Rec 3

HP 9, Prot 5, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealthy 40, Darkvision 50, Wpn: Club

Bakemono-Sho Gold 7, Res 3, Rec 3

HP 9, Prot 5, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealthy 40, Darkvision 50, Wpn: Yari

Bakemono Archer Gold 7, Res 4, Rec 3

HP 9, Prot 5, MR 9, Mor 8, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealthy 40, Darkvision 50, Wpn: Dagger, Short Bow

Bandit Gold 9, Res 11, Rec 5

HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 10, MM 12, Stealthy 40, Pillage +1, Wpn: Yari

Bandit Gold 9, Res 16, Rec 5

HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 5, CS 10, MM 12, Stealthy 40, Pillage +1, Wpn: Wakizashi, Short Bow

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.



Hinnom, recruitable commanders

Avvite Scout Gold 40, Res 16, Rec 1

HP 25, Prot 10, MR 12, Mor 12, Str 15, Att 11, Def 16, Prec 11, Enc 4, CS 13, MM 18, FS, MS, WS, Stealthy 50, Wpn: Short Sword, Javelin

Avvite Commander Gold 85, Res 26, Rec 1

HP 27, Prot 14, MR 12, Mor 13, Str 16, Att 12, Def 15, Prec 11, Enc 6, CS 11, MM 14, WS, Ldr 80, Wpn: Broad Sword

Qedesim Gold 65, Res 2, Rec 1

HP 21, Prot 3, MR 14, Mor 8, Str 14, Att 8, Def 7, Prec 10, Enc 3, CS 14, MM 18, WS, Sacred, Mag: H1, Wpn: Fist

Qedesot Gold 70, Res 2, Rec 1

HP 19, Prot 3, MR 14, Mor 10, Str 13, Att 8, Def 7, Prec 10, Enc 3, CS 14, MM 18, WS, Sacred, Ldr 10, Mag: H1, Wpn: Fist

Horite Shaman	Gold 90, Res 2, Rec 2 HP 25, Prot 7, MR 10, Mor 12, Str 18, Att 9, Def 11, Prec 9, Enc 4, CS 13, MM 18, MS, WS, Research -6, Fire Res +5, Cold Res +5, Darkvision 50, Ldr 10, UndLdr 30, MagLdr 10, Mag: E1D1N1, Wpn: Quarterstaff
Ammi	Gold 120, Res 2, Rec 2 HP 23, Prot 3, MR 15, Mor 10, Str 15, Att 9, Def 8, Prec 10, Enc 3, CS 14, MM 18, WS, Ldr 10, MagLdr 10, Mag: ?2, Wpn: Fist
Acha	Gold 160, Res 2, Rec 2 HP 23, Prot 3, MR 15, Mor 10, Str 15, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, Healing 2, Ldr 10, MagLdr 10, Mag: N2, Wpn: Quarterstaff
Kohen	Gold 250, Res 8, Rec 2 HP 50, Prot 7, MR 16, Mor 13, Str 20, Att 11, Def 8, Prec 10, Enc 2, CS 14, MM 22, WS, Sacred, NNEat, Supply Bonus -10, Fire Res +6, Ldr 85, UndLdr 5, MagLdr 10, Mag: B1H1?1, Wpn: Censer, Gore
Ba'al	Gold 455, Res 3, Rec 4 (can only be recruited in the capital) HP 66, Prot 8, MR 18, Mor 15, Str 22, Att 14, Def 11, Prec 12, Enc 2, CS 16, MM 22, WS, Sacred, NNEat, Supply Bonus -15, Fire Res +8, Fear +5, Ldr 135, UndLdr 10, MagLdr 25, Mag: B2H1?3, Wpn: Fist, Gore
Melqart	Gold 485, Res 101, Rec 4 (can only be recruited in the capital) HP 69, Prot 19, MR 18, Mor 15, Str 24, Att 15, Def 18, Prec 12, Enc 5, CS 15, MM 20, WS, Sacred, NNEat, Supply Bonus -20, Fire Res +8, Fear +5, Blood Searcher 3, Sacrifice Bonus 3, Ldr 170, UndLdr 15, MagLdr 25, Mag: B3H1?2, Wpn: Dawn Blade, Gore

Hinnom, recruitable units

Enkidu Slave	Gold 11, Res 2, Rec 3 HP 22, Prot 7, MR 10, Mor 6, Str 14, Att 8, Def 5, Prec 8, Enc 4, CS 13, MM 14, Wpn: Fist
Horite	Gold 20, Res 1, Rec 4 HP 25, Prot 2, MR 8, Mor 13, Str 17, Att 9, Def 10, Prec 9, Enc 3, CS 14, MM 18, MS, WS, Fire Res +5, Cold Res +5, Darkvision 50, Wpn: Great Club
Horite Hunter	Gold 23, Res 4, Rec 13 HP 26, Prot 7, MR 8, Mor 13, Str 17, Att 10, Def 8, Prec 9, Enc 4, CS 13, MM 18, MS, WS, Fire Res +5, Cold Res +5, Darkvision 50, Wpn: Net, Stone Spear
Avvite Spearman	Gold 25, Res 23, Rec 15 HP 24, Prot 14, MR 12, Mor 12, Str 15, Att 11, Def 13, Prec 10, Enc 6, CS 11, MM 14, WS, Wpn: Spear, Javelin
Horite Champion	Gold 25, Res 2, Rec 10 HP 27, Prot 7, MR 8, Mor 14, Str 18, Att 11, Def 9, Prec 9, Enc 4, CS 13, MM 18, MS, WS, Fire Res +5, Cold Res +5, Darkvision 50, Wpn: Great Club
Avvite Light Infantry	Gold 25, Res 14, Rec 15 HP 24, Prot 10, MR 12, Mor 12, Str 15, Att 11, Def 14, Prec 10, Enc 4, CS 13, MM 18, WS, Wpn: Spear, Javelin
Avvite Swordsman	Gold 25, Res 25, Rec 15 HP 24, Prot 14, MR 12, Mor 12, Str 15, Att 11, Def 14, Prec 10, Enc 6, CS 11, MM 14, WS, Wpn: Broad Sword
Avvite Heavy Archer	Gold 25, Res 35, Rec 15 HP 24, Prot 17, MR 12, Mor 10, Str 15, Att 9, Def 6, Prec 10, Enc 7, CS 10, MM 12, WS, Wpn: Short Sword, Great Bow
Avvite Horn Blower	Gold 35, Res 25, Rec 24 HP 24, Prot 10, MR 12, Mor 12, Str 15, Att 9, Def 12, Prec 10, Enc 6, CS 10, MM 18, WS, Siege Strength +5, Wpn: Dagger
Dawn Guard	Gold 40, Res 32, Rec 28 HP 25, Prot 14, MR 12, Mor 13, Str 15, Att 12, Def 16, Prec 10, Enc 6, CS 11, MM 14, WS, Wpn: Dawn Blade

Avvite Charioteer	Gold 75, Res 31, Rec 51 HP 24, Prot 16, MR 12, Mor 12, Str 15, Att 10, Def 14, Prec 9, Enc 5, CS 15, MM 20, WS, Trample, Wpn: Spear, Javelin
Rephaite Warrior	Gold 130, Res 53, Rec 29 (can only be recruited in the capital) HP 55, Prot 15, MR 15, Mor 14, Str 22, Att 13, Def 15, Prec 10, Enc 5, CS 13, MM 18, WS, Sacred, NNEat, Supply Bonus -10, Fire Res +7, Wpn: Dawn Blade, Gore

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, of 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 Mushussus. They are benevolent and powerful beings sacred to the Enkidus.



Ur, recruitable commanders	
Enkidu Scout	Gold 30, Res 2, Rec 1 (can be recruited outside forts as well) HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, FS, MS, Stealthy 40, Wpn: Stone Spear
Enkidu Elder	Gold 15, Res 2, Rec 1 HP 24, Prot 7, MR 12, Mor 9, Str 15, Att 10, Def 8, Prec 10, Enc 7, CS 12, MM 12, Inspirational -1, Ldr 80, Wpn: Quarterstaff
Enkidu Commander	Gold 45, Res 13, Rec 1 HP 26, Prot 9, MR 12, Mor 12, Str 15, Att 11, Def 13, Prec 10, Enc 5, CS 12, MM 16, Ldr 60, Wpn: Bronze Hatchet
Gala	Gold 75, Res 1, Rec 2 HP 19, Prot 2, MR 14, Mor 8, Str 14, Att 10, Def 8, Prec 10, Enc 3, CS 14, MM 18, Sacred, Spell Singer, Ldr 10, MagLdr 5, Mag: N1H1, Wpn: Fist
Sal-Me	Gold 100, Res 1, Rec 2 HP 19, Prot 2, MR 14, Mor 9, Str 14, Att 10, Def 13, Prec 10, Enc 3, CS 14, MM 18, Sacred, Ldr 10, MagLdr 10, Mag: W1N1H1, Wpn: Quarterstaff
Gudu	Gold 155, Res 2, Rec 2 HP 24, Prot 7, MR 14, Mor 9, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Sacred, Ldr 10, MagLdr 10, Mag: H1?2, Wpn: Quarterstaff
Ishib	Gold 195, Res 2, Rec 2 HP 24, Prot 7, MR 14, Mor 9, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Sacred, Ldr 10, MagLdr 15, Mag: W2H2?1, Wpn: Quarterstaff
Entu	Gold 265, Res 1, Rec 4 (can only be recruited in the capital) HP 19, Prot 2, MR 16, Mor 9, Str 14, Att 10, Def 13, Prec 10, Enc 3, CS 14, MM 18, Sacred, Inspirational +2, Ldr 10, MagLdr 20, Mag: E2N1H3?1, Wpn: Quarterstaff
Ensi	Gold 290, Res 8, Rec 4 (can only be recruited in the capital) HP 26, Prot 10, MR 16, Mor 13, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 16, Sacred, Inspirational +1, Ldr 80, MagLdr 20, Mag: W2N1H3?1, Wpn: Quarterstaff
Enkidu Chief	Gold 45, Res 4, Rec 1 (can be recruited in all non-fort provinces) HP 26, Prot 7, MR 11, Mor 11, Str 16, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, Ldr 40, Wpn: Bronze Hatchet
Enkidu Hunter Chief	Gold 50, Res 4, Rec 1 (can be recruited in all swamps)

	HP 26, Prot 7, MR 12, Mor 12, Str 16, Att 11, Def 9, Prec 11, Enc 4, CS 13, MM 18, SS, Stealthy 40, Ldr 40, Wpn: Stone Spear, Javelin
Enkidu Head Hunter	Gold 60, Res 2, Rec 1 (can be recruited in all swamps)
	HP 28, Prot 7, MR 13, Mor 14, Str 17, Att 12, Def 9, Prec 10, Enc 4, CS 13, MM 18, SS, Stealthy 40, Pillage +5, Ldr 40, Wpn: Skull Club
Enkidu Bone Reader	Gold 120, Res 2, Rec 2 (can be recruited in all swamps)
	HP 24, Prot 7, MR 16, Mor 12, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, SS, Stealthy 40, Research -4, Ldr 10, UndLdr 60, MagLdr 5, Mag: E1D1?1, Wpn: Quarterstaff
Enkidu Shaman	Gold 275, Res 2, Rec 2 (can be recruited in all non-fort provinces)
	HP 24, Prot 7, MR 17, Mor 12, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Research -4, Ldr 10, MagLdr 30, Mag: E2N3?1, Wpn: Quarterstaff
Kulullu Commander	Gold 45, Res 10, Rec 1 (can only be recruited in underwater forts)
	HP 31, Prot 11, MR 12, Mor 12, Str 16, Att 11, Def 9, Prec 10, Enc 4, CS 15, MM 20, Aqua, Ldr 40, Wpn: Bronze Spear
Kulullu King	Gold 145, Res 10, Rec 2 (can only be recruited in underwater forts)
	HP 32, Prot 11, MR 15, Mor 12, Str 16, Att 12, Def 10, Prec 10, Enc 4, CS 15, MM 20, Sacred, Aqua, Ldr 80, MagLdr 5, Mag: W1H2, Wpn: Bronze Spear
Kulullu Sage	Gold 190, Res 1, Rec 2 (can only be recruited in underwater forts)
	HP 26, Prot 5, MR 14, Mor 9, Str 14, Att 9, Def 7, Prec 10, Enc 3, CS 16, MM 22, Aqua, Research +4, Ldr 40, MagLdr 15, Mag: W2?1, Wpn: Fist
Kuliltu Queen	Gold 195, Res 1, Rec 2 (can only be recruited in underwater forts)
	HP 24, Prot 4, MR 16, Mor 9, Str 13, Att 9, Def 8, Prec 10, Enc 3, CS 16, MM 22, Sacred, Aqua, Ldr 40, MagLdr 15, Mag: W1N1H2?1, Wpn: Fist

Ur, recruitable units

Enkidu Soldier	Gold 16, Res 7, Rec 9
	HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 18, Wpn: Bronze Hatchet
Enkidu Spear Guard	Gold 16, Res 13, Rec 9
	HP 24, Prot 9, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 16, Wpn: Bronze Spear
Ur-Guard	Gold 19, Res 13, Rec 13
	HP 26, Prot 9, MR 11, Mor 12, Str 16, Att 11, Def 12, Prec 10, Enc 5, CS 12, MM 16, Wpn: Bronze Hatchet
Enki's Chosen	Gold 29, Res 17, Rec 18 (can only be recruited in the capital)
	HP 27, Prot 11, MR 12, Mor 13, Str 16, Att 12, Def 12, Prec 10, Enc 6, CS 11, MM 14, Sacred, Wpn: Bronze Hatchet
Enkidu Horn Blower	Gold 35, Res 2, Rec 21
	HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 10, MM 18, Wpn: Dagger
Mushussu	Gold 150, Res 1, Rec 50 (max 1/month) (can only be recruited in the capital)
	HP 68, Prot 15, MR 16, Mor 16, Str 20, Att 14, Def 9, Prec 10, Enc 3, CS 18, MM 22, SS, Sacred, Poison Res +15, Fear +5, Wpn: Gore, Claw, Venomous Fangs
Enkidu	Gold 16, Res 2, Rec 9 (can be recruited in all non-fort provinces)
	HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, Wpn: Club
Enkidu Archer	Gold 16, Res 7, Rec 9 (can be recruited in all non-fort provinces)
	HP 24, Prot 7, MR 11, Mor 10, Str 15, Att 9, Def 7, Prec 10, Enc 4, CS 13, MM 18, Wpn: Dagger, Long Bow
Enkidu Warrior	Gold 16, Res 5, Rec 9 (can be recruited in all non-fort provinces)
	HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 18, Wpn: Stone Spear
Enkidu Warrior	Gold 16, Res 5, Rec 9 (can be recruited in all non-fort provinces)
	HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 18, Wpn: Club

Enkidu Hunter	Gold 16, Res 4, Rec 9 (can be recruited in all swamps) HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, SS, Stealthy 40, Wpn: Stone Spear, Javelin
Enkidu Reaver	Gold 26, Res 4, Rec 23 (can be recruited in all swamps) HP 27, Prot 7, MR 12, Mor 13, Str 17, Att 11, Def 8, Prec 10, Enc 4, CS 13, MM 18, SS, Stealthy 40, Pillage +1, Wpn: Bronze Hatchet
Kulullu	Gold 18, Res 2, Rec 9 (can only be recruited in underwater forts) HP 28, Prot 4, MR 12, Mor 10, Str 15, Att 10, Def 9, Prec 10, Enc 3, CS 16, MM 22, Aqua, Wpn: Bronze Spear
Kulullu Soldier	Gold 18, Res 10, Rec 9 (can only be recruited in underwater forts) HP 28, Prot 10, MR 12, Mor 10, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 15, MM 20, Aqua, Wpn: Bronze Spear

Berytos, The Phoenix Empire

The people of Berytos are the descendants of a civilization created by the Telkhines, titanic storm demons defeated by a previous Pantokrator. The Telkhines taught shipbuilding, sailing and metalcrafting to the human ancestors of Berytos. When the Telkhines were defeated, the humans fled across the sea, led by the Storm Callers, disciples of the Telkhines. 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 Telkhine 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.



Berytos, recruitable commanders	
Berytian Scout	Gold 25, Res 3, Rec 1 HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 55, Wpn: Dagger, Short Bow
Berytian Captain	Gold 100, Res 17, Rec 1 HP 11, Prot 13, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 6, CS 9, MM 12, Army Sail 999 size pnts, Ship Size 2, Ldr 80, Wpn: Short Sword
Mage Pilot	Gold 80, Res 2, Rec 2 (can only be recruited in coastal forts) HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 11, Enc 4, CS 12, MM 16, Army Sail 999 size pnts, Ship Size 2, Ldr 40, MagLdr 10, Mag: A1W1, Wpn: Dagger
Berytian Sage	Gold 80, Res 4, Rec 2 HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 7, Prec 11, Enc 4, CS 12, MM 16, Research +2, Army Sail 999 size pnts, Ship Size 2, Ldr 10, MagLdr 10, Mag: E1?1, Wpn: Hammer
Berytian Priest	Gold 140, Res 2, Rec 2 HP 9, Prot 2, MR 13, Mor 11, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacred, Army Sail 999 size pnts, Ship Size 2, Ldr 15, UndLdr 5, MagLdr 10, Mag: B1H1?1, Wpn: Dagger
Storm Caller	Gold 205, Res 2, Rec 4 (can only be recruited in coastal forts) HP 10, Prot 2, MR 16, Mor 9, Str 10, Att 8, Def 6, Prec 11, Enc 6, CS 11, MM 12, Army Sail 999 size pnts, Ship Size 2, Ldr 45, MagLdr 25, Mag: A2W2?1, Wpn: Dagger
Bride-in-Waiting	Gold 415, Res 8, Rec 4 (can only be recruited in the capital) HP 18, Prot 2, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 12, Enc 2, CS 14, MM 20, Sacred, Ldr 90, UndLdr 10, MagLdr 40, Mag: F2A2E1B2H2?1, Wpn: Golden Spear

Berytos, recruitable units	
Berytian Militia	Gold 7, Res 5, Rec 3 HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 8, Def 11, Prec 8, Enc 5, CS 10, MM 12, Wpn: Spear
Berytian Archer	Gold 10, Res 7, Rec 9 HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Berytian Spearman	Gold 10, Res 9, Rec 9 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear, Javelin
Berytian Soldier	Gold 10, Res 14, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 10, MM 14, Wpn: Short Sword
Berytian Heavy Spearman	Gold 12, Res 19, Rec 14 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 6, CS 9, MM 12, Wpn: Long Spear
Berytian Elite Soldier	Gold 14, Res 19, Rec 18 HP 12, Prot 14, MR 10, Mor 13, Str 10, Att 11, Def 14, Prec 10, Enc 6, CS 9, MM 12, Wpn: Short Sword
Berytian Lancer	Gold 20, Res 13, Rec 24 HP 10, Prot 9, MR 10, Mor 11, Str 10, Att 11, Def 17, Prec 8, Enc 4, CS 26, MM 22, Wpn: Light Lance
Colossi Warrior	Gold 35, Res 25, Rec 21 (can only be recruited in the capital) HP 22, Prot 14, MR 12, Mor 14, Str 15, Att 12, Def 15, Prec 11, Enc 5, CS 11, MM 16, Sacred, Wpn: Short Sword
War Elephant	Gold 100, Res 20, Rec 33 HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk

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 splendor of the 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 splendor 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 contact with surface dwellers, primarily those of Mictlan, and have 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 skill in solar magic is limited. The Zotz are numerous and live in great swarming cave colonies. Numbers rather than strength allows them to win their battles.



Xibalba, recruitable commanders	
Batab	Gold 40, Res 3, Rec 1 (can also be recruited in all forests) HP 7, Prot 8, MR 11, Mor 12, Str 7, Att 11, Def 12, Prec 5, Enc 5, CS 8, MM 18, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 40, MagLdr 10, Wpn: Bronze Hatchet
Xibalban Scorpion Trainer	Gold 60, Res 1, Rec 1 HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 40, MagLdr 80, Wpn: Whip
Ajaw	Gold 105, Res 2, Rec 1 HP 7, Prot 0, MR 12, Mor 12, Str 7, Att 10, Def 11, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Sacred, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 80, MagLdr 10, Mag: H1, Wpn: Obsidian Club Sword
Ajaw Kan Ek'	Gold 170, Res 1, Rec 2

	HP 7, Prot 1, MR 13, Mor 13, Str 7, Att 10, Def 9, Prec 5, Enc 4, CS 10, MM 20, FS, Fly, Sacred, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 120, MagLdr 10, Mag: H2, Wpn: Bronze Hatchet
Ah Nakom	Gold 70, Res 1, Rec 2
	HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Sacred, Stealthy 40, Inspirational -1, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 5, MagLdr 15, Mag: B1H1, Wpn: Stone Dagger
Chilan	Gold 100, Res 1, Rec 2 (can also be recruited in all caves)
	HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Sacred, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 30, MagLdr 15, Mag: E1D1H1, Wpn: Stone Dagger
Ah K'in	Gold 110, Res 1, Rec 2
	HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Sacred, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 45, MagLdr 20, Mag: F1H1?1, Wpn: Stone Dagger
Ah Itz	Gold 120, Res 1, Rec 2
	HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 40, MagLdr 20, Mag: D1B1?1, Wpn: Stone Dagger
Camazotz	Gold 160, Res 1, Rec 4
	HP 7, Prot 0, MR 16, Mor 9, Str 7, Att 9, Def 10, Prec 5, Enc 4, CS 10, MM 20, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 65, MagLdr 20, Mag: D2B1?1, Wpn: Quarterstaff
Ah K'in Kan Ek'	Gold 275, Res 8, Rec 2 (can only be recruited in the capital)
	HP 7, Prot 11, MR 15, Mor 9, Str 7, Att 9, Def 4, Prec 5, Enc 8, CS 7, MM 14, FS, Fly, Sacred, Stealthy 40, Fire Res +5, Blood Searcher 1, Patrol Bonus -1, Ldr 50, UndLdr 30, MagLdr 30, Mag: F2E1D1H2?1, Wpn: Stone Dagger
Onaqui	Gold 565, Res 1, Rec 4 (can only be recruited in the capital)
	HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 2, CS 15, MM 22, FS, Fly, Sacred, Demon, NNEat, Stealthy 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 85, UndLdr 145, MagLdr 35, Mag: D3N1B3H2?1, Wpn: Venomous Fangs, Claw, Claw

Xibalba, recruitable units

Large Scorpion	Gold 1, Res 1, Rec 2
	HP 1, Prot 1, MR 3, Mor 50, Str 1, Att 8, Def 5, Prec 5, Enc 2, CS 4, MM 10, WS, Magic, Mindless, NNEat, Stealthy 40, Wpn: Sting
Giant Scorpion	Gold 5, Res 1, Rec 2
	HP 5, Prot 5, MR 3, Mor 50, Str 5, Att 11, Def 6, Prec 4, Enc 2, CS 6, MM 10, WS, Magic, Mindless, NNEat, Stealthy 40, Poison Res +15, Wpn: Sting
Xibalban Warrior	Gold 8, Res 1, Rec 6
	HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Wpn: Stone Lance
Xibalban Warrior	Gold 8, Res 2, Rec 6
	HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 10, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Wpn: Obsidian Club Sword
Xibalban Dart Thrower	Gold 8, Res 2, Rec 6
	HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Wpn: Mace, Obsidian Dart
Xibalban Guard	Gold 10, Res 4, Rec 12
	HP 8, Prot 8, MR 11, Mor 11, Str 7, Att 11, Def 10, Prec 5, Enc 5, CS 8, MM 18, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Wpn: Obsidian Club Sword
Xibalban Scorpion	Gold 15, Res 1, Rec 15 (max 10/month)
	HP 16, Prot 12, MR 8, Mor 15, Str 14, Att 11, Def 7, Prec 3, Enc 2, CS 8, MM 10, WS, Poison Res +15, Darkvision 100, Wpn: Claw, Scorpion Tail

Sun Guide	Gold 18, Res 15, Rec 24 (can only be recruited in the capital)
	HP 9, Prot 13, MR 12, Mor 13, Str 8, Att 13, Def 10, Prec 5, Enc 6, CS 7, MM 18, FS, Fly, Sacred, Fire Res +5, Blood Searcher 1, Patrol Bonus -1, Wpn: Obsidian Shard Blade

Mekone, Brazen Giants

Mekone is a city of gold and marble inhabited by Gigantes, a race of exalted giants descended from an ancient god. Proud and endowed with mythical strength the Gigantes of Mekone have enslaved their neighbors and made themselves rulers over men. For ages the Gigantes have watched the lesser races and seen their kingdoms rise and fall. They witnessed the fall of Telkhis and the injustices done to the races of old. With the aid of the Elder Cyclopes the Gigantes of Mekone have taken it upon themselves to rid the world of the gods of men. Most of Mekone's population consists of human slaves, helotes. The population of human slaves is discontent and unrest will increase in all forts.



Mekone, recruitable commanders

Perioeci Scout	Gold 25, Res 5, Rec 1
	HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Bronze Spear, Short Bow
Neodamode Commander	Gold 45, Res 30, Rec 1
	HP 12, Prot 17, MR 10, Mor 12, Str 11, Att 11, Def 12, Prec 10, Enc 8, CS 6, MM 14, Ldr 60, Wpn: Bronze Sword
Lochos	Gold 90, Res 75, Rec 1
	HP 32, Prot 21, MR 13, Mor 14, Str 21, Att 14, Def 15, Prec 11, Enc 7, CS 11, MM 14, Task Master +2, Ldr 80, Wpn: Golden Spear
Geronte	Gold 110, Res 1, Rec 2
	HP 33, Prot 4, MR 14, Mor 11, Str 22, Att 13, Def 10, Prec 11, Enc 5, CS 15, MM 16, Sacred, Task Master +1, Inquisitor, Ldr 35, MagLdr 5, Mag: H1?1, Wpn: Fist
Ephor	Gold 180, Res 1, Rec 2
	HP 33, Prot 4, MR 14, Mor 11, Str 22, Att 13, Def 10, Prec 11, Enc 5, CS 15, MM 16, Sacred, Task Master +1, Inquisitor, Ldr 40, MagLdr 15, Mag: F1E1H1?1, Wpn: Fist
Polemarch	Gold 295, Res 79, Rec 2 (can only be recruited in the capital)
	HP 35, Prot 21, MR 16, Mor 14, Str 22, Att 14, Def 15, Prec 11, Enc 7, CS 11, MM 14, Sacred, Task Master +2, Ldr 130, MagLdr 20, Mag: F2E2, Wpn: God-Slayer Spear
Archon	Gold 295, Res 1, Rec 2 (can only be recruited in the capital)
	HP 33, Prot 4, MR 17, Mor 12, Str 22, Att 13, Def 12, Prec 11, Enc 3, CS 16, MM 20, Sacred, Task Master +1, Inquisitor, Ldr 35, MagLdr 20, Mag: F1E1H1?2, Wpn: Fist
Elder Cyclops	Gold 330, Res 3, Rec 4 (can only be recruited in the capital)
	HP 63, Prot 6, MR 18, Mor 14, Str 26, Att 10, Def 8, Prec 7, Enc 2, CS 14, MM 22, MS, Master Smith 1, Fire Res +15, Resource Bonus 25, Ldr 55, MagLdr 30, Mag: F2A1E2?1, Wpn: Maul
Basileus	Gold 350, Res 1, Rec 4 (can only be recruited in the capital)
	HP 33, Prot 4, MR 17, Mor 14, Str 22, Att 13, Def 10, Prec 11, Enc 5, CS 15, MM 16, Sacred, Task Master +2, Inquisitor, Ldr 90, MagLdr 30, Mag: F2W1E2H2?1, Wpn: Fist

Mekone, recruitable units

Helote Peltast	Gold 8, Res 5, Rec 4
	HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Promotion, Wpn: Bronze Spear, Javelin
Helote Ekdromos	Gold 8, Res 15, Rec 4
	HP 10, Prot 11, MR 10, Mor 7, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Promotion, Wpn: Bronze Spear
Helote Hoplite	Gold 8, Res 29, Rec 4

	HP 10, Prot 17, MR 10, Mor 7, Str 10, Att 10, Def 9, Prec 10, Enc 9, CS 8, MM 12, Promotion, Wpn: Bronze Long Spear
Perioeci Peltast	Gold 10, Res 5, Rec 9
	HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear, Javelin
Discobolus	Gold 30, Res 7, Rec 19 (max 1/month)
	HP 32, Prot 3, MR 13, Mor 11, Str 21, Att 13, Def 11, Prec 12, Enc 2, CS 16, MM 20, Wpn: Fist, Fist, Bronze Discus
Gigante Ekdromos	Gold 40, Res 51, Rec 25 (max 1/month)
	HP 30, Prot 16, MR 13, Mor 13, Str 20, Att 13, Def 15, Prec 10, Enc 4, CS 14, MM 20, Wpn: Golden Spear
Gigante Hoplite	Gold 40, Res 75, Rec 25 (max 1/month)
	HP 30, Prot 21, MR 13, Mor 13, Str 20, Att 13, Def 14, Prec 10, Enc 7, CS 11, MM 14, Wpn: Golden Spear

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.



Atlantis, recruitable commanders	
Scout	Gold 25, Res 1, Rec 1
	HP 12, Prot 3, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealthy 50, Darkvision 50, Wpn: Stone Dagger
Shambler Chief	Gold 50, Res 2, Rec 1
	HP 22, Prot 7, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 16, Amph, Darkvision 50, Ldr 60, Wpn: Coral Club
Coral Commander	Gold 80, Res 26, Rec 1
	HP 25, Prot 17, MR 10, Mor 15, Str 15, Att 12, Def 13, Prec 8, Enc 7, CS 7, MM 12, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Ldr 80, Wpn: Coral Glaive
Coral Priest	Gold 45, Res 3, Rec 1
	HP 12, Prot 4, MR 12, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Sacred, Amph, Darkvision 50, Ldr 10, Mag: H1, Wpn: Coral Knife
Mother of the Deep	Gold 95, Res 5, Rec 2
	HP 22, Prot 9, MR 13, Mor 13, Str 14, Att 9, Def 8, Prec 8, Enc 3, CS 11, MM 16, Sacred, Amph, Darkvision 50, Ldr 40, Mag: H2, Wpn: Mace
Mage of the Deep	Gold 215, Res 4, Rec 2
	HP 20, Prot 9, MR 14, Mor 11, Str 14, Att 9, Def 11, Prec 8, Enc 3, CS 11, MM 16, Amph, Darkvision 50, Gift of Water Breathing 10 size points, Ldr 10, MagLdr 20, Mag: W2?2, Wpn: Quarterstaff
Basalt Queen	Gold 325, Res 1, Rec 4 (can only be recruited in the capital)
	HP 48, Prot 14, MR 15, Mor 16, Str 20, Att 12, Def 5, Prec 8, Enc 3, CS 12, MM 20, Sacred, Amph, Fire Res +5, Cold Res +5, Fear +5, Darkvision 100, Ldr 160, Mag: H3, Wpn: Basalt Club, Bite
Basalt King	Gold 445, Res 1, Rec 4 (can only be recruited in the capital)
	HP 51, Prot 16, MR 17, Mor 14, Str 21, Att 12, Def 10, Prec 8, Enc 3, CS 12, MM 20, Sacred, Amph, Fire Res +5, Cold Res +5, Fear +5, Darkvision 100, Resource Bonus 10, Ldr 15, MagLdr 35, Mag: F1W2E3?1, Wpn: Quarterstaff

Atlantis, recruitable units

Atlantian Spearman	Gold 10, Res 4, Rec 9 HP 12, Prot 9, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 4, CS 9, MM 12, Amph, Darkvision 50, Wpn: Stone Spear
Reef Dweller	Gold 10, Res 10, Rec 9 HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 6, CS 9, MM 12, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Deep One	Gold 10, Res 1, Rec 9 HP 14, Prot 4, MR 7, Mor 12, Str 12, Att 10, Def 7, Prec 7, Enc 3, CS 9, MM 14, Amph, Fire Res +5, Cold Res +5, Darkvision 100, Wpn: Claw, Bite
Deep One Spearman	Gold 10, Res 7, Rec 9 HP 14, Prot 4, MR 7, Mor 12, Str 12, Att 10, Def 6, Prec 7, Enc 3, CS 9, MM 14, Amph, Fire Res +5, Cold Res +5, Darkvision 100, Wpn: Basalt Spear, Bite
Shambler	Gold 20, Res 1, Rec 25 HP 22, Prot 7, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 16, Amph, Darkvision 50, Wpn: Claw, Claw
Shambler of the Deep	Gold 20, Res 1, Rec 25 HP 26, Prot 9, MR 8, Mor 13, Str 16, Att 10, Def 7, Prec 8, Enc 3, CS 12, MM 16, Amph, Fire Res +5, Cold Res +5, Darkvision 100, Wpn: Claw, Claw, Bite
War Shambler	Gold 25, Res 7, Rec 30 HP 22, Prot 12, MR 10, Mor 13, Str 15, Att 10, Def 11, Prec 8, Enc 5, CS 9, MM 14, Amph, Darkvision 50, Wpn: Stone Spear
Warrior of the Deep	Gold 25, Res 11, Rec 30 HP 27, Prot 9, MR 8, Mor 13, Str 17, Att 10, Def 9, Prec 8, Enc 4, CS 11, MM 16, Amph, Fire Res +5, Cold Res +5, Darkvision 100, Wpn: Basalt Spear, Bite
Coral Guard	Gold 30, Res 26, Rec 39 HP 24, Prot 17, MR 10, Mor 14, Str 15, Att 11, Def 12, Prec 8, Enc 7, CS 7, MM 12, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Glaive
Living Pillar	Gold 35, Res 56, Rec 35 (can only be recruited in the capital) HP 31, Prot 21, MR 9, Mor 15, Str 18, Att 11, Def 5, Prec 8, Enc 10, CS 5, MM 10, Sacred, Amph, Fire Res +5, Cold Res +5, Darkvision 100, Wpn: Basalt Spear, Bite

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 by force of mind 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.

**R'lyeh, recruitable commanders**

Scout	Gold 25, Res 1, Rec 1 HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealthy 50, Darkvision 50, Wpn: Coral Knife
Slave Prince	Gold 80, Res 49, Rec 1 HP 27, Prot 21, MR 12, Mor 12, Str 16, Att 12, Def 10, Prec 8, Enc 7, CS 7, MM 10, Amph, Task Master +1, Darkvision 50, Ldr 80, Wpn: Meteorite Trident
Slave Priest	Gold 45, Res 1, Rec 1 HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 18, Sacred, Amph, Ldr 10, Mag: H1, Wpn: Quarterstaff
Slave Mage	Gold 175, Res 1, Rec 2

	HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 18, Amph, Ldr 10, MagLdr 25, Mag: W2S1?1, Wpn: Quarterstaff
Aboleth	Gold 215, Res 1, Rec 2
	HP 54, Prot 6, MR 18, Mor 12, Str 12, Att 10, Def 10, Prec 10, Enc 4, CS 6, MM 14, Magic, Aqua, Task Master +2, Spirit Sight, Void Sanity 5, Ldr 10, MagLdr 160, Mag: W2S2?1, Wpn: Life Drain, Life Drain, Mind Blast
Grandmother	Gold 300, Res 1, Rec 2
	HP 104, Prot 8, MR 20, Mor 30, Str 16, Att 5, Def 5, Prec 5, Enc 1, CS 2, MM 0, Sacred, Magic, Aqua, NNEat, BIR, PiR, Poison Res +15, Void Sanity 10, Dominion Summoner 1+ Polypal Spawns, Ldr 10, MagLdr 90, Mag: S1H3, Wpn: Life Drain, Mind Blast, Mind Blast
Abodai	Gold 265, Res 1, Rec 2 (can only be recruited in the capital)
	HP 50, Prot 4, MR 18, Mor 12, Str 12, Att 10, Def 10, Prec 10, Enc 4, CS 6, MM 14, Sacred, Magic, Aqua, Task Master +2, Spirit Sight, Void Sanity 5, Ldr 10, UndLdr 60, MagLdr 145, Mag: W1S2D1H1?1, Wpn: Life Drain, Mind Blast, Theft of Life
Mind Lord	Gold 420, Res 1, Rec 4 (can only be recruited in the capital)
	HP 84, Prot 3, MR 20, Mor 12, Str 14, Att 10, Def 10, Prec 10, Enc 4, CS 6, MM 16, Magic, Aqua, Task Master +3, Spirit Sight, Void Sanity 10, Ldr 40, MagLdr 170, Mag: W3S3?1, Wpn: Soul Leech, Enslave Mind
Polypal Mother	Gold 100, Res 1, Rec 2 (can be recruited in all non-fort provinces)
	HP 30, Prot 6, MR 20, Mor 30, Str 11, Att 5, Def 5, Prec 5, Enc 1, CS 2, MM 0, Sacred, Magic, Aqua, NNEat, BIR, PiR, Poison Res +15, Spirit Sight, Void Sanity 10, Dominion Summoner 1+ Polypal Spawns, Ldr 10, MagLdr 40, Mag: H2, Wpn: Life Drain, Mind Blast, Mind Blast
Androdai	Gold 190, Res 1, Rec 2 (can only be recruited in coastal forts)
	HP 13, Prot 2, MR 15, Mor 15, Str 10, Att 7, Def 9, Prec 7, Enc 3, CS 10, MM 16, Sacred, Magic, Amph, Spirit Sight, Ldr 10, UndLdr 30, MagLdr 20, Mag: S1H1?1, Wpn: Life Drain

R'lyeh, recruitable units

Lobo Guard	Gold 5, Res 1, Rec 2
	HP 13, Prot 2, MR 5, Mor 50, Str 12, Att 9, Def 7, Prec 5, Enc 3, CS 8, MM 14, Magic, Mindless, Amph, Darkvision 100, Wpn: Claw
Slave Trooper	Gold 9, Res 2, Rec 6
	HP 12, Prot 2, MR 10, Mor 7, Str 11, Att 10, Def 10, Prec 8, Enc 3, CS 9, MM 14, Amph, Darkvision 100, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 11, Rec 6
	HP 12, Prot 12, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, Darkvision 100, Wpn: Bone Trident
Slave Trooper	Gold 9, Res 2, Rec 6
	HP 10, Prot 1, MR 12, Mor 7, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Stone Spear
Slave Trooper	Gold 9, Res 1, Rec 6
	HP 15, Prot 1, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 3, CS 20, MM 16, Aqua, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 10, Rec 6
	HP 10, Prot 11, MR 12, Mor 7, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 21, MM 16, Amph, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 11, Rec 6
	HP 15, Prot 11, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 4, CS 19, MM 14, Aqua, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 10, Rec 6
	HP 12, Prot 10, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, Darkvision 100, Wpn: Bone Trident

Shambler Thrall	Gold 20, Res 1, Rec 22
	HP 24, Prot 7, MR 5, Mor 50, Str 16, Att 9, Def 7, Prec 4, Enc 3, CS 10, MM 16, Magic, Mindless, Trample, Amph, Darkvision 50, Wpn: Claw
Giboleth	Gold 40, Res 1, Rec 41
	HP 21, Prot 8, MR 16, Mor 11, Str 11, Att 11, Def 8, Prec 10, Enc 4, CS 7, MM 14, Magic, Aqua, Spirit Sight, Wpn: Tentacle, Tentacle, Mind Blast
Gibodai	Gold 50, Res 1, Rec 41 (can only be recruited in the capital)
	HP 20, Prot 6, MR 16, Mor 11, Str 11, Att 11, Def 8, Prec 10, Enc 4, CS 7, MM 14, Sacred, Magic, Aqua, Spirit Sight, Wpn: Life Drain, Mind Blast
Androleth	Gold 50, Res 16, Rec 23 (can only be recruited in coastal forts)
	HP 14, Prot 12, MR 13, Mor 14, Str 11, Att 8, Def 8, Prec 8, Enc 6, CS 7, MM 14, Magic, Amph, Spirit Sight, Wpn: Bronze Spear, Tentacle, 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 and before that in Therodos. But recently other races have been stirring in the depths and new powers are forming. The wild beings of the kelp forests have spread, strange beings have emerged from the deepest seas, and the ghosts of ancient Therodos are stirring. The Pearl Kings muster their forces and the 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 their defense. Over time the mermen have adopted Berytian and Therodian culture and tactics. Now there are few Berytian soldiers left in the cities and Pelagia fields its own mermen infantry. Both Tritons and mermen have mages, but only the merman mages can leave the sea.



Pelagia, recruitable commanders	
Merman Scout	Gold 25, Res 4, Rec 1
	HP 12, Prot 1, MR 12, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Stealthy 50, Wpn: Net, Pearl Spear
Turtle Chief	Gold 40, Res 10, Rec 1
	HP 12, Prot 11, MR 12, Mor 13, Str 11, Att 11, Def 12, Prec 10, Enc 5, CS 20, MM 16, Amph, Ldr 60, Wpn: Coral Spear, Coral Tipped Javelin
Pelagian Captain	Gold 70, Res 16, Rec 1
	HP 17, Prot 13, MR 12, Mor 12, Str 13, Att 12, Def 13, Prec 10, Enc 7, CS 16, MM 14, Aqua, Poison Barbs 5 AN dmg, Ldr 80, Wpn: Pearl Spear
Merman Priest	Gold 45, Res 1, Rec 1 (can also be recruited in coastal forts)
	HP 10, Prot 1, MR 14, Mor 8, Str 10, Att 8, Def 7, Prec 9, Enc 3, CS 20, MM 18, Sacred, Amph, Ldr 10, Mag: H1, Wpn: Fist
Pearl Clan Priest	Gold 80, Res 2, Rec 2
	HP 12, Prot 1, MR 14, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 18, Sacred, Aqua, Ldr 40, Mag: H2, Wpn: Coral Club
Pelagian Mermage	Gold 95, Res 1, Rec 2
	HP 10, Prot 1, MR 15, Mor 11, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 10, Amph, Ldr 10, MagLdr 10, Mag: W1?1, Wpn: Quarterstaff
Pearl Mage	Gold 195, Res 1, Rec 2
	HP 12, Prot 1, MR 16, Mor 9, Str 12, Att 9, Def 11, Prec 10, Enc 3, CS 20, MM 18, Aqua, Ldr 10, MagLdr 30, Mag: W2S1N1?1, Wpn: Quarterstaff
Ichtyid Pearl Mage	Gold 80, Res 4, Rec 2 (can only be recruited in the capital)
	HP 15, Prot 7, MR 11, Mor 9, Str 11, Att 8, Def 7, Prec 7, Enc 3, CS 8, MM 16, Amph, Research -2, Ldr 10, MagLdr 15, Mag: W1S1, Wpn: Sceptre

Pearl King	Gold 485, Res 7, Rec 4 (can only be recruited in the capital)
	HP 45, Prot 4, MR 17, Mor 14, Str 15, Att 13, Def 13, Prec 10, Enc 3, CS 25, MM 18, Sacred, Aqua, Dominion Summoner 0+ Hippocampus, Ldr 120, MagLdr 45, Mag: W4S1N1H3?1, Wpn: Bronze Trident
Turtle Chief	Gold 40, Res 10, Rec 1 (can only be recruited in coastal forts)
	HP 12, Prot 11, MR 12, Mor 13, Str 11, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 14, PAmph, Ldr 60, Wpn: Coral Spear, Coral Tipped Javelin
Pelagian Shore Commander	Gold 40, Res 19, Rec 1 (can only be recruited in coastal forts)
	HP 10, Prot 15, MR 12, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 7, MM 12, PAmph, Ldr 60, Wpn: Short Sword
Pelagian Explorer	Gold 75, Res 3, Rec 2 (can only be recruited in coastal forts)
	HP 10, Prot 1, MR 15, Mor 11, Str 10, Att 8, Def 8, Prec 9, Enc 3, CS 22, MM 18, Amph, Research +2, Ldr 10, MagLdr 10, Mag: W1?1, Wpn: Instrument

Pelagia, recruitable units

Pelagian Militia	Gold 8, Res 2, Rec 5
	HP 12, Prot 1, MR 12, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 14, Aqua, Wpn: Coral Spear
Pelagian Militia	Gold 8, Res 1, Rec 5
	HP 12, Prot 1, MR 12, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 14, Aqua, Wpn: Coral Knife
Turtle Tribe Triton	Gold 10, Res 7, Rec 9
	HP 10, Prot 7, MR 11, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 18, MM 16, Aqua, Wpn: Coral Spear
Shark Tribe Triton	Gold 10, Res 3, Rec 9
	HP 10, Prot 5, MR 11, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 4, CS 19, MM 16, Aqua, Wpn: Coral Knife, Coral Knife, Weak Bite
Pelagian Soldier	Gold 10, Res 3, Rec 9
	HP 15, Prot 1, MR 12, Mor 11, Str 12, Att 11, Def 13, Prec 10, Enc 4, CS 19, MM 18, Aqua, Wpn: Coral Spear
Merman Net Thrower	Gold 10, Res 3, Rec 9
	HP 10, Prot 1, MR 12, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Coral Spear
Turtle Warrior	Gold 11, Res 9, Rec 12
	HP 10, Prot 10, MR 12, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 20, MM 16, Amph, Wpn: Coral Spear, Coral Tipped Javelin
Coral Clan Soldier	Gold 13, Res 15, Rec 16
	HP 16, Prot 13, MR 12, Mor 12, Str 12, Att 12, Def 12, Prec 10, Enc 7, CS 16, MM 14, Aqua, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Pearl Guard	Gold 20, Res 23, Rec 23 (can only be recruited in the capital)
	HP 16, Prot 13, MR 12, Mor 13, Str 12, Att 12, Def 14, Prec 10, Enc 7, CS 16, MM 14, Sacred, Aqua, Poison Barbs 5 AN dmg, Wpn: Pearl Spear
Triton Rider	Gold 40, Res 7, Rec 48
	HP 15, Prot 8, MR 12, Mor 13, Str 12, Att 11, Def 15, Prec 10, Enc 4, CS 30, MM 16, Recup, Aqua, Wpn: Coral Lance, Alicorn
Turtle Warrior	Gold 11, Res 9, Rec 12 (can only be recruited in coastal forts)
	HP 10, Prot 10, MR 12, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 8, MM 14, PAmph, Wpn: Coral Spear, Coral Tipped Javelin
Pelagian Shore Fighter	Gold 11, Res 9, Rec 12 (can only be recruited in coastal forts)

	HP 10, Prot 10, MR 12, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, PAmph, Wpn: Spear, Javelin
Sideraspist	Gold 13, Res 19, Rec 16 (can only be recruited in coastal forts)
	HP 10, Prot 15, MR 12, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 6, CS 9, MM 12, PAmph, Wpn: Long Spear

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 wilds. 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.



Oceania, recruitable commanders	
Ichtysatyr Scout	Gold 20, Res 5, Rec 1
	HP 12, Prot 4, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealthy 40, Wpn: Bronze Spear
Ichtysatyr Commander	Gold 40, Res 9, Rec 1 (can also be recruited in coastal forts)
	HP 12, Prot 12, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Stealthy 40, Ldr 40, Wpn: Bronze Spear
Ichtycentaur Commander	Gold 90, Res 9, Rec 1
	HP 20, Prot 13, MR 13, Mor 12, Str 13, Att 10, Def 16, Prec 12, Enc 4, CS 25, MM 22, Recup, Amph, Ldr 80, Wpn: Bronze Lance
Siren	Gold 130, Res 1, Rec 2 (can also be recruited in coastal forts)
	HP 10, Prot 1, MR 16, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 3, CS 22, MM 18, Recup, Amph, Stealthy 65, Air Magic -1, Awe +3, MagLdr 10, Mag: A1W2, Wpn: Fist
Aphroi Hierophant	Gold 135, Res 1, Rec 2
	HP 23, Prot 4, MR 15, Mor 13, Str 14, Att 11, Def 17, Prec 13, Enc 3, CS 26, MM 22, Sacred, Recup, Amph, Stealthy 40, Inspirational +1, Ldr 40, MagLdr 5, Mag: H1?1, Wpn: Quarterstaff
Haliade	Gold 325, Res 1, Rec 2
	HP 10, Prot 1, MR 16, Mor 9, Str 9, Att 10, Def 14, Prec 12, Enc 2, CS 30, MM 18, Sacred, Recup, Aqua, Awe +3, Ldr 80, MagLdr 25, Mag: W2N2H2?1, Wpn: Alicorn, Fist
Capricorn	Gold 355, Res 7, Rec 4 (can also be recruited in coastal forts)
	HP 37, Prot 5, MR 17, Mor 16, Str 16, Att 11, Def 12, Prec 9, Enc 3, CS 15, MM 18, Recup, Amph, Stealthy 40, Earth Magic -1, Animal Awe +3, Gift of Water Breathing 50 size points, Ldr 80, MagLdr 35, Mag: W2E1N4?1, Wpn: Bronze Trident
Aphroi Lord	Gold 145, Res 17, Rec 1 (can only be recruited in the capital)
	HP 26, Prot 15, MR 14, Mor 15, Str 15, Att 12, Def 16, Prec 12, Enc 8, CS 21, MM 16, Sacred, Recup, Amph, Inspirational +1, Poison Barbs 5 AN dmg, Ldr 80, Wpn: Bronze Lance

Oceania, recruitable units	
Ichtysatyr	Gold 9, Res 2, Rec 6
	HP 12, Prot 2, MR 13, Mor 8, Str 11, Att 10, Def 12, Prec 10, Enc 3, CS 24, MM 18, Recup, Amph, Stealthy 40, Wpn: Bronze Spear
Ichtysatyr	Gold 9, Res 3, Rec 6 (can also be recruited in coastal forts)

	HP 12, Prot 2, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealthy 40, Wpn: Bronze Spear
Ichtysatyr Warrior	Gold 10, Res 7, Rec 14 (can also be recruited in coastal forts)
	HP 12, Prot 9, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Wpn: Bronze Spear
Ichtycentaur	Gold 30, Res 8, Rec 17
	HP 20, Prot 12, MR 13, Mor 12, Str 13, Att 10, Def 16, Prec 12, Enc 4, CS 25, MM 22, Recup, Amph, Wpn: Bronze Lance
Ichtytaur	Gold 40, Res 5, Rec 12
	HP 30, Prot 9, MR 13, Mor 12, Str 17, Att 9, Def 8, Prec 9, Enc 4, CS 21, MM 16, Recup, Amph, Wpn: Bronze Spear
Aphroi	Gold 55, Res 15, Rec 30 (can only be recruited in the capital)
	HP 24, Prot 12, MR 14, Mor 14, Str 14, Att 11, Def 16, Prec 12, Enc 8, CS 21, MM 16, Sacred, Recup, Amph, Poison Barbs 5 AN dmg, Wpn: Bronze 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 judgment and unaware became ghosts inhabiting the ruins of a sunken kingdom. Of the Telkhine kingdom only 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 live 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. The Daktyloi and their Hekateride sisters bring life to the remains of the ancient kingdom and prevent the total destruction of their home. Now Therodos is a drowned kingdom of ghosts and human islanders ruled by Daktyloi master smiths.



Therodos, recruitable commanders	
Melia	Gold 160, Res 21, Rec 2 (can also be recruited in coastal forts)
	HP 15, Prot 10, MR 16, Mor 13, Str 12, Att 13, Def 16, Prec 11, Enc 6, CS 8, MM 14, Sacred, Recup, Magic, PAmph, Supply Bonus 10, Awe +3, Inspirational +1, Ldr 80, UndLdr 80, MagLdr 50, Mag: N1H1?1, Wpn: Bronze Sword
Daktyl	Gold 240, Res 2, Rec 4 (can only be recruited in the capital)
	HP 9, Prot 4, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 2, CS 6, MM 12, Sacred, Magic, Amph, Master Smith 1, Ldr 15, UndLdr 10, MagLdr 35, Mag: A1W1E2?1, Wpn: Enchanted Hammer
Hekateride	Gold 375, Res 1, Rec 4 (can only be recruited in the capital)
	HP 15, Prot 0, MR 18, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 2, CS 12, MM 16, Sacred, Recup, Magic, Amph, Supply Bonus 20, Awe +6, Inspirational +2, Ldr 40, UndLdr 80, MagLdr 70, Mag: W2N3H2?1, Wpn: Fist
Therodian Scout	Gold 25, Res 3, Rec 1 (can only be recruited in coastal forts)
	HP 10, Prot 1, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 55, Wpn: Dagger, Short Bow
Therodian Commander	Gold 40, Res 31, Rec 1 (can only be recruited in coastal forts)
	HP 12, Prot 18, MR 10, Mor 12, Str 11, Att 11, Def 10, Prec 10, Enc 8, CS 7, MM 12, Ldr 60, Wpn: Long Spear
Kabeiros	Gold 125, Res 7, Rec 2 (can only be recruited in coastal forts)
	HP 12, Prot 8, MR 14, Mor 13, Str 11, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Sacred, Forge Bonus 1, Resource Bonus 5, Ldr 10, MagLdr 10, Mag: E1?1, Wpn: Maul

Therodos, recruitable units

Kourete	Gold 28, Res 23, Rec 36 (can only be recruited in the capital) HP 15, Prot 13, MR 13, Mor 13, Str 12, Att 13, Def 16, Prec 12, Enc 6, CS 10, MM 14, Sacred, Magic, PAmph, Wpn: Bronze Sword
Therodian Archer	Gold 10, Res 7, Rec 9 (can only be recruited in coastal forts) HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Therodian Peltast	Gold 10, Res 5, Rec 9 (can only be recruited in coastal forts) HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear, Javelin
Therodian Hoplite	Gold 10, Res 31, Rec 9 (can only be recruited in coastal forts) HP 10, Prot 18, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 8, CS 7, MM 12, Wpn: Long Spear
Korybant	Gold 20, Res 23, Rec 23 (can only be recruited in coastal forts) HP 12, Prot 14, MR 11, Mor 12, Str 11, Att 11, Def 14, Prec 10, Enc 6, CS 10, MM 14, Sacred, Wpn: Short Sword

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.



Arcoscephale, recruitable commanders

Scout	Gold 25, Res 5, Rec 1 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Bronze Spear, Short Bow
Mounted Commander	Gold 50, Res 8, Rec 1 HP 11, Prot 9, MR 10, Mor 11, Str 10, Att 10, Def 14, Prec 10, Enc 5, CS 25, MM 22, Ldr 60, Wpn: Broad Sword, Hoof
Hypaspist Commander	Gold 70, Res 25, Rec 1 HP 13, Prot 15, MR 10, Mor 14, Str 12, Att 12, Def 14, Prec 10, Enc 6, CS 10, MM 16, Ldr 80, Wpn: Spear
Hoplite Commander	Gold 75, Res 31, Rec 1 HP 13, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 11, Prec 10, Enc 7, CS 7, MM 14, Ldr 80, Wpn: Long Spear
Strategos	Gold 110, Res 30, Rec 2 HP 13, Prot 18, MR 10, Mor 15, Str 12, Att 12, Def 13, Prec 10, Enc 9, CS 8, MM 10, Ldr 120, Wpn: Short Sword
Hieraia	Gold 110, Res 1, Rec 2 (can be recruited outside forts as well) HP 9, Prot 0, MR 14, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacred, Healing 1, Ldr 10, MagLdr 5, Mag: N1H1, Wpn: Bronze Dagger
Mystic	Gold 135, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Research +1, Ldr 10, MagLdr 15, Mag: S1?2, Wpn: Bronze Dagger
Archousa	Gold 165, Res 1, Rec 2

	HP 9, Prot 0, MR 15, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacred, Healing 3, Ldr 40, MagLdr 5, Mag: N1H2, Wpn: Bronze Dagger
Astrologer	Gold 195, Res 1, Rec 4 (can only be recruited in the capital)
	HP 10, Prot 0, MR 15, Mor 9, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 14, Ldr 15, MagLdr 35, Mag: S3?1, Wpn: Dagger

Arcoscephale, recruitable units	
Slinger	Gold 7, Res 2, Rec 3
	HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Cardaces	Gold 10, Res 8, Rec 9
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear
Peltast	Gold 10, Res 5, Rec 9
	HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear, Javelin
Hoplite	Gold 13, Res 31, Rec 16
	HP 11, Prot 18, MR 10, Mor 11, Str 11, Att 11, Def 9, Prec 10, Enc 8, CS 7, MM 14, Wpn: Long Spear
Hypaspist	Gold 16, Res 25, Rec 23
	HP 11, Prot 15, MR 10, Mor 13, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 10, MM 16, Wpn: Spear
Heart Companion	Gold 20, Res 31, Rec 23 (can only be recruited in the capital)
	HP 13, Prot 18, MR 11, Mor 13, Str 11, Att 11, Def 12, Prec 10, Enc 8, CS 8, MM 14, Sacred, Wpn: Long Spear
Chariot	Gold 40, Res 18, Rec 46
	HP 10, Prot 13, MR 10, Mor 10, Str 10, Att 9, Def 15, Prec 9, Enc 5, CS 18, MM 20, Trample, Wpn: Spear, Short Sword
War Elephant	Gold 100, Res 20, Rec 33
	HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk

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. The Pretender God of Ermor will also be able to sense where any corpses are in provinces under his Dominion.



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 the 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 Maignon 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.



Sceleria, recruitable commanders	
Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Assassin	Gold 60, Res 4, Rec 1 HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 3, CS 12, MM 16, Stealthy 65, Assassin, Assassin Patience +1, Ambidextrous 2, Wpn: Short Sword, Poison Dagger
Centurion	Gold 70, Res 21, Rec 1 HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 18, Ldr 80, Wpn: Short Sword
Legatus Legionis	Gold 110, Res 21, Rec 2 HP 13, Prot 15, MR 10, Mor 14, Str 11, Att 12, Def 12, Prec 10, Enc 5, CS 10, MM 18, Ldr 120, Wpn: Short Sword
Scelerian Cultist	Gold 45, Res 1, Rec 1 HP 10, Prot 0, MR 14, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacred, Ldr 10, UndLdr 25, Mag: H1, Wpn: Dagger
Thaumaturg	Gold 110, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 13, Str 10, Att 11, Def 10, Prec 10, Enc 3, CS 10, MM 16, Sacred, Ldr 10, UndLdr 60, MagLdr 10, Mag: S1D1H2, Wpn: Dagger
Censor	Gold 90, Res 21, Rec 1 (can only be recruited in the capital) HP 14, Prot 14, MR 12, Mor 15, Str 12, Att 13, Def 11, Prec 10, Enc 7, CS 8, MM 12, Sacred, Patrol Bonus 10, Ldr 40, UndLdr 80, Wpn: Lictor Axe
Grand Thaumaturg	Gold 300, Res 1, Rec 4 (can only be recruited in the capital) HP 8, Prot 0, MR 17, Mor 14, Str 10, Att 12, Def 13, Prec 12, Enc 5, CS 9, MM 12, Sacred, Ldr 10, UndLdr 135, MagLdr 30, Mag: S2D2H3?1, Wpn: Quarterstaff

Sceleria, recruitable units	
Slinger	Gold 7, Res 2, Rec 3 HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Retiarius	Gold 10, Res 1, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 9, MM 14, Wpn: Net, Trident
Gladiator	Gold 10, Res 1, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 9, MM 14, Wpn: Flail
Velite	Gold 10, Res 10, Rec 9 HP 10, Prot 7, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 5, CS 10, MM 18, Wpn: Spear, Javelin
Alae Legionnaire	Gold 10, Res 20, Rec 9

	HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 7, CS 8, MM 18, Wpn: Spear, Javelin
Hastatus	Gold 11, Res 21, Rec 12
	HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Principe	Gold 14, Res 21, Rec 20
	HP 11, Prot 14, MR 10, Mor 12, Str 10, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Triarius	Gold 15, Res 29, Rec 25
	HP 12, Prot 18, MR 10, Mor 13, Str 10, Att 12, Def 13, Prec 11, Enc 10, CS 6, MM 14, Wpn: Long Spear
Praetorian Guard	Gold 20, Res 30, Rec 35
	HP 13, Prot 18, MR 10, Mor 14, Str 12, Att 13, Def 15, Prec 10, Enc 10, CS 3, MM 10, Wpn: Broad Sword
Standard	Gold 20, Res 21, Rec 21
	HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Lictor	Gold 26, Res 21, Rec 31 (can only be recruited in the capital)
	HP 12, Prot 14, MR 11, Mor 14, Str 11, Att 12, Def 10, Prec 10, Enc 7, CS 8, MM 12, Sacred, Patrol Bonus 2, Wpn: Lictor Axe
Shadow Vestal	Gold 45, Res 6, Rec 31 (can only be recruited in the capital)
	HP 9, Prot 0, MR 15, Mor 12, Str 9, Att 12, Def 16, Prec 10, Enc 2, CS 12, MM 22, Ethereal, Sacred, Und, NNEat, Stealthy 40, Spirit Sight, Wpn: Shadow Spear

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.



Pythium, recruitable commanders	
Scout	Gold 25, Res 4, Rec 1
	HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Assassin	Gold 60, Res 4, Rec 1
	HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 3, CS 12, MM 16, Stealthy 65, Assassin, Assassin Patience +1, Ambidextrous 2, Wpn: Short Sword, Poison Dagger
Centurion	Gold 70, Res 21, Rec 1
	HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 18, Ldr 80, Wpn: Short Sword
Serpent Lord	Gold 85, Res 56, Rec 1
	HP 15, Prot 18, MR 11, Mor 15, Str 13, Att 14, Def 17, Prec 8, Enc 3, CS 16, MM 16, Ldr 60, Wpn: Light Lance, Poisonous Bite
Emerald Lord	Gold 90, Res 30, Rec 1
	HP 15, Prot 18, MR 12, Mor 16, Str 13, Att 15, Def 18, Prec 10, Enc 9, CS 6, MM 16, Ldr 80, Wpn: Broad Sword
Legatus Legionis	Gold 110, Res 21, Rec 2

	HP 13, Prot 15, MR 10, Mor 14, Str 11, Att 12, Def 12, Prec 10, Enc 5, CS 10, MM 18, Ldr 120, Wpn: Short Sword
Battle Deacon	Gold 65, Res 19, Rec 1
	HP 11, Prot 15, MR 12, Mor 12, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 10, MM 18, Sacred, Ldr 40, Mag: H1, Wpn: Mace
Theurg Acolyte	Gold 70, Res 1, Rec 2
	HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 8, Def 8, Prec 8, Enc 3, CS 10, MM 16, Sacred, Ldr 10, MagLdr 10, Mag: S1H1, Wpn: Dagger
Theurg	Gold 215, Res 2, Rec 2
	HP 9, Prot 1, MR 15, Mor 13, Str 10, Att 11, Def 9, Prec 10, Enc 4, CS 10, MM 14, Sacred, Ldr 10, MagLdr 30, Mag: A1W1S2H2, Wpn: Mace
Hydra Tamer	Gold 25, Res 10, Rec 1 (can only be recruited in the capital)
	HP 11, Prot 8, MR 10, Mor 16, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 11, MM 16, SS, Poison Res +15, Ldr 10, Wpn: Net, Trident
Arch Theurg	Gold 390, Res 1, Rec 4 (can only be recruited in the capital)
	HP 8, Prot 1, MR 17, Mor 14, Str 10, Att 12, Def 12, Prec 12, Enc 6, CS 9, MM 10, Sacred, Ldr 10, MagLdr 50, Mag: A2W1S3H3?1, Wpn: Quarterstaff

Pythium, recruitable units

Slinger	Gold 7, Res 2, Rec 3
	HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Retiarius	Gold 10, Res 1, Rec 9
	HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 9, MM 14, Wpn: Net, Trident
Gladiator	Gold 10, Res 1, Rec 9
	HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 9, MM 14, Wpn: Flail
Velite	Gold 10, Res 10, Rec 9
	HP 10, Prot 7, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 5, CS 10, MM 18, Wpn: Spear, Javelin
Alae Legionnaire	Gold 10, Res 20, Rec 9
	HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 7, CS 8, MM 18, Wpn: Spear, Javelin
Hastatus	Gold 11, Res 21, Rec 12
	HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Principe	Gold 14, Res 21, Rec 20
	HP 11, Prot 14, MR 10, Mor 12, Str 10, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Battle Vestal	Gold 15, Res 4, Rec 14 (can only be recruited in the capital)
	HP 9, Prot 0, MR 11, Mor 12, Str 9, Att 12, Def 16, Prec 10, Enc 4, CS 12, MM 20, Sacred, Wpn: Spear
Triarius	Gold 15, Res 29, Rec 25
	HP 12, Prot 18, MR 10, Mor 13, Str 10, Att 12, Def 13, Prec 11, Enc 10, CS 6, MM 14, Wpn: Long Spear
Emerald Guard	Gold 20, Res 30, Rec 31
	HP 13, Prot 18, MR 10, Mor 14, Str 12, Att 13, Def 16, Prec 10, Enc 9, CS 6, MM 16, Wpn: Broad Sword
Standard	Gold 20, Res 21, Rec 21
	HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Hydra Hatchling	Gold 35, Res 1, Rec 15 (can only be recruited in the capital)
	HP 25, Prot 4, MR 12, Mor 11, Str 12, Att 12, Def 9, Prec 5, Enc 3, CS 7, MM 12, SS, Recup, BIR, PiR, Regeneration 10%, Fire Res -10, Poison Res +25, Wpn: Lesser Heads, Great Head
Theurg Communicant	Gold 50, Res 1, Rec 31 (max 1/month)

	HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 8, Def 7, Prec 8, Enc 4, CS 10, MM 14, Sacred, Wpn: Fist
Serpent Cataphract	Gold 55, Res 56, Rec 46 HP 12, Prot 18, MR 10, Mor 12, Str 12, Att 12, Def 16, Prec 8, Enc 4, CS 16, MM 16, Wpn: Light Lance, Poisonous Bite
Hydra	Gold 250, Res 1, Rec 50 (max 1/month) (can only be recruited in the capital) HP 80, Prot 8, MR 14, Mor 15, Str 16, Att 14, Def 12, Prec 5, Enc 3, CS 7, MM 12, SS, Recup, BIR, PiR, Regeneration 10%, Fire Res -10, Poison Res +25, Fear +5, Wpn: Lesser Head, Lesser Head, Lesser Head, Lesser Head, Great Head

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 magically enchanted by the Witches. The monks who serve the God of Man are divinely inspired scholars who gather and record knowledge in the monasteries scattered throughout the land. Descendants of the Logrian people displaced by the Witches and their servants dwell outside the fortified castles of the nobility.



Man, recruitable commanders	
Royal Forester	Gold 40, Res 8, Rec 1 (can also be recruited in all forests) HP 12, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 8, Prec 13, Enc 4, CS 11, MM 14, FS, Stealthy 55, Patrol Bonus 5, Ambidextrous 1, Ldr 10, Wpn: Axe, Axe, Short Bow
Castellan	Gold 70, Res 22, Rec 1 HP 12, Prot 16, MR 10, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 80, Wpn: Broad Sword
Monk	Gold 25, Res 1, Rec 1 (can be recruited outside forts as well) HP 9, Prot 0, MR 13, Mor 9, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 16, Sacred, Stealthy 40, Ldr 10, Mag: H1, Wpn: Fist
Bard	Gold 75, Res 5, Rec 2 HP 10, Prot 4, MR 12, Mor 10, Str 10, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, FS, Stealthy 50, Spell Singer, Ldr 10, MagLdr 5, Mag: N1, Wpn: Broad Sword
Daughter of Avalon	Gold 85, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 11, Enc 3, CS 9, MM 16, FS, Sacred, Spell Singer, Ldr 10, MagLdr 10, Mag: N1?1, Wpn: Dagger
Mother of Avalon	Gold 195, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 11, Str 9, Att 8, Def 8, Prec 11, Enc 3, CS 9, MM 16, FS, Sacred, Stealthy 40, Spell Singer, Ldr 40, MagLdr 15, Mag: N1H1?2, Wpn: Dagger
Knight Commander of Avalon	Gold 120, Res 56, Rec 1 (can only be recruited in the capital) HP 15, Prot 18, MR 14, Mor 15, Str 12, Att 13, Def 17, Prec 10, Enc 5, CS 30, MM 22, FS, Recup, Ldr 80, Wpn: Lance, Broad Sword, Alicorn, Hoof
Lord Warden	Gold 160, Res 29, Rec 1 (can only be recruited in the capital) HP 20, Prot 18, MR 13, Mor 16, Str 14, Att 13, Def 11, Prec 10, Enc 5, CS 11, MM 14, FS, Sacred, Stealthy 40, Ambidextrous 2, Ldr 80, Wpn: Broad Sword, Broad Sword
Crone of Avalon	Gold 335, Res 1, Rec 4 (can only be recruited in the capital) HP 9, Prot 0, MR 16, Mor 12, Str 9, Att 8, Def 7, Prec 11, Enc 4, CS 9, MM 14, FS, Sacred, Spell Singer, Ldr 10, MagLdr 30, Mag: A2N3H1?1, Wpn: Dagger
Logrian Wise Man	Gold 90, Res 7, Rec 2 (can be recruited in all non-fort provinces) HP 12, Prot 10, MR 13, Mor 11, Str 11, Att 9, Def 11, Prec 10, Enc 4, CS 11, MM 14, Research -4, Ldr 15, MagLdr 10, Mag: E1?1, Wpn: Quarterstaff

Man, recruitable units	
Logrian Slinger	Gold 9, Res 8, Rec 6 (can be recruited outside forts as well) HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 9, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Axe, Sling
Longbowman	Gold 10, Res 7, Rec 13 HP 10, Prot 5, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 12, Enc 3, CS 12, MM 16, Wpn: Short Sword, Long Bow
Spearman	Gold 10, Res 9, Rec 9 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear
Longspear	Gold 10, Res 13, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Long Spear
Logrian Warrior	Gold 12, Res 15, Rec 9 (can be recruited outside forts as well) HP 12, Prot 13, MR 10, Mor 11, Str 11, Att 11, Def 10, Prec 10, Enc 6, CS 9, MM 12, Wpn: Axe, Javelin
Tower Guard	Gold 12, Res 18, Rec 14 HP 11, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 10, Enc 5, CS 10, MM 14, Wpn: Broad Sword
Forester	Gold 12, Res 7, Rec 14 HP 10, Prot 8, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 12, Enc 4, CS 11, MM 14, FS, Stealthy 55, Patrol Bonus 1, Ambidextrous 1, Wpn: Axe, Dagger, Short Bow
Logrian Cavalry	Gold 25, Res 19, Rec 26 (can be recruited outside forts as well) HP 12, Prot 12, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 10, Enc 4, CS 24, MM 18, Wpn: Light Lance, Javelin
Warden of Avalon	Gold 26, Res 28, Rec 31 (can only be recruited in the capital) HP 14, Prot 18, MR 12, Mor 14, Str 13, Att 12, Def 10, Prec 10, Enc 6, CS 11, MM 14, FS, Sacred, Stealthy 40, Wpn: Great Sword
Knight of Man	Gold 40, Res 51, Rec 46 HP 12, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 16, Prec 10, Enc 5, CS 20, MM 16, Wpn: Lance, Broad Sword, Hoof
Knight of Avalon	Gold 60, Res 56, Rec 48 (can only be recruited in the capital) HP 14, Prot 18, MR 13, Mor 14, Str 12, Att 12, Def 17, Prec 10, Enc 5, CS 30, MM 22, FS, Recup, Wpn: Lance, Broad Sword, Alicorn, Hoof

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 Witches, and the Milesians. The Milesians named their land Eriu. Most of the Eriu population is composed of humans 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.



Eriu, recruitable commanders	
Milesian Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 11, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Milesian Champion	Gold 40, Res 22, Rec 1 HP 12, Prot 16, MR 11, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 60, Wpn: Broad Sword
Fir Bolg Champion	Gold 40, Res 12, Rec 1 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 13, Def 16, Prec 12, Enc 5, CS 11, MM 14, Ldr 60, Wpn: Bronze Sword, Javelin

Milesian Monk	Gold 35, Res 1, Rec 1 HP 9, Prot 0, MR 13, Mor 9, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 16, Sacred, Ldr 10, Mag: H1, Wpn: Fist
Bard	Gold 75, Res 5, Rec 2 HP 10, Prot 4, MR 12, Mor 10, Str 10, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, FS, Stealthy 50, Spell Singer, Ldr 10, MagLdr 5, Mag: N1, Wpn: Broad Sword
Sidhe Champion	Gold 160, Res 19, Rec 2 HP 14, Prot 10, MR 15, Mor 13, Str 12, Att 13, Def 17, Prec 13, Enc 5, CS 11, MM 14, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 80, MagLdr 10, Mag: A1N1H1, Wpn: Golden Sword, Javelin
Sidhe Lord	Gold 260, Res 16, Rec 2 HP 15, Prot 10, MR 17, Mor 14, Str 13, Att 14, Def 21, Prec 14, Enc 4, CS 26, MM 26, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 80, MagLdr 15, Mag: A2N1H2, Wpn: Golden Lance, Hoof, Javelin
Bean Sidhe	Gold 200, Res 1, Rec 2 (can only be recruited in the capital) HP 13, Prot 0, MR 15, Mor 10, Str 12, Att 12, Def 14, Prec 12, Enc 3, CS 13, MM 16, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 10, MagLdr 20, Mag: A1W1N1?1, Wpn: Dagger
Tuatha	Gold 440, Res 22, Rec 4 (can only be recruited in the capital) HP 15, Prot 10, MR 18, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 36, MM 26, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Ldr 120, MagLdr 30, Mag: A3N2H2?1, Wpn: Golden Lance, Hoof, Javelin

Eriu, recruitable units

Milesian Slinger	Gold 7, Res 2, Rec 4 HP 10, Prot 5, MR 11, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, Wpn: Dagger, Sling
Milesian Spearman	Gold 10, Res 9, Rec 11 HP 10, Prot 9, MR 11, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear
Milesian Longspear	Gold 10, Res 13, Rec 11 HP 10, Prot 11, MR 11, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Long Spear
Milesian Swordsman	Gold 10, Res 18, Rec 11 HP 10, Prot 13, MR 11, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 10, MM 14, Wpn: Broad Sword
Fir Bolg Slinger	Gold 11, Res 2, Rec 12 HP 13, Prot 4, MR 13, Mor 10, Str 11, Att 10, Def 11, Prec 12, Enc 4, CS 13, MM 16, Wpn: Bronze Dagger, Sling
Fir Bolg	Gold 13, Res 10, Rec 15 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 14, Prec 12, Enc 5, CS 11, MM 14, Wpn: Bronze Axe
Fir Bolg	Gold 13, Res 10, Rec 15 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 15, Prec 12, Enc 5, CS 11, MM 14, Wpn: Bronze Spear, Javelin
Daoine Sidhe	Gold 35, Res 12, Rec 23 (can only be recruited in the capital) HP 13, Prot 10, MR 14, Mor 12, Str 12, Att 12, Def 15, Prec 12, Enc 5, CS 11, MM 14, FS, Glamour, Sacred, Stealthy 65, Darkvision 50, Spell Singer, Wpn: Bronze Spear, Javelin

Ulm, Forges of Ulm

Ulm is a young kingdom, risen from the Ulmic tribes conquered by the fallen Empire of Ermor. From the ashes of Ermor 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.



Ulm, recruitable commanders	
Spy	Gold 60, Res 5, Rec 2 HP 12, Prot 5, MR 9, Mor 10, Str 11, Att 10, Def 11, Prec 10, Enc 3, CS 12, MM 16, Stealthy 60, Wpn: Broad Sword
Commander of Ulm	Gold 70, Res 30, Rec 1 HP 14, Prot 19, MR 9, Mor 12, Str 11, Att 11, Def 12, Prec 10, Enc 7, CS 7, MM 10, Ldr 80, Wpn: Hammer
Commander of Ulm	Gold 70, Res 41, Rec 1 HP 14, Prot 23, MR 9, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 8, CS 6, MM 10, Ldr 80, Wpn: Hammer
Commander of Ulm	Gold 70, Res 30, Rec 1 HP 14, Prot 19, MR 9, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 7, CS 7, MM 10, Ldr 80, Wpn: Morningstar
Commander of Ulm	Gold 70, Res 41, Rec 1 HP 14, Prot 23, MR 9, Mor 12, Str 11, Att 11, Def 10, Prec 10, Enc 8, CS 6, MM 10, Ldr 80, Wpn: Morningstar
Black Lord	Gold 105, Res 68, Rec 1 HP 17, Prot 23, MR 9, Mor 16, Str 14, Att 13, Def 13, Prec 10, Enc 4, CS 18, MM 16, Ldr 80, Wpn: Lance, Morningstar, Hoof
Black Acolyte	Gold 45, Res 1, Rec 1 HP 12, Prot 0, MR 12, Mor 10, Str 11, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacred, Ldr 10, Mag: H1, Wpn: Dagger
Master Smith	Gold 135, Res 7, Rec 2 HP 12, Prot 8, MR 14, Mor 13, Str 11, Att 10, Def 7, Prec 10, Enc 5, CS 11, MM 12, Forge Bonus 2, Resource Bonus 10, Ldr 45, MagLdr 15, Mag: F1E2, Wpn: Maul
Master Mason	Gold 60, Res 52, Rec 1 (can only be recruited in the capital) HP 12, Prot 0, MR 9, Mor 10, Str 9, Att 8, Def 8, Prec 8, Enc 3, CS 12, MM 16, Siege Strength +30, Mason, Ldr 10, Wpn: Instrument
Lord Guardian	Gold 80, Res 44, Rec 1 (can only be recruited in the capital) HP 16, Prot 23, MR 10, Mor 16, Str 13, Att 13, Def 9, Prec 10, Enc 6, CS 8, MM 10, Halt Heretic +3, Ldr 80, Wpn: Black Halberd
Black Priest	Gold 100, Res 2, Rec 2 (can only be recruited in the capital) HP 12, Prot 0, MR 13, Mor 11, Str 11, Att 8, Def 7, Prec 10, Enc 4, CS 8, MM 16, Sacred, Inquisitor, Ldr 40, MagLdr 5, Mag: E1H2, Wpn: Maul
Priest Smith	Gold 175, Res 7, Rec 2 (can only be recruited in the capital) HP 12, Prot 8, MR 14, Mor 9, Str 11, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Sacred, Forge Bonus 1, Resource Bonus 10, Ldr 15, MagLdr 15, Mag: F1E2H1, Wpn: Maul

Ulm, recruitable units

War Dog	Gold 7, Res 7, Rec 2 HP 8, Prot 15, MR 5, Mor 11, Str 7, Att 11, Def 8, Prec 5, Enc 6, CS 16, MM 16, Wpn: Bite
Infantry of Ulm	Gold 10, Res 27, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 7, Prec 10, Enc 5, CS 9, MM 10, Wpn: Battleaxe
Black Plate Infantry	Gold 10, Res 38, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 6, Prec 10, Enc 6, CS 8, MM 10, Wpn: Battleaxe
Infantry of Ulm	Gold 10, Res 27, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 5, Prec 10, Enc 5, CS 9, MM 10, Wpn: Flail
Black Plate Infantry	Gold 10, Res 38, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 4, Prec 10, Enc 6, CS 8, MM 10, Wpn: Flail
Infantry of Ulm	Gold 10, Res 30, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 11, Prec 10, Enc 7, CS 7, MM 10, Wpn: Hammer
Black Plate Infantry	Gold 10, Res 41, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 10, Prec 10, Enc 8, CS 6, MM 10, Wpn: Hammer
Infantry of Ulm	Gold 10, Res 25, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 6, Prec 10, Enc 5, CS 9, MM 10, Wpn: Maul
Black Plate Infantry	Gold 10, Res 36, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 5, Prec 10, Enc 6, CS 8, MM 10, Wpn: Maul
Infantry of Ulm	Gold 10, Res 30, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 7, CS 7, MM 10, Wpn: Morningstar
Black Plate Infantry	Gold 10, Res 41, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 9, Prec 10, Enc 8, CS 6, MM 10, Wpn: Morningstar
Pikeneer	Gold 10, Res 26, Rec 9 HP 12, Prot 19, MR 9, Mor 11, Str 11, Att 10, Def 6, Prec 10, Enc 5, CS 9, MM 10, Wpn: Pike
Black Plate Pikeneer	Gold 10, Res 37, Rec 9 HP 12, Prot 23, MR 9, Mor 12, Str 11, Att 10, Def 5, Prec 10, Enc 6, CS 8, MM 10, Wpn: Pike
Crossbowman	Gold 10, Res 28, Rec 9 HP 12, Prot 17, MR 9, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 12, Wpn: Short Sword, Arbalest
Guardian	Gold 20, Res 44, Rec 31 (can only be recruited in the capital) HP 14, Prot 23, MR 9, Mor 14, Str 12, Att 12, Def 8, Prec 10, Enc 6, CS 8, MM 10, Wpn: Black Halberd
Sapper	Gold 20, Res 37, Rec 31 HP 12, Prot 17, MR 9, Mor 10, Str 11, Att 10, Def 7, Prec 10, Enc 4, CS 10, MM 14, Siege Strength +5, Wpn: Pick Axe, Crossbow
Black Knight	Gold 45, Res 68, Rec 46 HP 15, Prot 23, MR 9, Mor 14, Str 13, Att 12, Def 13, Prec 10, Enc 4, CS 18, MM 16, Wpn: Lance, Morningstar, Hoof

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 Ermor 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.



Marignon, recruitable commanders	
Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Assassin	Gold 60, Res 4, Rec 1 HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 3, CS 12, MM 16, Stealthy 65, Assassin, Assassin Patience +1, Ambidextrous 2, Wpn: Short Sword, Poison Dagger
Troubadour	Gold 80, Res 5, Rec 2 HP 10, Prot 4, MR 12, Mor 10, Str 10, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, Stealthy 70, Seduction, Spell Singer, Ldr 10, Wpn: Broad Sword
Friar	Gold 45, Res 1, Rec 1 (can be recruited outside forts as well) HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, Sacred, Stealthy 40, Ldr 40, Mag: H1, Wpn: Dagger
Paladin	Gold 145, Res 61, Rec 1 HP 15, Prot 18, MR 12, Mor 16, Str 13, Att 13, Def 16, Prec 10, Enc 5, CS 20, MM 16, Sacred, Ldr 80, Mag: H1, Wpn: Lance, Broad Sword, Hoof
Initiate	Gold 45, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 12, Str 9, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 16, Ldr 15, MagLdr 5, Mag: F1, Wpn: Dagger
Inquisitor	Gold 135, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 13, Str 9, Att 9, Def 8, Prec 10, Enc 4, CS 10, MM 14, Sacred, Inquisitor, Ldr 85, MagLdr 5, Mag: F1H2, Wpn: Dagger
Witch Hunter	Gold 185, Res 2, Rec 2 HP 10, Prot 0, MR 16, Mor 14, Str 10, Att 11, Def 11, Prec 10, Enc 3, CS 10, MM 16, Sacred, Patrol Bonus 10, Ldr 50, MagLdr 20, Mag: F2S1H1, Wpn: Mace
Architect	Gold 45, Res 52, Rec 1 (can only be recruited in the capital) HP 12, Prot 0, MR 9, Mor 10, Str 9, Att 8, Def 6, Prec 8, Enc 5, CS 11, MM 12, Siege Strength +15, Mason, Ldr 10, Wpn: Instrument
High Inquisitor	Gold 190, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 16, Str 10, Att 8, Def 6, Prec 11, Enc 6, CS 9, MM 12, Sacred, Inquisitor, Ldr 125, MagLdr 5, Mag: F1H3, Wpn: Dagger
Grand Master	Gold 370, Res 2, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 18, Mor 11, Str 10, Att 12, Def 8, Prec 10, Enc 8, CS 8, MM 10, Sacred, Ldr 95, MagLdr 40, Mag: F3S2H2?1, Wpn: Mace

Marignon, recruitable units	
Flagellant	Gold 10, Res 4, Rec 5 (can be recruited outside forts as well) HP 9, Prot 0, MR 10, Mor 14, Str 11, Att 8, Def 6, Prec 8, Enc 3, CS 12, MM 16, Sacred, Wpn: Flail
Crossbowman	Gold 10, Res 8, Rec 9 HP 10, Prot 7, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, Wpn: Mace, Crossbow
Swordsman	Gold 10, Res 23, Rec 9

	HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Great Sword
Halberdier	Gold 10, Res 22, Rec 9
	HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 5, CS 10, MM 14, Wpn: Halberd
Pikeneer	Gold 10, Res 20, Rec 9
	HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 8, Prec 10, Enc 5, CS 10, MM 14, Wpn: Pike
Man at Arms	Gold 14, Res 22, Rec 18
	HP 11, Prot 16, MR 10, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Wpn: Broad Sword
Royal Guard	Gold 40, Res 59, Rec 46
	HP 12, Prot 21, MR 10, Mor 14, Str 11, Att 12, Def 16, Prec 10, Enc 5, CS 22, MM 16, Wpn: Lance, Broad Sword, Hoof
Knight of the Chalice	Gold 50, Res 56, Rec 46
	HP 14, Prot 18, MR 12, Mor 14, Str 12, Att 13, Def 15, Prec 10, Enc 5, CS 20, MM 16, Sacred, Wpn: Lance, Broad Sword, Hoof

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 of their neighbors to leave or face slavery and blood 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.



Mictlan, recruitable commanders	
Scout	Gold 25, Res 1, Rec 1
	HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Stone Spear, Sling
Tribal King	Gold 90, Res 15, Rec 1
	HP 13, Prot 12, MR 10, Mor 14, Str 11, Att 12, Def 11, Prec 10, Enc 6, CS 9, MM 10, FS, Sacred, Task Master +1, Ldr 80, Wpn: Obsidian Club Sword, Javelin
Mictlan Priest	Gold 65, Res 1, Rec 2
	HP 10, Prot 0, MR 13, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Ldr 10, MagLdr 5, Mag: H1?1, Wpn: Stone Dagger
Sky Priest	Gold 70, Res 1, Rec 2
	HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Patrol Bonus 10, Ldr 10, MagLdr 5, Mag: A1H1, Wpn: Dagger
Nahualli	Gold 125, Res 1, Rec 2
	HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Spirit Sight, Ldr 10, MagLdr 20, Mag: S1N2, Wpn: Stone Dagger
Rain Priest	Gold 125, Res 1, Rec 2 (can only be recruited in the capital)
	HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Ldr 10, MagLdr 10, Mag: W2H2, Wpn: Stone Dagger
Moon Priest	Gold 125, Res 1, Rec 2 (can only be recruited in the capital)
	HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Darkvision 50, Ldr 10, MagLdr 20, Mag: S2H2, Wpn: Stone Dagger
Sun Priest	Gold 135, Res 1, Rec 2 (can only be recruited in the capital)
	HP 10, Prot 0, MR 15, Mor 12, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Ldr 50, MagLdr 10, Mag: F2H2, Wpn: Stone Dagger
Priest King	Gold 210, Res 5, Rec 2 (can only be recruited in the capital)

	HP 15, Prot 3, MR 16, Mor 14, Str 11, Att 12, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Task Master +1, Ldr 120, MagLdr 10, Mag: N2H3, Wpn: Obsidian Club Sword
High Priest of the Sky	Gold 225, Res 1, Rec 2 (can only be recruited in the capital)
	HP 10, Prot 0, MR 16, Mor 14, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, FS, Fly, Sacred, Patrol Bonus 20, Ldr 45, MagLdr 15, Mag: A2H3?1, Wpn: Dagger
Couatl	Gold 300, Res 1, Rec 4 (can only be recruited in the capital)
	HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 85, Mag: S3N1H2?2, Wpn: Venomous Fangs

Mictlan, recruitable units

Warrior	Gold 9, Res 2, Rec 7
	HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Wpn: Spear, Sling
Warrior	Gold 9, Res 8, Rec 7
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 14, FS, Wpn: Spear, Sling
Warrior	Gold 9, Res 10, Rec 7
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 14, FS, Wpn: Spear, Javelin
Warrior	Gold 9, Res 13, Rec 7
	HP 10, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Mace, Javelin
Moon Warrior	Gold 12, Res 14, Rec 14
	HP 12, Prot 13, MR 12, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 12, FS, Darkvision 50, Wpn: Obsidian Club Sword
Eagle Warrior	Gold 15, Res 3, Rec 14
	HP 12, Prot 7, MR 10, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 4, CS 11, MM 16, FS, Sacred, Ambidextrous 3, Wpn: Bronze Lance, Stone Dagger
Sun Warrior	Gold 18, Res 15, Rec 18 (can only be recruited in the capital)
	HP 12, Prot 13, MR 10, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 6, CS 9, MM 10, FS, Sacred, Fire Res +5, Wpn: Bronze Hatchet, Javelin
Feathered Warrior	Gold 18, Res 13, Rec 21
	HP 10, Prot 12, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Mace, Javelin
Jaguar Warrior	Gold 26, Res 4, Rec 31 (can only be recruited in the capital)
	HP 12, Prot 7, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 16, FS, Sacred, Wpn: Obsidian Club Sword

T'ien 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.



T'ien Ch'i, recruitable commanders	
Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Imperial Consort	Gold 70, Res 1, Rec 2 HP 9, Prot 0, MR 10, Mor 10, Str 8, Att 8, Def 7, Prec 11, Enc 3, CS 8, MM 16, Stealthy 70, Wpn: Fist
Eunuch	Gold 35, Res 5, Rec 1 HP 10, Prot 3, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Patrol Bonus 15, Ldr 40, Wpn: Yak Tail Fly Whisk
General	Gold 80, Res 41, Rec 1 HP 10, Prot 15, MR 10, Mor 13, Str 10, Att 12, Def 16, Prec 8, Enc 5, CS 22, MM 16, Ldr 80, Wpn: Lance, Falchion, Hoof, Composite Bow
Ceremonial Master	Gold 45, Res 3, Rec 1 HP 9, Prot 2, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacred, Ldr 10, Mag: H1, Wpn: Yak Tail Fly Whisk
Minister of Rituals	Gold 70, Res 5, Rec 2 HP 10, Prot 3, MR 14, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacred, Ldr 10, Mag: H2, Wpn: Yak Tail Fly Whisk
Apothecary	Gold 65, Res 2, Rec 2 HP 9, Prot 0, MR 13, Mor 8, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Poison Res +5, Disease Healing 1, Ldr 10, MagLdr 5, Mag: N1, Wpn: Pestle, Poison Darts
Imperial Geomancer	Gold 65, Res 4, Rec 2 HP 9, Prot 3, MR 14, Mor 8, Str 9, Att 8, Def 9, Prec 10, Enc 4, CS 8, MM 14, Ldr 10, MagLdr 15, Mag: E1S1, Wpn: Bamboo Rod
Minister of Magic	Gold 65, Res 4, Rec 2 HP 9, Prot 3, MR 14, Mor 8, Str 9, Att 8, Def 10, Prec 10, Enc 3, CS 8, MM 16, Research +4, Ldr 10, MagLdr 10, Mag: ?1, Wpn: Bamboo Rod
Alchemist of the Five Elements	Gold 85, Res 2, Rec 2 HP 9, Prot 2, MR 14, Mor 8, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 8, MM 14, Poison Res +8, Alchemy Bonus 25, Disease Healing 1, Ldr 10, MagLdr 10, Mag: N1?1, Wpn: Pestle
Master of the Way	Gold 135, Res 1, Rec 2 (can be recruited outside forts as well) HP 9, Prot 0, MR 15, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacred, NNEat, Ldr 10, MagLdr 15, Mag: W1H1?1, Wpn: Dagger
Prince General	Gold 230, Res 38, Rec 2 (can only be recruited in the capital) HP 13, Prot 15, MR 13, Mor 16, Str 11, Att 14, Def 18, Prec 10, Enc 4, CS 22, MM 16, Sacred, Ldr 120, Wpn: Lance, Falchion, Hoof
Imperial Alchemist	Gold 225, Res 4, Rec 4 (can only be recruited in the capital) HP 9, Prot 3, MR 15, Mor 8, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 8, MM 14, Poison Res +8, Alchemy Bonus 50, Disease Healing 2, Ldr 20, MagLdr 35, Mag: F1A1W1E1N2?1, Wpn: Pestle
Celestial Master	Gold 275, Res 5, Rec 4 (can only be recruited in the capital)

HP 10, Prot 3, MR 16, Mor 10, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacred, NNEat,
Ldr 10, MagLdr 35, Mag: A1W2E1S1H2?1, Wpn: Yak Tail Fly Whisk

T'ien Ch'i, recruitable units

Footman	Gold 10, Res 9, Rec 9
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Pike
Footman	Gold 10, Res 11, Rec 9
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive
Footman	Gold 10, Res 11, Rec 9
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Archer	Gold 10, Res 12, Rec 9
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Short Sword, Composite Bow
Ministry Guardsman	Gold 12, Res 14, Rec 14
	HP 10, Prot 11, MR 10, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 4, CS 11, MM 14, Patrol Bonus 1, Wpn: Glaive
Ministry Footman	Gold 12, Res 14, Rec 14
	HP 10, Prot 11, MR 10, Mor 11, Str 10, Att 10, Def 15, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Imperial Footman	Gold 13, Res 20, Rec 16
	HP 10, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 8, CS 7, MM 10, Wpn: Spear
Imperial Archer	Gold 13, Res 21, Rec 16
	HP 10, Prot 15, MR 10, Mor 12, Str 10, Att 10, Def 9, Prec 11, Enc 6, CS 9, MM 10, Wpn: Short Sword, Composite Bow
Imperial Crossbowman	Gold 13, Res 21, Rec 16
	HP 10, Prot 15, MR 10, Mor 12, Str 10, Att 10, Def 9, Prec 11, Enc 6, CS 9, MM 10, Wpn: Short Sword, Crossbow
Imperial City Guard	Gold 14, Res 20, Rec 18
	HP 10, Prot 15, MR 10, Mor 13, Str 10, Att 11, Def 10, Prec 10, Enc 6, CS 9, MM 10, Patrol Bonus 2, Wpn: Glaive
Imperial Guard	Gold 15, Res 23, Rec 21
	HP 10, Prot 15, MR 10, Mor 13, Str 10, Att 11, Def 15, Prec 10, Enc 8, CS 7, MM 10, Wpn: Falchion
Horseman	Gold 20, Res 11, Rec 24
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 8, Enc 4, CS 24, MM 20, Wpn: Light Lance, Composite Bow
Heavy Horseman	Gold 25, Res 21, Rec 36
	HP 10, Prot 15, MR 10, Mor 11, Str 10, Att 10, Def 13, Prec 8, Enc 5, CS 23, MM 16, Wpn: Light Lance, Hoof, Composite Bow
Imperial Horseman	Gold 35, Res 29, Rec 46
	HP 10, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 15, Prec 8, Enc 5, CS 22, MM 16, Wpn: Lance, Falchion, Hoof
Red Guard	Gold 50, Res 38, Rec 46 (can only be recruited in the capital)
	HP 12, Prot 15, MR 12, Mor 15, Str 10, Att 13, Def 17, Prec 10, Enc 4, CS 20, MM 16, Sacred, Wpn: Lance, Falchion, Hoof

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, above even the priests - the Black Sorcerers, Sorceresses and their Spider Warriors. Machakans prefer hot lands.



Machaka, recruitable commanders	
Machaka Scout	Gold 25, Res 3, Rec 1 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 2, CS 13, MM 18, FS, MS, Stealthy 40, Wpn: Dagger, Short Bow
Machaka Chief	Gold 40, Res 2, Rec 1 HP 10, Prot 0, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 10, Enc 2, CS 13, MM 18, FS, Ldr 60, Wpn: Spear
Machaka Commander	Gold 70, Res 27, Rec 1 HP 12, Prot 17, MR 10, Mor 12, Str 11, Att 12, Def 14, Prec 10, Enc 7, CS 8, MM 14, FS, Ldr 80, Wpn: Machaka Spear
Spider Lord	Gold 110, Res 26, Rec 1 HP 13, Prot 17, MR 10, Mor 12, Str 11, Att 12, Def 15, Prec 10, Enc 4, CS 12, MM 14, FS, Ldr 80, Wpn: Spider Fangs, Web, Spear, Web Spit
Ear of the Lord	Gold 90, Res 3, Rec 2 HP 11, Prot 0, MR 13, Mor 12, Str 10, Att 11, Def 12, Prec 10, Enc 2, CS 13, MM 18, FS, Sacred, Stealthy 60, Mag: H1, Wpn: Short Sword
Eye of the Lord	Gold 65, Res 4, Rec 1 HP 12, Prot 0, MR 13, Mor 12, Str 11, Att 12, Def 10, Prec 10, Enc 2, CS 13, MM 18, FS, Sacred, Patrol Bonus 15, Ldr 40, Mag: H1, Wpn: Flail
Voice of the Lord	Gold 115, Res 2, Rec 2 HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 10, Def 10, Prec 10, Enc 2, CS 13, MM 18, FS, Sacred, Ldr 80, Mag: H2, Wpn: Mace
Witch Doctor	Gold 80, Res 1, Rec 2 (can also be recruited in all forests) HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Research -4, Ldr 15, UndLdr 30, MagLdr 10, Mag: F1D1N1, Wpn: Quarterstaff
Sorcerer	Gold 195, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 12, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Ldr 15, UndLdr 30, MagLdr 20, Mag: F1D1N2?1, Wpn: Quarterstaff
Bane Spider	Gold 110, Res 38, Rec 1 (can only be recruited in the capital) HP 14, Prot 19, MR 10, Mor 14, Str 11, Att 13, Def 10, Prec 10, Enc 6, CS 9, MM 12, FS, Stealthy 50, Darkvision 50, Assassin, Assassin Patience +2, Ambidextrous 2, Ldr 10, Wpn: Bane Blade, Bane Dagger
Hunter Lord	Gold 140, Res 36, Rec 1 (can only be recruited in the capital) HP 14, Prot 21, MR 12, Mor 15, Str 11, Att 13, Def 13, Prec 10, Enc 4, CS 20, MM 16, FS, Sacred, Ldr 40, Wpn: Spider Fangs, Web, Spear, Lance
Sorceress	Gold 85, Res 1, Rec 2 (can only be recruited in the capital) HP 9, Prot 0, MR 14, Mor 12, Str 9, Att 10, Def 14, Prec 10, Enc 2, CS 13, MM 18, FS, Dominion Summoner 0+ Great Spiders, Ldr 15, UndLdr 30, MagLdr 10, Mag: F1E1D1, Wpn: Quarterstaff
Black Sorcerer	Gold 210, Res 6, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 12, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 12, MM 12, FS, Ldr 20, UndLdr 60, MagLdr 20, Mag: F2E2D1?1, Wpn: Bane Blade

Machaka, recruitable units

Pygmy	Gold 5, Res 2, Rec 2 HP 4, Prot 0, MR 10, Mor 6, Str 4, Att 7, Def 7, Prec 10, Enc 2, CS 7, MM 16, FS, Wpn: Dagger, Short Bow
Machaka Militia	Gold 7, Res 2, Rec 3 HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 14, FS, Wpn: Spear
Machaka Archer	Gold 10, Res 3, Rec 9 HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Dagger, Short Bow
Machaka Warrior	Gold 10, Res 3, Rec 9 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Spear, Javelin
Machaka Warrior	Gold 10, Res 4, Rec 9 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Machaka Spear
Spider Archer	Gold 12, Res 4, Rec 20 (can be recruited in the capital and in all forests) HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Dagger, Poison Bow
Machaka Hoplite	Gold 14, Res 27, Rec 18 HP 11, Prot 17, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 7, CS 8, MM 14, FS, Wpn: Machaka Spear
Spider Warrior	Gold 25, Res 36, Rec 31 (can only be recruited in the capital) HP 12, Prot 19, MR 10, Mor 13, Str 11, Att 12, Def 7, Prec 10, Enc 6, CS 9, MM 12, FS, Stealthy 40, Darkvision 50, Ambidextrous 1, Wpn: Falchion, Dagger
Spider Rider	Gold 25, Res 4, Rec 36 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 13, MM 18, FS, Wpn: Spider Fangs, Web, Spear, Web Spit, Short Bow
Spider Knight	Gold 35, Res 26, Rec 46 HP 12, Prot 17, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 10, Enc 4, CS 12, MM 14, FS, Wpn: Spider Fangs, Web, Spear, Web Spit
Black Hunter	Gold 115, Res 36, Rec 46 (can only be recruited in the capital) HP 13, Prot 21, MR 11, Mor 14, Str 11, Att 12, Def 13, Prec 10, Enc 4, CS 20, MM 16, FS, Sacred, Wpn: Spider Fangs, Web, 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 Agartha. Here they found fabulous riches and ancient secrets. The humans replaced the Pale Ones and now most of Agartha'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.



Agartha, recruitable commanders

Agarthan Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 8, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Darkvision 50, Wpn: Dagger, Short Bow
Pale One Captain	Gold 45, Res 20, Rec 1 (can also be recruited in all caves)

	HP 22, Prot 14, MR 12, Mor 12, Str 13, Att 10, Def 10, Prec 7, Enc 5, CS 8, MM 10, Amph, NNEat, Inspirational +1, Darkvision 100, Siege Strength +5, Ldr 60, Wpn: Spear
Troglodyte Trainer	Gold 45, Res 15, Rec 1
	HP 12, Prot 13, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 8, Enc 4, CS 11, MM 14, Task Master +2, Darkvision 50, Ambidextrous 2, Ldr 20, Wpn: Whip, Short Sword
Cave Captain	Gold 70, Res 22, Rec 1
	HP 12, Prot 15, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 8, Enc 7, CS 8, MM 12, Darkvision 50, Ldr 80, Wpn: Short Sword
Attendant of the Oracles	Gold 45, Res 1, Rec 1
	HP 10, Prot 0, MR 12, Mor 9, Str 9, Att 9, Def 9, Prec 8, Enc 3, CS 10, MM 16, Sacred, Darkvision 50, Ldr 10, MagLdr 10, Mag: H1, Wpn: Dagger
Earth Reader	Gold 80, Res 1, Rec 2
	HP 10, Prot 0, MR 14, Mor 12, Str 9, Att 9, Def 12, Prec 8, Enc 3, CS 10, MM 16, Sacred, Darkvision 50, Ldr 40, MagLdr 15, Mag: E1H1, Wpn: Quarterstaff
Golem Crafter	Gold 210, Res 2, Rec 2
	HP 10, Prot 0, MR 14, Mor 12, Str 9, Att 9, Def 6, Prec 8, Enc 5, CS 9, MM 12, Sacred, Darkvision 50, Ldr 45, MagLdr 30, Mag: F1W1E2H1, Wpn: Maul
Ancient Lord	Gold 125, Res 23, Rec 1 (can only be recruited in the capital)
	HP 44, Prot 13, MR 13, Mor 14, Str 19, Att 11, Def 9, Prec 7, Enc 5, CS 13, MM 14, Sacred, Amph, NNEat, Inspirational +1, Darkvision 100, Siege Strength +5, Ldr 80, Wpn: Battleaxe
Oracle of the Ancients	Gold 375, Res 1, Rec 4 (can only be recruited in the capital)
	HP 40, Prot 6, MR 18, Mor 13, Str 18, Att 8, Def 11, Prec 7, Enc 5, CS 14, MM 16, Sacred, Amph, NNEat, Inspirational +1, Darkvision 100, Siege Strength +5, Ldr 85, UndLdr 30, MagLdr 30, Mag: E3D1H3?1, Wpn: Quarterstaff
Wet One Captain	Gold 35, Res 7, Rec 1 (can only be recruited in underwater forts)
	HP 18, Prot 10, MR 12, Mor 10, Str 12, Att 9, Def 9, Prec 7, Enc 4, CS 13, MM 12, Amph, NNEat, Darkvision 100, Siege Strength +2, Ldr 60, Wpn: Bone Trident

Agartha, recruitable units	
Pale One Soldier	Gold 9, Res 16, Rec 18
	HP 18, Prot 12, MR 12, Mor 10, Str 12, Att 8, Def 9, Prec 7, Enc 4, CS 9, MM 12, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Spear
Wet One	Gold 9, Res 1, Rec 18
	HP 18, Prot 2, MR 12, Mor 10, Str 12, Att 8, Def 8, Prec 7, Enc 3, CS 10, MM 14, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Stone Spear
Agarthan Heavy Infantry	Gold 10, Res 27, Rec 9
	HP 10, Prot 18, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 8, Enc 8, CS 7, MM 10, Darkvision 50, Wpn: Short Sword
Agarthan Infantry	Gold 10, Res 22, Rec 9
	HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 8, Enc 7, CS 8, MM 12, Darkvision 50, Wpn: Short Sword
Agarthan Light Infantry	Gold 10, Res 10, Rec 9
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 8, Enc 5, CS 10, MM 14, Darkvision 50, Wpn: Short Sword
Defender of the Halls	Gold 13, Res 26, Rec 26
	HP 20, Prot 14, MR 12, Mor 12, Str 13, Att 9, Def 13, Prec 7, Enc 7, CS 6, MM 10, PAmph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Short Sword

Ancient One	Gold 40, Res 27, Rec 32 (can only be recruited in the capital) HP 40, Prot 15, MR 13, Mor 12, Str 18, Att 10, Def 11, Prec 7, Enc 6, CS 12, MM 12, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +5, Wpn: Spear, Throw Rocks
Ancient Stone Hurler	Gold 40, Res 13, Rec 32 (can only be recruited in the capital) HP 42, Prot 10, MR 13, Mor 11, Str 20, Att 9, Def 7, Prec 9, Enc 5, CS 13, MM 14, Sacred, Amph, NNEat, Darkvision 100, Siege Strength +10, Wpn: Fist, Boulder
Shard Guard	Gold 45, Res 31, Rec 30 (can only be recruited in the capital) HP 28, Prot 16, MR 14, Mor 13, Str 14, Att 10, Def 11, Prec 9, Enc 5, CS 5, MM 8, Sacred, Amph, NNEat, Cold Res +5, Poison Res +15, Darkvision 100, Siege Strength +2, Wpn: Shard Glaive
Troglodyte Slave	Gold 50, Res 1, Rec 40 HP 37, Prot 7, MR 8, Mor 12, Str 23, Att 12, Def 9, Prec 5, Enc 2, CS 16, MM 18, Trample, Darkvision 100, Wpn: Claws
Wet One	Gold 9, Res 5, Rec 18 (can only be recruited in underwater forts) HP 18, Prot 10, MR 12, Mor 10, Str 12, Att 9, Def 8, Prec 7, Enc 4, CS 13, MM 12, Amph, NNEat, Darkvision 100, Siege Strength +2, Wpn: Stone 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, as they would burn to cinders in the glowing hands of the Abysians. The war machine of Abysia also includes salamanders, lizard-like 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.



Abysia, recruitable commanders

Slayer	Gold 70, Res 10, Rec 1 HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 10, Prec 7, Enc 3, CS 10, MM 12, WS, Stealthy 60, Fire Res +25, Darkvision 50, Heat 3, Assassin, Assassin Patience +1, Ambidextrous 3, Wpn: Poison Dagger, Poison Dagger
Beast Trainer	Gold 45, Res 41, Rec 1 HP 19, Prot 18, MR 13, Mor 13, Str 15, Att 10, Def 6, Prec 7, Enc 6, CS 9, MM 10, WS, Fire Res +25, Animal Awe +4, Darkvision 50, Heat 3, Ldr 10, MagLdr 10, Wpn: Iron Prod
Warlord	Gold 80, Res 38, Rec 1 HP 19, Prot 18, MR 12, Mor 13, Str 15, Att 12, Def 6, Prec 7, Enc 6, CS 8, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Ambidextrous 2, Ldr 80, Wpn: Axe, Axe
Anathemant Salamander	Gold 185, Res 1, Rec 2 HP 14, Prot 0, MR 15, Mor 13, Str 13, Att 10, Def 8, Prec 9, Enc 3, CS 9, MM 12, WS, Sacred, Fire Res +25, Darkvision 50, Heat 3, Ldr 50, UndLdr 10, MagLdr 10, Mag: F2H2, Wpn: Dagger
Anathemant Dragon	Gold 285, Res 2, Rec 4 HP 13, Prot 0, MR 17, Mor 13, Str 13, Att 11, Def 8, Prec 10, Enc 4, CS 9, MM 10, WS, Sacred, Fire Res +25, Darkvision 50, Heat 3, Ldr 55, UndLdr 10, MagLdr 20, Mag: F3E1H3, Wpn: Mace
Warlock Apprentice	Gold 135, Res 1, Rec 2 (can only be recruited in the capital) HP 15, Prot 0, MR 14, Mor 10, Str 13, Att 10, Def 8, Prec 8, Enc 3, CS 10, MM 12, WS, Fire Res +25, Darkvision 50, Heat 3, Adept Cross Breeder +2, Ldr 10, UndLdr 10, MagLdr 20, Mag: S1B2, Wpn: Dagger
Demonbred	Gold 265, Res 1, Rec 4 (can only be recruited in the capital) HP 17, Prot 6, MR 17, Mor 14, Str 14, Att 11, Def 9, Prec 7, Enc 2, CS 8, MM 22, WS, Fly, Sacred, Fire Res +25, Darkvision 50, Heat 3, Blood Searcher 1, Ldr 90, UndLdr 50, MagLdr 20, Mag: F2B2H2, Wpn: Claw, Claw

Warlock	Gold 285, Res 1, Rec 2 (can only be recruited in the capital)
	HP 15, Prot 0, MR 15, Mor 11, Str 13, Att 11, Def 6, Prec 9, Enc 6, CS 8, MM 8, WS, Fire Res +25, Darkvision 50, Heat 3, Adept Cross Breeder +6, Ldr 10, UndLdr 25, MagLdr 45, Mag: S2B3?1, Wpn: Dagger

Abysia, recruitable units	
Humanbred	Gold 13, Res 10, Rec 10
	HP 12, Prot 9, MR 11, Mor 10, Str 11, Att 10, Def 13, Prec 8, Enc 5, CS 9, MM 14, WS, Fire Res +15, Wpn: Axe
Humanbred	Gold 14, Res 10, Rec 12
	HP 12, Prot 9, MR 11, Mor 10, Str 11, Att 10, Def 14, Prec 8, Enc 5, CS 9, MM 14, WS, Fire Res +15, Wpn: Spear
Abysian Infantry	Gold 20, Res 26, Rec 8
	HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 7, Prec 7, Enc 6, CS 7, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Wpn: Battleaxe
Abysian Infantry	Gold 20, Res 26, Rec 8
	HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 5, Prec 7, Enc 6, CS 7, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Wpn: Flail
Abysian Infantry	Gold 20, Res 27, Rec 8
	HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 11, Prec 7, Enc 8, CS 5, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Wpn: Axe
Abysian Infantry	Gold 20, Res 28, Rec 8
	HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 10, Prec 7, Enc 8, CS 5, MM 10, WS, Fire Res +25, Darkvision 50, Heat 3, Wpn: Morningstar
Lava Warrior	Gold 30, Res 28, Rec 14 (can only be recruited in the capital)
	HP 17, Prot 18, MR 12, Mor 14, Str 14, Att 11, Def 3, Prec 10, Enc 6, CS 7, MM 10, WS, Sacred, Fire Res +25, Darkvision 50, Heat 3, Ambidextrous 1, Heat Power 1, Wpn: Morningstar, Morningstar
Salamander	Gold 50, Res 1, Rec 15
	HP 20, Prot 10, MR 13, Mor 9, Str 9, Att 10, Def 8, Prec 10, Enc 20, CS 12, MM 16, WS, Fire Res +25, Heat 6, Heat Power 1, Wpn: Fire Flare, Bite

Caelum, Reign of the Seraphim

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. The Raptor clan was accepted by the Yazatas even though they were held responsible for the corruption of Catharsis. When the Harab Seraphs of the Raptor clan began to study dark magic once more, the purifying flames were tainted and Catharsis became Anthrax, King of Banefires. As a result many of the Seraphines died from a wasting disease and their sacred task was abandoned. The Harab Seraphs were condemned and civil war broke out. The Raptor Clan was banished and scattered across the world. The last of the Eagle Kings disappeared and were replaced by the High Seraphs of the Airya clan. The Seraphs are administrators, judges and temporal leaders of Caelum. They are masters of Air magic and craft the magical ice that 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 Airyas live in the coldest mountain peaks and are unaffected by low temperatures. They are thin and light. Spire Horn Caelians are less resistant to cold but have partial resistance to lightning. Since the fall of the Harab Seraphs more of them have turned to martial occupations. The Caelians are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops, such as huge Mammoths.



Caelum, recruitable commanders	
Caelian Scout	Gold 25, Res 13, Rec 1
	HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 12, Prec 12, Enc 5, CS 8, MM 22, Fly, Stealthy 55, Shock Res +5, Cold Res +5, Ice Protection 1, Storm Immunity, Wpn: Ice Blade
Airya Noble	Gold 50, Res 38, Rec 1

	HP 11, Prot 17, MR 12, Mor 13, Str 10, Att 12, Def 16, Prec 13, Enc 7, CS 6, MM 20, Fly, Cold Res +15, Ice Protection 2, Ldr 60, Wpn: Ice Sword
Storm General	Gold 70, Res 36, Rec 1
	HP 11, Prot 15, MR 11, Mor 14, Str 10, Att 12, Def 16, Prec 11, Enc 6, CS 7, MM 22, Fly, Shock Res +8, Cold Res +8, Ice Protection 2, Storm Immunity, Ldr 80, Wpn: Ice Blade
Seraphine	Gold 70, Res 2, Rec 1
	HP 8, Prot 0, MR 14, Mor 13, Str 8, Att 9, Def 8, Prec 11, Enc 4, CS 8, MM 22, Fly, Sacred, Stealthy 65, Cold Res +15, Ldr 40, Mag: H1, Wpn: Ice Knife
Ice Crafter	Gold 45, Res 3, Rec 2
	HP 9, Prot 0, MR 14, Mor 12, Str 9, Att 8, Def 6, Prec 12, Enc 4, CS 8, MM 22, Fly, Forge Bonus 1, Cold Res +15, Ldr 10, MagLdr 5, Mag: W1, Wpn: Hammer
Spire Horn Seraph	Gold 45, Res 1, Rec 2
	HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 10, Prec 13, Enc 4, CS 8, MM 22, Fly, Shock Res +5, Cold Res +5, Storm Immunity, Ldr 10, MagLdr 5, Mag: A1, Wpn: Quarterstaff
Caelian Seraph	Gold 125, Res 2, Rec 2
	HP 9, Prot 0, MR 15, Mor 11, Str 9, Att 9, Def 8, Prec 12, Enc 4, CS 8, MM 22, Fly, Cold Res +15, Ldr 10, MagLdr 15, Mag: A2W1, Wpn: Ice Knife
High Seraph	Gold 255, Res 3, Rec 4
	HP 9, Prot 0, MR 16, Mor 12, Str 9, Att 9, Def 6, Prec 12, Enc 6, CS 8, MM 18, Fly, Cold Res +15, Ldr 40, MagLdr 30, Mag: A3W2?1, Wpn: Ice Mace

Caelum, recruitable units

Spire Horn Militia	Gold 8, Res 5, Rec 5
	HP 10, Prot 6, MR 11, Mor 8, Str 10, Att 8, Def 7, Prec 11, Enc 4, CS 9, MM 22, Fly, Shock Res +5, Cold Res +5, Wpn: Ice Spear
Spire Horn Archer	Gold 10, Res 6, Rec 9
	HP 9, Prot 6, MR 11, Mor 10, Str 9, Att 10, Def 9, Prec 12, Enc 4, CS 9, MM 22, Fly, Shock Res +5, Cold Res +5, Storm Immunity, Wpn: Ice Knife, Short Bow
Airy Light Infantry	Gold 10, Res 11, Rec 9
	HP 9, Prot 8, MR 12, Mor 10, Str 9, Att 10, Def 11, Prec 11, Enc 5, CS 8, MM 22, Fly, Cold Res +15, Ice Protection 1, Wpn: Ice Lance
Spire Horn Warrior	Gold 10, Res 7, Rec 9
	HP 10, Prot 6, MR 11, Mor 10, Str 10, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, Shock Res +5, Cold Res +5, Storm Immunity, Wpn: Ice Lance
Wingless	Gold 10, Res 11, Rec 9 (can only be recruited in the capital)
	HP 9, Prot 8, MR 11, Mor 14, Str 9, Att 10, Def 12, Prec 11, Enc 4, CS 11, MM 16, Wpn: Ice Lance
Airy Infantry	Gold 10, Res 16, Rec 9
	HP 9, Prot 11, MR 12, Mor 10, Str 9, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, Cold Res +15, Ice Protection 1, Wpn: Ice Blade
Iceclad	Gold 15, Res 40, Rec 21
	HP 9, Prot 17, MR 12, Mor 12, Str 9, Att 11, Def 13, Prec 11, Enc 7, CS 6, MM 20, Fly, Cold Res +15, Ice Protection 2, Wpn: Ice Lance
Storm Guard	Gold 15, Res 31, Rec 21
	HP 10, Prot 14, MR 11, Mor 11, Str 10, Att 11, Def 14, Prec 11, Enc 6, CS 7, MM 22, Fly, Shock Res +8, Cold Res +8, Ice Protection 2, Storm Immunity, Wpn: Ice Lance
Temple Guard	Gold 20, Res 42, Rec 23 (can only be recruited in the capital)
	HP 10, Prot 17, MR 13, Mor 13, Str 10, Att 12, Def 16, Prec 11, Enc 6, CS 9, MM 14, Sacred, Cold Res +15, Ice Protection 2, Wpn: Ice Blade
Blizzard Warrior	Gold 20, Res 13, Rec 23 (can only be recruited in the capital)
	HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 8, Prec 12, Enc 3, CS 12, MM 16, Sacred, Cold Res +15, Ice Protection 1, Wpn: Ice Knife, Frost Bow

Mammoth	Gold 120, Res 20, Rec 30
	HP 72, Prot 13, MR 5, Mor 10, Str 21, Att 10, Def 5, Prec 11, Enc 3, CS 16, MM 22, Trample, Cold Res +15, Wpn: Tusk

C'tis, Miasma

C'tis is a swampy river valley surrounded by sandy deserts. In the fertile valley a sacral kingdom of lizard-like 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 poisons. 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 rain and oppressive heat turn the lands 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, soldiers inside the Dominion will suffer from disease. The New God and all their sacred units are immune to this effect.



C'tis, recruitable commanders

Taskmaster	Gold 30, Res 2, Rec 1
	HP 13, Prot 5, MR 12, Mor 11, Str 11, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 14, SS, Poison Res +7, Task Master +2, Ldr 40, Wpn: Whip
Commander of C'tis	Gold 40, Res 15, Rec 1
	HP 13, Prot 16, MR 12, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 7, CS 7, MM 10, SS, Poison Res +7, Ldr 60, Wpn: Spear
Lizard Lord	Gold 70, Res 21, Rec 1
	HP 14, Prot 18, MR 13, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 8, CS 6, MM 8, SS, Poison Res +7, Ldr 80, Wpn: Falchion
Hierodule	Gold 30, Res 1, Rec 1
	HP 10, Prot 4, MR 14, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacred, Poison Res +7, Mag: H1, Wpn: Claw
High Priest of C'tis	Gold 80, Res 1, Rec 2
	HP 11, Prot 6, MR 16, Mor 11, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacred, Poison Res +7, Ldr 40, Mag: H2, Wpn: Claw
Lizard King	Gold 230, Res 5, Rec 4
	HP 17, Prot 5, MR 18, Mor 14, Str 12, Att 13, Def 14, Prec 10, Enc 4, CS 11, MM 14, SS, Sacred, Poison Res +7, Ldr 120, Mag: H3, Wpn: Falchion
Shaman	Gold 90, Res 2, Rec 2
	HP 13, Prot 4, MR 14, Mor 13, Str 11, Att 11, Def 8, Prec 10, Enc 4, CS 10, MM 14, SS, Sacred, Poison Res +5, Ldr 10, MagLdr 15, Mag: S1N1, Wpn: Mace, Bite
Marshmaster	Gold 235, Res 1, Rec 2
	HP 11, Prot 5, MR 16, Mor 10, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Poison Res +10, Ldr 10, UndLdr 90, MagLdr 15, Mag: W1D2N2?1, Wpn: Claw
Sobek General	Gold 140, Res 28, Rec 1 (can only be recruited in the capital)
	HP 29, Prot 20, MR 15, Mor 14, Str 15, Att 13, Def 8, Prec 8, Enc 7, CS 9, MM 10, SS, Sacred, Poison Res +8, Task Master +1, Ldr 80, Wpn: Falchion, Bite
Empoisoner	Gold 90, Res 6, Rec 2 (can only be recruited in the capital)
	HP 11, Prot 6, MR 17, Mor 11, Str 10, Att 11, Def 11, Prec 12, Enc 4, CS 9, MM 14, SS, Stealthy 55, Poison Res +15, Assassin, Assassin Patience +2, Ldr 10, UndLdr 30, MagLdr 5, Mag: D1N1, Wpn: Poison Dagger, Poison Sling

C'tis, recruitable units

Militia	Gold 7, Res 2, Rec 5 HP 11, Prot 5, MR 12, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 10, SS, Poison Res +7, Wpn: Spear
Heavy Infantry	Gold 10, Res 15, Rec 11 HP 11, Prot 16, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 7, CS 7, MM 10, SS, Poison Res +7, Wpn: Spear
City Guard	Gold 10, Res 10, Rec 11 HP 11, Prot 12, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 8, MM 12, SS, Poison Res +7, Wpn: Spear
Light Infantry	Gold 10, Res 5, Rec 11 HP 11, Prot 5, MR 12, Mor 9, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 9, MM 14, SS, Poison Res +7, Wpn: Spear, Javelin
Slave Warrior	Gold 13, Res 3, Rec 8 HP 13, Prot 3, MR 11, Mor 8, Str 11, Att 11, Def 9, Prec 10, Enc 4, CS 11, MM 14, SS, Poison Res +5, Wpn: Trident, Bite
Runner	Gold 13, Res 2, Rec 8 HP 12, Prot 3, MR 11, Mor 8, Str 11, Att 11, Def 8, Prec 10, Enc 3, CS 16, MM 18, SS, Poison Res +5, Wpn: Spear, Bite
Falchioneer	Gold 13, Res 17, Rec 18 HP 11, Prot 15, MR 12, Mor 10, Str 10, Att 11, Def 10, Prec 10, Enc 6, CS 9, MM 12, SS, Poison Res +7, Ambidextrous 2, Wpn: Falchion, Falchion
Elite Warrior	Gold 15, Res 9, Rec 9 HP 13, Prot 10, MR 11, Mor 9, Str 11, Att 12, Def 9, Prec 10, Enc 5, CS 10, MM 12, SS, Poison Res +5, Wpn: Trident, Bite
Swamp Guard	Gold 19, Res 21, Rec 22 (can only be recruited in the capital) HP 13, Prot 18, MR 13, Mor 11, Str 11, Att 11, Def 12, Prec 10, Enc 8, CS 6, MM 8, SS, Sacred, Poison Res +8, Wpn: Falchion
Poison Slinger	Gold 25, Res 6, Rec 32 (can only be recruited in the capital) HP 11, Prot 5, MR 12, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, SS, Poison Res +8, Wpn: Dagger, Poison Sling
Sobek Warrior	Gold 30, Res 31, Rec 13 (can only be recruited in the capital) HP 25, Prot 20, MR 13, Mor 13, Str 14, Att 12, Def 10, Prec 8, Enc 8, CS 8, MM 10, SS, Poison Res +8, Wpn: Falchion, Bite
Sobek Sacred Guard	Gold 55, Res 37, Rec 33 (max 1/month) (can only be recruited in the capital) HP 37, Prot 21, MR 14, Mor 14, Str 16, Att 13, Def 8, Prec 8, Enc 7, CS 9, MM 12, SS, Sacred, Poison Res +8, Wpn: Halberd, Bite

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.



Pangaea, recruitable commanders	
Black Harpy	Gold 25, Res 1, Rec 1 (can also be recruited in all forests) HP 8, Prot 0, MR 11, Mor 10, Str 8, Att 9, Def 9, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealthy 60, Ldr 10, Wpn: Claw, Claw
Satyr Commander	Gold 40, Res 23, Rec 1 (can also be recruited in all forests) HP 16, Prot 16, MR 13, Mor 12, Str 11, Att 12, Def 15, Prec 10, Enc 7, CS 10, MM 16, FS, Recup, Stealthy 40, Ldr 40, Wpn: Spear
Minotaur Lord	Gold 70, Res 35, Rec 1 HP 27, Prot 18, MR 11, Mor 15, Str 17, Att 10, Def 7, Prec 9, Enc 8, CS 10, MM 14, FS, Recup, Trample, Ldr 60, Wpn: Battleaxe
Centaur Commander	Gold 75, Res 32, Rec 1 HP 22, Prot 19, MR 13, Mor 12, Str 13, Att 11, Def 14, Prec 12, Enc 8, CS 19, MM 16, FS, Recup, Inspirational -1, Ldr 80, Wpn: Light Lance, Hoof
Centaur Hierophant	Gold 120, Res 4, Rec 2 (can also be recruited in all forests) HP 23, Prot 3, MR 15, Mor 13, Str 14, Att 11, Def 14, Prec 13, Enc 3, CS 30, MM 22, FS, Sacred, Recup, Stealthy 40, Inspirational +1, Ldr 40, MagLdr 5, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride Hierophantide	Gold 120, Res 3, Rec 2 (can also be recruited in all forests) HP 20, Prot 3, MR 15, Mor 14, Str 12, Att 11, Def 15, Prec 13, Enc 3, CS 32, MM 22, FS, Sacred, Recup, Stealthy 40, Inspirational +1, Ldr 40, MagLdr 5, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Short Bow
Dryad	Gold 220, Res 1, Rec 2 HP 11, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Sacred, Recup, Stealthy 65, Awe +3, Seduction , Ldr 40, MagLdr 10, Mag: N1H2?1, Wpn: Hoof
Pan	Gold 305, Res 1, Rec 4 HP 27, Prot 7, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 2, CS 15, MM 18, FS, Recup, Stealthy 40, Animal Awe +3, Ldr 80, UndLdr 5, MagLdr 35, Mag: E2N3?1, Wpn: Quarterstaff
Pandemoniac	Gold 255, Res 1, Rec 4 (can only be recruited in the capital) HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Stealthy 40, Ldr 80, UndLdr 10, MagLdr 25, Mag: N3B2, Wpn: Quarterstaff
Pangaea, recruitable units	
Harpy	Gold 7, Res 1, Rec 3 HP 7, Prot 0, MR 11, Mor 8, Str 8, Att 8, Def 10, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealthy 40, Wpn: Claw, Claw
Satyr Sneak	Gold 9, Res 3, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 60, Wpn: Bronze Spear
Satyr	Gold 9, Res 4, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 40, Wpn: Bronze Spear, Javelin
Satyr	Gold 9, Res 4, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 40, Wpn: Bronze Spear
Satyr Hoplite	Gold 14, Res 24, Rec 24

	HP 14, Prot 16, MR 13, Mor 10, Str 11, Att 12, Def 14, Prec 10, Enc 7, CS 10, MM 16, FS, Recup, Wpn: Bronze Spear
Reveler	Gold 16, Res 3, Rec 14
	HP 15, Prot 7, MR 13, Mor 12, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 14, MM 18, FS, Recup, Stealthy 40, Wpn: Bronze Spear, Hoof
Centaur	Gold 25, Res 4, Rec 12
	HP 20, Prot 3, MR 13, Mor 11, Str 13, Att 10, Def 13, Prec 12, Enc 3, CS 30, MM 22, FS, Recup, Stealthy 40, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride	Gold 25, Res 3, Rec 12
	HP 18, Prot 3, MR 13, Mor 11, Str 12, Att 10, Def 14, Prec 13, Enc 3, CS 32, MM 22, FS, Recup, Stealthy 40, Wpn: Hoof, Bronze Dagger, Short Bow
Centauride Warrior	Gold 30, Res 11, Rec 17
	HP 18, Prot 9, MR 13, Mor 12, Str 12, Att 11, Def 17, Prec 12, Enc 4, CS 31, MM 22, FS, Recup, Stealthy 40, Wpn: Bronze Spear, Hoof, Javelin
Centauride Cataphract	Gold 30, Res 28, Rec 17
	HP 18, Prot 15, MR 13, Mor 11, Str 12, Att 12, Def 15, Prec 12, Enc 8, CS 27, MM 16, FS, Recup, Wpn: Bronze Lance, Hoof, Javelin
Centaur Cataphract	Gold 35, Res 32, Rec 21
	HP 22, Prot 19, MR 13, Mor 11, Str 13, Att 11, Def 13, Prec 12, Enc 8, CS 19, MM 16, FS, Recup, Wpn: Bronze Lance, Hoof
Centaur Warrior	Gold 35, Res 11, Rec 21
	HP 22, Prot 9, MR 13, Mor 12, Str 14, Att 10, Def 16, Prec 12, Enc 4, CS 29, MM 22, FS, Recup, Stealthy 40, Wpn: Bronze Lance, Hoof
Minotaur	Gold 40, Res 8, Rec 6
	HP 25, Prot 9, MR 11, Mor 13, Str 16, Att 8, Def 7, Prec 8, Enc 4, CS 14, MM 18, FS, Recup, Trample, Wpn: Double Axe
War Minotaur	Gold 50, Res 28, Rec 18
	HP 25, Prot 13, MR 11, Mor 14, Str 16, Att 9, Def 7, Prec 8, Enc 6, CS 12, MM 16, FS, Recup, Trample, Wpn: Double Axe
White Centaur	Gold 55, Res 12, Rec 29 (can only be recruited in the capital)
	HP 23, Prot 9, MR 14, Mor 12, Str 14, Att 11, Def 17, Prec 13, Enc 4, CS 29, MM 22, FS, Sacred, Recup, Stealthy 40, Wpn: Light Lance, Hoof, Javelin

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.



Asphodel, recruitable commanders

Black Harpy	Gold 25, Res 1, Rec 1 (can also be recruited in all forests)
	HP 8, Prot 0, MR 11, Mor 10, Str 8, Att 9, Def 9, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealthy 60, Ldr 10, Wpn: Claw, Claw
Minotaur Lord	Gold 70, Res 8, Rec 1 (can also be recruited in all forests)
	HP 29, Prot 9, MR 11, Mor 15, Str 17, Att 11, Def 9, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Trample, Ldr 60, Wpn: Battleaxe

Centaur Hierophant	Gold 120, Res 4, Rec 2 (can also be recruited in all forests)
	HP 23, Prot 3, MR 15, Mor 13, Str 14, Att 11, Def 13, Prec 13, Enc 3, CS 30, MM 22, FS, Sacred, Recup, Stealthy 40, Inspirational +1, Ldr 40, UndLdr 10, MagLdr 5, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride Hierophantide	Gold 120, Res 3, Rec 2 (can also be recruited in all forests)
	HP 20, Prot 3, MR 15, Mor 14, Str 12, Att 11, Def 15, Prec 13, Enc 3, CS 32, MM 22, FS, Sacred, Recup, Stealthy 40, Inspirational +1, Ldr 40, UndLdr 40, MagLdr 5, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Short Bow
Black Dryad	Gold 140, Res 1, Rec 2
	HP 11, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Sacred, Recup, Stealthy 60, Ldr 40, UndLdr 70, MagLdr 5, Mag: D1N1H2, Wpn: Hoof
Dryad Hag	Gold 255, Res 1, Rec 2
	HP 11, Prot 0, MR 17, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 3, CS 15, MM 18, FS, Sacred, Recup, Stealthy 60, Ldr 10, UndLdr 70, MagLdr 15, Mag: D1N2H2?1, Wpn: Quarterstaff, Hoof
Panic Apostate	Gold 300, Res 1, Rec 4
	HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Stealthy 40, Animal Awe +1, Ldr 80, UndLdr 130, MagLdr 20, Mag: D2N3?1, Wpn: Quarterstaff

Asphodel, recruitable units

Harpy	Gold 7, Res 1, Rec 3
	HP 7, Prot 0, MR 11, Mor 8, Str 8, Att 8, Def 10, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealthy 40, Wpn: Claw, Claw
Satyr Sneak	Gold 9, Res 3, Rec 6
	HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 60, Wpn: Bronze Spear
Satyr	Gold 9, Res 4, Rec 6
	HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 40, Wpn: Bronze Spear, Javelin
Satyr Warrior	Gold 13, Res 5, Rec 21
	HP 14, Prot 6, MR 13, Mor 10, Str 11, Att 11, Def 15, Prec 10, Enc 5, CS 12, MM 18, FS, Recup, Wpn: Bronze Spear
Centaur	Gold 25, Res 4, Rec 12
	HP 20, Prot 3, MR 13, Mor 11, Str 13, Att 10, Def 13, Prec 12, Enc 3, CS 30, MM 22, FS, Recup, Stealthy 40, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride	Gold 25, Res 3, Rec 12
	HP 18, Prot 3, MR 13, Mor 11, Str 12, Att 10, Def 14, Prec 13, Enc 3, CS 32, MM 22, FS, Recup, Stealthy 40, Wpn: Hoof, Bronze Dagger, Short Bow
Centauride Warrior	Gold 30, Res 11, Rec 17
	HP 18, Prot 9, MR 13, Mor 12, Str 12, Att 11, Def 17, Prec 12, Enc 4, CS 31, MM 22, FS, Recup, Stealthy 40, Wpn: Bronze Spear, Hoof, Javelin
Centaur Warrior	Gold 35, Res 11, Rec 21
	HP 22, Prot 9, MR 13, Mor 12, Str 14, Att 10, Def 16, Prec 12, Enc 4, CS 29, MM 22, FS, Recup, Stealthy 40, Wpn: Light Lance, Hoof
Minotaur	Gold 40, Res 8, Rec 6
	HP 25, Prot 9, MR 11, Mor 13, Str 16, Att 8, Def 7, Prec 8, Enc 4, CS 14, MM 18, FS, Recup, Trample, Wpn: Double Axe
Minotaur Warrior	Gold 50, Res 10, Rec 18
	HP 27, Prot 9, MR 11, Mor 14, Str 17, Att 9, Def 8, Prec 8, Enc 3, CS 15, MM 18, FS, Recup, Trample, Wpn: Double Axe
Black Centaur	Gold 55, Res 12, Rec 29 (can only be recruited in the capital)

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 wolveren 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.



Vanheim, recruitable commanders	
Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Herse	Gold 40, Res 22, Rec 1 HP 12, Prot 15, MR 11, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 60, Wpn: Broad Sword, Javelin
Vanherse	Gold 140, Res 16, Rec 2 HP 14, Prot 13, MR 16, Mor 13, Str 12, Att 14, Def 19, Prec 13, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Army Sail 999 size pnts, Ship Size 3, Ldr 60, MagLdr 5, Mag: A1H1, Wpn: Light Lance, Hoof, Javelin
Vanjarl	Gold 275, Res 18, Rec 2 HP 15, Prot 13, MR 17, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Army Sail 999 size pnts, Ship Size 3, Ldr 80, UndLdr 5, MagLdr 15, Mag: A2B1H2, Wpn: Broad Sword, Hoof, Javelin
Dwarven Smith	Gold 140, Res 2, Rec 4 (can only be recruited in the capital) HP 9, Prot 4, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 1, Darkvision 50, Ldr 10, MagLdr 15, Mag: E2?1, Wpn: Hammer
Vanadrott	Gold 410, Res 19, Rec 4 (can only be recruited in the capital) HP 15, Prot 12, MR 18, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 26, MM 28, Glamour, Sacred, Stealthy 65, Army Sail 999 size pnts, Ship Size 3, Ldr 120, UndLdr 5, MagLdr 25, Mag: A3B1H2?1, Wpn: Light Lance, Hoof, Javelin

Vanheim, recruitable units	
Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Axe, Javelin
Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Wpn: Spear, Javelin
Hirdman	Gold 12, Res 20, Rec 14 HP 10, Prot 16, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 9, MM 12, Wpn: Spear
Hirdman	Gold 12, Res 22, Rec 14 HP 10, Prot 16, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Wpn: Broad Sword
Einhere	Gold 25, Res 21, Rec 31 HP 12, Prot 16, MR 10, Mor 13, Str 12, Att 11, Def 9, Prec 10, Enc 5, CS 11, MM 12, Ambidextrous 1, Wpn: Broad Sword, Axe
Skinshifter	Gold 25, Res 7, Rec 31

	HP 13, Prot 5, MR 10, Mor 12, Str 12, Att 10, Def 11, Prec 10, Enc 3, CS 12, MM 16, FS, Regeneration 10%, Wpn: Great Sword
Valkyrie	Gold 45, Res 15, Rec 29 (can only be recruited in the capital)
	HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 26, Fly, Glamour, Sacred, Stealthy 65, Spirit Sight, Wpn: Light Lance
Van	Gold 65, Res 16, Rec 48 (can only be recruited in the capital)
	HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 19, Prec 12, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Wpn: Light Lance, Hoof, Javelin
Fay Boar	Gold 100, Res 1, Rec 30 (can only be recruited in the capital)
	HP 18, Prot 4, MR 14, Mor 18, Str 12, Att 10, Def 9, Prec 5, Enc 2, CS 14, MM 22, FS, Trample, Supply Bonus 50, Wpn: Gore

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.



Jotunheim, recruitable commanders	
Jotun Scout	Gold 55, Res 7, Rec 1 HP 32, Prot 12, MR 13, Mor 13, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, MS, Sacred, Stealthy 40, Cold Res +15, Wpn: Spear, Javelin
Chief	Gold 50, Res 5, Rec 1 (can also be recruited in all forests) HP 10, Prot 9, MR 12, Mor 10, Str 9, Att 10, Def 15, Prec 10, Enc 4, CS 22, MM 20, FS, Stealthy 40, Pillage +2, Ldr 40, Wpn: Short Sword, Bite
Jotun Herse	Gold 75, Res 41, Rec 1 HP 32, Prot 18, MR 12, Mor 13, Str 21, Att 12, Def 13, Prec 10, Enc 6, CS 13, MM 14, Sacred, Cold Res +15, Ldr 60, Wpn: Broad Sword
Jotun Gode	Gold 110, Res 19, Rec 2 HP 32, Prot 13, MR 14, Mor 13, Str 21, Att 11, Def 14, Prec 10, Enc 5, CS 14, MM 16, FS, Sacred, Cold Res +15, Ldr 40, Mag: H2, Wpn: Broad Sword
Jotun Jarl	Gold 130, Res 41, Rec 1 HP 35, Prot 18, MR 13, Mor 14, Str 22, Att 12, Def 13, Prec 10, Enc 6, CS 13, MM 14, Sacred, Cold Res +15, Ldr 80, Mag: H1, Wpn: Broad Sword
Vaetti Hag	Gold 40, Res 2, Rec 2 (can also be recruited in all forests) HP 7, Prot 7, MR 14, Mor 9, Str 8, Att 8, Def 5, Prec 10, Enc 6, CS 9, MM 8, FS, Stealthy 40, Research -2, Ldr 10, UndLdr 5, MagLdr 5, Mag: ?1, Wpn: Slap
Jotun Skratti	Gold 255, Res 3, Rec 4 HP 32, Prot 11, MR 17, Mor 12, Str 21, Att 11, Def 12, Prec 10, Enc 5, CS 15, MM 16, FS, Cold Res +15, Ldr 10, UndLdr 15, MagLdr 25, Mag: W2B2?1, Wpn: Quarterstaff
Gygja	Gold 225, Res 3, Rec 2 (can only be recruited in the capital) HP 38, Prot 9, MR 17, Mor 12, Str 18, Att 8, Def 9, Prec 10, Enc 5, CS 13, MM 16, FS, Cold Res +15, Ldr 40, UndLdr 65, MagLdr 20, Mag: D1N1B1?2, Wpn: Slap, Quarterstaff

Jotunheim, recruitable units

Vaetti	Gold 7, Res 4, Rec 4 HP 8, Prot 8, MR 12, Mor 9, Str 9, Att 10, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Stealthy 40, Wpn: Spear
Wolf Rider	Gold 15, Res 4, Rec 17 HP 8, Prot 8, MR 12, Mor 9, Str 9, Att 10, Def 14, Prec 10, Enc 4, CS 22, MM 20, FS, Stealthy 40, Pillage +1, Wpn: Spear, Bite
Jotun Militia	Gold 20, Res 15, Rec 11 HP 30, Prot 13, MR 12, Mor 10, Str 18, Att 8, Def 9, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Axe
Moose Riders	Gold 25, Res 5, Rec 28 HP 38, Prot 4, MR 5, Mor 9, Str 16, Att 9, Def 9, Prec 8, Enc 3, CS 24, MM 22, FS, Stealthy 40, Wpn: Kick, Antlers, Short Bow, Short Bow
Jotun Javelinist	Gold 30, Res 17, Rec 17 HP 30, Prot 13, MR 12, Mor 12, Str 20, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Axe, Javelin
Jotun Spearman	Gold 30, Res 37, Rec 17 HP 30, Prot 18, MR 12, Mor 12, Str 20, Att 10, Def 11, Prec 10, Enc 6, CS 12, MM 14, Cold Res +15, Wpn: Spear
Jotun Axeman	Gold 30, Res 37, Rec 17 HP 30, Prot 18, MR 12, Mor 12, Str 20, Att 10, Def 10, Prec 10, Enc 6, CS 12, MM 14, Cold Res +15, Wpn: Axe
Jotun Hurler	Gold 30, Res 11, Rec 17 HP 30, Prot 13, MR 12, Mor 12, Str 20, Att 10, Def 6, Prec 10, Enc 4, CS 13, MM 16, Cold Res +15, Siege Strength +5, Wpn: Hand Axe, Boulder
Jotun Huskarl	Gold 35, Res 21, Rec 20 HP 30, Prot 15, MR 12, Mor 13, Str 20, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Axe
Jotun Huskarl	Gold 35, Res 21, Rec 20 HP 30, Prot 15, MR 12, Mor 13, Str 20, Att 10, Def 12, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Spear
Jotun Hirdman	Gold 40, Res 41, Rec 24 HP 33, Prot 18, MR 12, Mor 13, Str 21, Att 11, Def 13, Prec 10, Enc 6, CS 12, MM 14, Cold Res +15, Wpn: Broad Sword
Garmhirding	Gold 55, Res 9, Rec 28 (can only be recruited in the capital) HP 32, Prot 12, MR 13, Mor 13, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, Sacred, Cold Res +15, Wpn: Battleaxe

Vanarus, Land of the Chuds

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.



Vanarus, recruitable commanders	
Scout	Gold 25, Res 5, Rec 1 HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 60, Cold Res +3, Wpn: Dagger, Short Bow
Vanarusian Herse	Gold 40, Res 22, Rec 1 HP 12, Prot 15, MR 11, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Cold Res +3, Ldr 60, Wpn: Broad Sword, Javelin
Vanarusian Jarl	Gold 90, Res 13, Rec 1 HP 12, Prot 10, MR 11, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 14, Sacred, Cold Res +3, Ldr 80, Wpn: Broad Sword
Vanarusian Gode	Gold 45, Res 3, Rec 1 HP 12, Prot 4, MR 11, Mor 11, Str 11, Att 11, Def 10, Prec 10, Enc 3, CS 12, MM 16, Sacred, Cold Res +3, Ldr 10, Mag: H1, Wpn: Axe
Chud Jarl	Gold 120, Res 13, Rec 1 HP 19, Prot 12, MR 14, Mor 14, Str 14, Att 12, Def 12, Prec 10, Enc 4, CS 13, MM 14, Sacred, Cold Res +5, Ldr 80, Mag: H1, Wpn: Broad Sword
Vanarusian Sage	Gold 165, Res 2, Rec 2 HP 10, Prot 2, MR 15, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, Research +4, Cold Res +3, Ldr 10, UndLdr 5, MagLdr 15, Mag: A1?2, Wpn: Dagger
Vanabog	Gold 335, Res 20, Rec 4 (can only be recruited in the capital) HP 15, Prot 15, MR 18, Mor 14, Str 13, Att 14, Def 20, Prec 14, Enc 4, CS 26, MM 24, Glamour, Sacred, Stealthy 65, Ldr 120, UndLdr 35, MagLdr 20, Mag: A2D1B1H2?1, Wpn: Spear, Hoof, Javelin
Vyedma	Gold 135, Res 2, Rec 2 (can be recruited in all forests) HP 10, Prot 2, MR 15, Mor 11, Str 10, Att 8, Def 11, Prec 11, Enc 4, CS 12, MM 16, FS, Stealthy 40, Research -2, Cold Res +3, Ldr 10, MagLdr 20, Mag: W1E1N1?1, Wpn: Quarterstaff
Vyedun	Gold 155, Res 2, Rec 2 (can be recruited in all forests) HP 11, Prot 2, MR 15, Mor 12, Str 10, Att 9, Def 12, Prec 10, Enc 4, CS 12, MM 16, FS, Stealthy 40, Research -2, Cold Res +3, Ldr 20, MagLdr 25, Mag: F1A1E1N1?1, Wpn: Quarterstaff
Vanarus, recruitable units	
Vanarusian Archer	Gold 10, Res 5, Rec 9 HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Cold Res +3, Wpn: Dagger, Short Bow
Vanarusian Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Cold Res +3, Wpn: Spear, Javelin
Vanarusian Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Cold Res +3, Wpn: Axe, Javelin
Vanarusian Hirdman	Gold 12, Res 17, Rec 14

	HP 10, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 10, MM 14, Cold Res +3, Wpn: Spear, Javelin
Vanarusian Hirdman	Gold 12, Res 17, Rec 14
	HP 10, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 5, CS 10, MM 14, Cold Res +3, Wpn: Axe, Javelin
Vanarusian Hirdman	Gold 12, Res 19, Rec 14
	HP 10, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 10, Enc 5, CS 10, MM 14, Cold Res +3, Wpn: Broad Sword, Javelin
Vanarusian Berserker	Gold 15, Res 17, Rec 21
	HP 12, Prot 13, MR 10, Mor 12, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 11, MM 14, Cold Res +3, Ambidextrous 1, Wpn: Broad Sword, Axe
Oath-Bound	Gold 35, Res 22, Rec 25 (can only be recruited in the capital)
	HP 14, Prot 16, MR 14, Mor 13, Str 12, Att 13, Def 16, Prec 12, Enc 6, CS 10, MM 12, Glamour, Sacred, Stealthy 65, Cold Res +3, Wpn: Broad Sword
Chud Hirdman	Gold 35, Res 21, Rec 28
	HP 17, Prot 17, MR 12, Mor 13, Str 13, Att 12, Def 10, Prec 10, Enc 5, CS 12, MM 12, Cold Res +5, Ambidextrous 2, Wpn: Broad Sword, Axe
Chud Skinshifter	Gold 40, Res 5, Rec 33 (can only be recruited in the capital)
	HP 18, Prot 7, MR 13, Mor 13, Str 14, Att 11, Def 10, Prec 10, Enc 3, CS 13, MM 16, FS, MS, Recup, Cold Res +5, Wpn: Battleaxe

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 developed a 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 Ones 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 Ones are trained as sages, priests and holy warriors.



Bandar Log, recruitable commanders	
Markata Scout	Gold 20, Res 1, Rec 1
	HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, MS, Stealthy 60, Wpn: Dagger, Sticks and Stones
Vanara Captain	Gold 35, Res 17, Rec 1
	HP 13, Prot 14, MR 8, Mor 12, Str 12, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Ldr 60, Wpn: Falchion
Atavi Chieftain	Gold 40, Res 8, Rec 1 (can also be recruited in all forests)
	HP 12, Prot 4, MR 8, Mor 10, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Ldr 40, Wpn: Falchion, Sticks and Stones
Bandar Commander	Gold 75, Res 25, Rec 1
	HP 23, Prot 15, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 80, Wpn: Falchion
Bandar Noble	Gold 115, Res 22, Rec 2
	HP 21, Prot 15, MR 8, Mor 15, Str 16, Att 12, Def 9, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 120, Wpn: Battleaxe
Brahmin	Gold 45, Res 2, Rec 1
	HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, FS, Sacred, Ldr 10, Mag: H1, Wpn: Mace
Yogi	Gold 55, Res 1, Rec 2

	HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, FS, Sacred, Ldr 10, MagLdr 10, Mag: S1, Wpn: Fist
Guru	Gold 160, Res 1, Rec 2
	HP 9, Prot 1, MR 15, Mor 13, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 2, MM 10, FS, Sacred, Ldr 10, MagLdr 25, Mag: S2N1, Wpn: Fist
Rishi	Gold 320, Res 1, Rec 4 (can only be recruited in the capital)
	HP 9, Prot 1, MR 17, Mor 15, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 14, FS, Float, Sacred, Ldr 10, MagLdr 50, Mag: S3N2?1, Wpn: Fist
Bandar Log, recruitable units	
Markata	Gold 5, Res 1, Rec 3
	HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Club, Sticks and Stones
Markata Archer	Gold 5, Res 2, Rec 3
	HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 13, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Fist, Short Bow
Atavi Archer	Gold 7, Res 3, Rec 3
	HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Wpn: Dagger, Short Bow
Atavi Infantry	Gold 7, Res 3, Rec 3
	HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Wpn: Mace, Sticks and Stones
Vanara Archer	Gold 8, Res 14, Rec 6
	HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Dagger, Short Bow
Vanara Chakram Thrower	Gold 8, Res 15, Rec 6
	HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Mace, Chakram
Vanara Infantry	Gold 8, Res 14, Rec 6
	HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Mace
Vanara Swordsman	Gold 11, Res 17, Rec 13
	HP 11, Prot 14, MR 8, Mor 10, Str 10, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Falchion
Light Bandar Archer	Gold 16, Res 7, Rec 9
	HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Long Bow
Bandar Archer	Gold 16, Res 23, Rec 9
	HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 8, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace, Long Bow
Bandar Warrior	Gold 16, Res 20, Rec 9
	HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 8, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Iron Cudgel
Bandar Warrior	Gold 16, Res 20, Rec 9
	HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace
Light Bandar Warrior	Gold 16, Res 13, Rec 9
	HP 18, Prot 10, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 4, CS 9, MM 12, FS, Wpn: Mace, Sticks and Stones
White One	Gold 23, Res 17, Rec 31
	HP 11, Prot 14, MR 11, Mor 12, Str 10, Att 12, Def 13, Prec 10, Enc 5, CS 8, MM 12, FS, Sacred, Wpn: Falchion
Royal Swordsman	Gold 24, Res 25, Rec 20
	HP 20, Prot 15, MR 8, Mor 13, Str 16, Att 12, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Falchion

Tiger Rider	Gold 60, Res 17, Rec 46 (can only be recruited in the capital)
	HP 10, Prot 14, MR 11, Mor 14, Str 10, Att 13, Def 16, Prec 13, Enc 4, CS 15, MM 18, FS, Sacred, Wpn: Falchion, Claw, Bite
War Elephant	Gold 100, Res 20, Rec 33
	HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, FS, Trample, Wpn: Tusk

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.



Shinuyama, recruitable commanders	
Bakemono Scout	Gold 20, Res 10, Rec 1 (can also be recruited in all highlands & mountains)
	HP 9, Prot 10, MR 9, Mor 8, Str 9, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, MS, Stealthy 55, Darkvision 50, Wpn: Dagger, Short Bow
Mujina	Gold 100, Res 5, Rec 1
	HP 10, Prot 0, MR 13, Mor 12, Str 9, Att 11, Def 12, Prec 11, Enc 2, CS 12, MM 16, FS, Stealthy 70, Fear +5, Spirit Sight, Assassin, Assassin Patience +3, Wpn: Wakizashi
Bakemono Chief	Gold 40, Res 12, Rec 1 (can also be recruited in all highlands & mountains)
	HP 12, Prot 10, MR 9, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, MS, Stealthy 40, Darkvision 50, Ldr 40, Wpn: Wakizashi
Bandit Leader	Gold 45, Res 16, Rec 1
	HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 12, Stealthy 40, Pillage +3, Ldr 40, Wpn: No-Dachi
Kappa Chief	Gold 50, Res 1, Rec 1
	HP 23, Prot 17, MR 10, Mor 12, Str 13, Att 12, Def 11, Prec 8, Enc 3, CS 10, MM 16, Recup, Amph, Ldr 40, Wpn: Claw, Koppo
Bakemono General	Gold 85, Res 31, Rec 1
	HP 25, Prot 17, MR 11, Mor 15, Str 17, Att 13, Def 13, Prec 11, Enc 5, CS 11, MM 10, MS, Darkvision 50, Ldr 80, Wpn: No-Dachi
Shuten-doji	Gold 100, Res 1, Rec 1
	HP 18, Prot 1, MR 15, Mor 13, Str 14, Att 12, Def 12, Prec 12, Enc 2, CS 12, MM 16, Darkvision 50, Invulnerability 15, Ldr 80, UndLdr 40, MagLdr 40, Wpn: Claw, Life Drain
Bakemono Shaman	Gold 80, Res 2, Rec 2 (can also be recruited in all highlands & mountains)
	HP 9, Prot 5, MR 12, Mor 9, Str 9, Att 9, Def 11, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Sacred, Stealthy 40, Research -2, Darkvision 50, Ldr 40, MagLdr 5, Mag: H1?1, Wpn: Quarterstaff
Uba	Gold 135, Res 1, Rec 2
	HP 9, Prot 0, MR 15, Mor 12, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, FS, Ldr 10, UndLdr 30, MagLdr 15, Mag: W1D1N1?1, Wpn: Poison Dagger
Bakemono Sorcerer	Gold 390, Res 2, Rec 4
	HP 26, Prot 14, MR 16, Mor 14, Str 17, Att 10, Def 7, Prec 10, Enc 7, CS 11, MM 10, MS, Sacred, Darkvision 50, Ldr 50, UndLdr 60, MagLdr 30, Mag: F2W1E2D2H1?1, Wpn: Quarterstaff

Shinuyama, recruitable units

Bakemono-Sho	Gold 7, Res 2, Rec 3 HP 9, Prot 5, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealthy 40, Darkvision 50, Wpn: Club
Bakemono-Sho	Gold 7, Res 3, Rec 3 HP 9, Prot 5, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealthy 40, Darkvision 50, Wpn: Yari
Bakemono Archer	Gold 7, Res 4, Rec 3 HP 9, Prot 5, MR 9, Mor 8, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealthy 40, Darkvision 50, Wpn: Dagger, Short Bow
Bakemono-Sho	Gold 8, Res 9, Rec 9 HP 9, Prot 10, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, MS, Darkvision 50, Wpn: Yari
Bakemono Archer	Gold 8, Res 10, Rec 9 HP 9, Prot 10, MR 9, Mor 8, Str 9, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, MS, Darkvision 50, Wpn: Dagger, Short Bow
Bandit	Gold 9, Res 11, Rec 5 HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 10, MM 12, Stealthy 40, Pillage +1, Wpn: Yari
Bandit	Gold 9, Res 16, Rec 5 HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 5, CS 10, MM 12, Stealthy 40, Pillage +1, Wpn: Wakizashi, Short Bow
Bakemono Warrior	Gold 9, Res 12, Rec 12 HP 11, Prot 10, MR 9, Mor 10, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, MS, Darkvision 50, Wpn: Wakizashi
Kappa	Gold 20, Res 1, Rec 8 HP 15, Prot 15, MR 8, Mor 12, Str 13, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 16, Recup, Amph, Wpn: Claw, Koppo
Dai Bakemono	Gold 25, Res 31, Rec 19 HP 21, Prot 17, MR 11, Mor 13, Str 16, Att 11, Def 12, Prec 10, Enc 5, CS 11, MM 10, MS, Darkvision 50, Wpn: No-Dachi
Dai Bakemono	Gold 25, Res 35, Rec 19 HP 20, Prot 17, MR 11, Mor 12, Str 15, Att 11, Def 11, Prec 11, Enc 5, CS 11, MM 10, MS, Darkvision 50, Wpn: No-Dachi, Long Bow
O-bakemono	Gold 25, Res 2, Rec 4 HP 28, Prot 11, MR 8, Mor 14, Str 19, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, MS, Darkvision 50, Wpn: Great Club

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 Zamzumim, priest-mages and shepherds of the dead, who fulfill their purpose in life by being devoured at the funerary banquets.



Ashdod, recruitable commanders	
Edomite Scout	Gold 35, Res 19, Rec 1 HP 21, Prot 12, MR 11, Mor 10, Str 14, Att 10, Def 13, Prec 10, Enc 5, CS 12, MM 16, FS, MS, WS, Stealthy 50, Wpn: Short Sword, Javelin
Rephaite Commander	Gold 100, Res 35, Rec 1 HP 45, Prot 14, MR 14, Mor 14, Str 20, Att 12, Def 15, Prec 10, Enc 6, CS 13, MM 14, WS, Supply Bonus -3, Fire Res +5, Ldr 80, Wpn: Broad Sword
Kohen	Gold 85, Res 3, Rec 1 HP 35, Prot 4, MR 15, Mor 13, Str 18, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, Sacred, Supply Bonus -1, Fire Res +5, Ldr 10, UndLdr 10, Mag: H1, Wpn: Quarterstaff
Emite	Gold 125, Res 3, Rec 2 HP 35, Prot 4, MR 15, Mor 13, Str 18, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, Supply Bonus -1, Fire Res +5, Ldr 15, UndLdr 30, MagLdr 5, Mag: D1?1, Wpn: Quarterstaff
Rephaite Sage	Gold 155, Res 3, Rec 2 HP 35, Prot 4, MR 16, Mor 12, Str 18, Att 9, Def 8, Prec 10, Enc 3, CS 14, MM 18, WS, Research +4, Supply Bonus -1, Fire Res +5, Ldr 10, MagLdr 20, Mag: ?2, Wpn: Fist
Adon	Gold 305, Res 91, Rec 4 (can only be recruited in the capital) HP 57, Prot 18, MR 18, Mor 15, Str 23, Att 14, Def 17, Prec 11, Enc 5, CS 13, MM 20, WS, Sacred, Research -4, Supply Bonus -8, Fire Res +6, Ldr 120, MagLdr 10, Mag: H2?2, Wpn: Anakite Sword, Gore
Zamzummite	Gold 315, Res 3, Rec 4 (can only be recruited in the capital) HP 35, Prot 4, MR 17, Mor 13, Str 18, Att 9, Def 11, Prec 10, Enc 4, CS 14, MM 16, WS, Sacred, Supply Bonus -1, Fire Res +5, Spirit Sight, Ldr 10, UndLdr 100, MagLdr 10, Mag: E1D2H1?2, Wpn: Quarterstaff
Talmal Elder	Gold 370, Res 3, Rec 4 (can only be recruited in the capital) HP 45, Prot 7, MR 18, Mor 13, Str 20, Att 11, Def 8, Prec 10, Enc 3, CS 14, MM 14, WS, Sacred, Research +8, Forge Bonus 1, Supply Bonus -6, Fire Res +6, Ldr 80, MagLdr 15, Mag: ?3, Wpn: Fist, Gore
Ashdod, recruitable units	
Human Slinger	Gold 7, Res 2, Rec 3 HP 10, Prot 4, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 12, Wpn: Dagger, Sling
Human Slave	Gold 7, Res 3, Rec 3 HP 10, Prot 4, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 12, Wpn: Spear
Edomite	Gold 20, Res 17, Rec 15 HP 21, Prot 12, MR 11, Mor 9, Str 14, Att 9, Def 11, Prec 10, Enc 5, CS 12, MM 16, WS, Wpn: Spear, Javelin
Amorite	Gold 40, Res 27, Rec 17 HP 35, Prot 12, MR 13, Mor 11, Str 18, Att 11, Def 14, Prec 10, Enc 5, CS 14, MM 16, WS, Supply Bonus -2, Fire Res +5, Wpn: Poison Tipped Spear
Gileadite	Gold 40, Res 29, Rec 17 HP 35, Prot 14, MR 13, Mor 13, Str 18, Att 11, Def 13, Prec 10, Enc 6, CS 13, MM 14, WS, Supply Bonus -2, Fire Res +5, Wpn: Spear
Gileadite Archer	Gold 40, Res 47, Rec 17

	HP 35, Prot 17, MR 13, Mor 12, Str 18, Att 9, Def 6, Prec 10, Enc 7, CS 12, MM 12, WS, Supply Bonus -2, Fire Res +5, Wpn: Short Sword, Great Bow
Bashanite	Gold 50, Res 33, Rec 21
	HP 40, Prot 14, MR 13, Mor 14, Str 20, Att 11, Def 14, Prec 10, Enc 6, CS 13, MM 14, WS, Supply Bonus -2, Fire Res +5, Wpn: Broad Sword
Sheshai Anakite	Gold 130, Res 53, Rec 29 (can only be recruited in the capital)
	HP 50, Prot 15, MR 14, Mor 14, Str 21, Att 12, Def 15, Prec 10, Enc 5, CS 13, MM 18, WS, Sacred, Supply Bonus -5, Fire Res +9, Wpn: Anakite Sword, Gore
Ahiman Anakite	Gold 130, Res 96, Rec 29 (can only be recruited in the capital)
	HP 53, Prot 19, MR 14, Mor 15, Str 22, Att 13, Def 16, Prec 10, Enc 5, CS 13, MM 20, WS, Sacred, Supply Bonus -5, Fire Res +6, Wpn: Anakite Sword, Gore

Uruk, City States

Uruk is a warm plain inhabited by Enkidus, large, hairy wild men with horns and unkempt hair. Since the founding of Eridu, the First City, civilization has spread and the kingdom expanded. Other cities were founded in the image of Eridu, each with its own character. Administrators from the City of Scribes aided local rulers, while traders and merchants from the City of Trade improved the economic infrastructure of the kingdom. But the Ensi of Eridu lost power and petty kings of the new cities rose to power and claimed the Ensi title. Strife and turmoil tore the kingdom apart. One of the new cities, the City of Gods was blessed by the Awakening God and saw the first Entu of the Moon erect a great temple in the city. It soon replaced the First City as religious center and the Entu priestesses of the First City moved to the City of Gods, no longer bound in marriage to the ruling Ensi. With the coming of the Awakening God, the city states have set their differences aside and joined a common cause. In the plains of Uruk the First City still stands as a symbol of civilization, although its temporal and religious power has diminished. Now each city has its own Ensi ruler. The wild men are no longer wild, and the shamans and Bone Readers of old have been replaced by the priests and mages of the cities.



Uruk, recruitable commanders	
Enkidu Scout	Gold 30, Res 7, Rec 1
	HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, FS, MS, Stealthy 40, Wpn: Dagger, Long Bow
Enkidu Commander	Gold 45, Res 23, Rec 1
	HP 27, Prot 14, MR 11, Mor 12, Str 16, Att 11, Def 14, Prec 10, Enc 6, CS 11, MM 14, Ldr 40, Wpn: Short Sword
Naditu	Gold 70, Res 1, Rec 2
	HP 19, Prot 2, MR 15, Mor 9, Str 14, Att 10, Def 10, Prec 10, Enc 3, CS 14, MM 18, Sacred, MagLdr 10, Mag: S1H1, Wpn: Dagger
Nin	Gold 75, Res 1, Rec 2
	HP 19, Prot 2, MR 14, Mor 9, Str 14, Att 10, Def 10, Prec 10, Enc 3, CS 14, MM 18, Sacred, Ldr 10, MagLdr 5, Mag: H1?1, Wpn: Dagger
Gala	Gold 75, Res 1, Rec 2
	HP 19, Prot 2, MR 14, Mor 8, Str 14, Att 10, Def 8, Prec 10, Enc 3, CS 14, MM 18, Sacred, Spell Singer, Ldr 10, MagLdr 5, Mag: N1H1, Wpn: Fist
Gudu	Gold 80, Res 2, Rec 2
	HP 24, Prot 7, MR 14, Mor 9, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Sacred, Ldr 10, MagLdr 5, Mag: H1?1, Wpn: Quarterstaff
Ashipu	Gold 130, Res 1, Rec 2
	HP 24, Prot 3, MR 15, Mor 9, Str 15, Att 10, Def 12, Prec 10, Enc 3, CS 14, MM 18, Sacred, Disease Healing 1, Ldr 10, MagLdr 15, Mag: S1N1H1, Wpn: Quarterstaff
Ishib	Gold 155, Res 2, Rec 2
	HP 24, Prot 7, MR 14, Mor 9, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Sacred, Ldr 10, MagLdr 10, Mag: W1H2?1, Wpn: Quarterstaff
Ereshdingir	Gold 190, Res 1, Rec 2

	HP 19, Prot 2, MR 16, Mor 9, Str 14, Att 10, Def 13, Prec 10, Enc 3, CS 14, MM 18, Sacred, Ldr 10, MagLdr 25, Mag: W1S2H2, Wpn: Quarterstaff
Ensi	Gold 215, Res 19, Rec 2
	HP 28, Prot 12, MR 14, Mor 13, Str 16, Att 11, Def 13, Prec 10, Enc 6, CS 11, MM 14, Sacred, Ldr 80, MagLdr 20, Mag: W1N1H2?1, Wpn: Short Sword
Entu	Gold 275, Res 1, Rec 4 (can only be recruited in the capital)
	HP 19, Prot 2, MR 17, Mor 9, Str 14, Att 10, Def 13, Prec 10, Enc 3, CS 14, MM 18, Sacred, Inspirational +2, Ldr 40, MagLdr 30, Mag: W1S2H3?1, Wpn: Quarterstaff
Mashmashu	Gold 280, Res 1, Rec 4 (can only be recruited in the capital)
	HP 24, Prot 3, MR 18, Mor 9, Str 15, Att 10, Def 12, Prec 10, Enc 3, CS 14, MM 18, Sacred, Ldr 10, MagLdr 45, Mag: S3N1?1, Wpn: Quarterstaff
Enkidu Shaman	Gold 125, Res 2, Rec 2 (can be recruited in all non-fort provinces)
	HP 24, Prot 7, MR 17, Mor 12, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Research -4, Ldr 10, MagLdr 15, Mag: E1N2, Wpn: Quarterstaff
Kulullu Commander	Gold 45, Res 10, Rec 1 (can only be recruited in underwater forts)
	HP 31, Prot 11, MR 12, Mor 12, Str 16, Att 11, Def 9, Prec 10, Enc 4, CS 15, MM 20, Aqua, Ldr 40, Wpn: Bronze Spear
Kulullu King	Gold 145, Res 10, Rec 2 (can only be recruited in underwater forts)
	HP 32, Prot 11, MR 15, Mor 12, Str 16, Att 12, Def 10, Prec 10, Enc 4, CS 15, MM 20, Sacred, Aqua, Ldr 80, MagLdr 5, Mag: W1H2, Wpn: Bronze Spear
Kulullu Sage	Gold 190, Res 1, Rec 2 (can only be recruited in underwater forts)
	HP 26, Prot 5, MR 14, Mor 9, Str 14, Att 9, Def 7, Prec 10, Enc 3, CS 16, MM 22, Aqua, Research +4, Ldr 40, MagLdr 15, Mag: W2?1, Wpn: Fist
Kuliltu Queen	Gold 195, Res 1, Rec 2 (can only be recruited in underwater forts)
	HP 24, Prot 4, MR 16, Mor 9, Str 13, Att 9, Def 8, Prec 10, Enc 3, CS 16, MM 22, Sacred, Aqua, Ldr 40, MagLdr 15, Mag: W1N1H2?1, Wpn: Fist

Uruk, recruitable units

Enkidu Archer	Gold 16, Res 14, Rec 9
	HP 24, Prot 10, MR 11, Mor 10, Str 15, Att 9, Def 7, Prec 10, Enc 4, CS 13, MM 16, Wpn: Dagger, Long Bow
Enkidu Spearman	Gold 16, Res 14, Rec 9
	HP 24, Prot 10, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 16, Wpn: Spear
Enkidu Heavy Archer	Gold 16, Res 22, Rec 9
	HP 24, Prot 14, MR 11, Mor 10, Str 15, Att 9, Def 7, Prec 10, Enc 5, CS 12, MM 14, Wpn: Dagger, Long Bow
Enkidu Soldier	Gold 16, Res 22, Rec 9
	HP 24, Prot 14, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 6, CS 11, MM 14, Wpn: Spear
Enkidu Royal Guard	Gold 20, Res 23, Rec 15
	HP 26, Prot 14, MR 11, Mor 12, Str 16, Att 11, Def 13, Prec 10, Enc 6, CS 11, MM 14, Wpn: Short Sword
Enkidu Iron Warrior	Gold 22, Res 22, Rec 17
	HP 26, Prot 14, MR 11, Mor 13, Str 16, Att 11, Def 10, Prec 10, Enc 6, CS 11, MM 14, Wpn: Axe
Maiden of the Moon	Gold 27, Res 35, Rec 16 (can only be recruited in the capital)
	HP 21, Prot 17, MR 13, Mor 14, Str 15, Att 12, Def 13, Prec 10, Enc 9, CS 8, MM 14, Sacred, Wpn: Bronze Spear
Mushussu Chariot	Gold 200, Res 42, Rec 60 (max 1/month) (can only be recruited in the capital)
	HP 19, Prot 14, MR 11, Mor 11, Str 14, Att 11, Def 12, Prec 10, Enc 3, CS 16, MM 22, Trample, Supply Bonus -10, Fear +5, Wpn: Spear, Gore, Claw
Enkidu Warrior	Gold 16, Res 14, Rec 9 (can be recruited in all non-fort provinces)
	HP 26, Prot 10, MR 11, Mor 12, Str 15, Att 11, Def 10, Prec 10, Enc 5, CS 12, MM 16, Wpn: Axe

Kulullu	Gold 18, Res 2, Rec 9 (can only be recruited in underwater forts)
	HP 28, Prot 4, MR 12, Mor 10, Str 15, Att 10, Def 9, Prec 10, Enc 3, CS 16, MM 22, Aqua, Wpn: Bronze Spear
Kulullu Soldier	Gold 18, Res 10, Rec 9 (can only be recruited in underwater forts)
	HP 28, Prot 10, MR 12, Mor 10, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 15, MM 20, Aqua, Wpn: Bronze Spear

Nazca, Kingdom of the Sun

Nazca is a mountain necrocracy of winged humanoid. 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 to attend 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 Nazcans 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.



Nazca, recruitable commanders	
Runancha	Gold 25, Res 6, Rec 1
	HP 11, Prot 8, MR 10, Mor 10, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, Stealthy 55, Cold Res +5, Wpn: Stone Spear
Kuraka	Gold 30, Res 8, Rec 1 (can also be recruited in all highlands & mountains)
	HP 13, Prot 8, MR 10, Mor 12, Str 11, Att 12, Def 14, Prec 10, Enc 4, CS 11, MM 14, MS, Cold Res +5, Ldr 60, Wpn: Mace, Javelin
Apu	Gold 40, Res 7, Rec 1
	HP 11, Prot 8, MR 10, Mor 11, Str 12, Att 12, Def 14, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, Cold Res +5, Ldr 60, Wpn: Mace
Apusqispay	Gold 70, Res 8, Rec 1
	HP 11, Prot 9, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, Cold Res +5, Ldr 80, Wpn: Mace
Mallqui	Gold 140, Res 1, Rec 1
	HP 12, Prot 5, MR 14, Mor 30, Str 8, Att 6, Def 10, Prec 8, Enc 0, CS 6, MM 16, Sacred, Inanim, Und, NNEat, PiR, Cold Res +15, Poison Res +25, Inspirational +1, Spirit Sight, Ldr 10, UndLdr 80, Wpn: Fist
Aclla	Gold 100, Res 1, Rec 2
	HP 8, Prot 0, MR 14, Mor 13, Str 8, Att 9, Def 7, Prec 11, Enc 4, CS 8, MM 22, Fly, Sacred, Cold Res +5, Ldr 15, MagLdr 10, Mag: F1A1H1, Wpn: Fist
Mallqui Priestess	Gold 175, Res 1, Rec 2
	HP 12, Prot 5, MR 15, Mor 30, Str 8, Att 6, Def 10, Prec 8, Enc 0, CS 6, MM 16, Sacred, Inanim, Und, NNEat, PiR, Cold Res +15, Poison Res +25, Inspirational +1, Divine Reanimation Bonus 1, Ritual Reanimation Bonus 1, Spirit Sight, Ldr 15, UndLdr 120, MagLdr 10, Mag: F1A1H1, Wpn: Fist
Hurin Priest	Gold 235, Res 1, Rec 2
	HP 9, Prot 1, MR 14, Mor 12, Str 9, Att 8, Def 9, Prec 12, Enc 5, CS 8, MM 20, Fly, Sacred, Cold Res +5, Ldr 10, UndLdr 60, MagLdr 15, Mag: E1D2H2?1, Wpn: Quarterstaff
Mallqui Priest	Gold 350, Res 1, Rec 2
	HP 12, Prot 5, MR 16, Mor 30, Str 8, Att 6, Def 10, Prec 8, Enc 0, CS 6, MM 16, Sacred, Inanim, Und, NNEat, PiR, Cold Res +15, Poison Res +25, Inspirational +1, Divine Reanimation Bonus 2, Ritual Reanimation Bonus 2, Spirit Sight, Ldr 10, UndLdr 180, MagLdr 10, Mag: E1D2H2?1, Wpn: Fist

Inca	Gold 290, Res 6, Rec 4 (can only be recruited in the capital)
	HP 16, Prot 8, MR 16, Mor 14, Str 12, Att 12, Def 13, Prec 12, Enc 4, CS 8, MM 20, Fly, Sacred, Shock Res +10, Cold Res +5, Awe +1, Storm Immunity, Ldr 90, MagLdr 30, Mag: F2A2H3, Wpn: Sun Spear
Coya	Gold 325, Res 1, Rec 4 (can only be recruited in the capital)
	HP 12, Prot 0, MR 16, Mor 13, Str 9, Att 11, Def 10, Prec 11, Enc 3, CS 9, MM 22, Fly, Sacred, Cold Res +5, Ldr 40, UndLdr 70, MagLdr 30, Mag: E2S2D2H2, Wpn: Fist
Royal Mallqui	Gold 850, Res 1, Rec 2 (can only be recruited in the capital)
	HP 18, Prot 5, MR 18, Mor 30, Str 8, Att 6, Def 10, Prec 8, Enc 0, CS 6, MM 16, Sacred, Inanim, Und, NNEat, PiR, Cold Res +15, Poison Res +25, Inspirational +2, Divine Reanimation Bonus 3, Ritual Reanimation Bonus 3, Spirit Sight, Ldr 20, UndLdr 180, MagLdr 50, Mag: F2A2E2S2D2H3, Wpn: Fist
Paqo of the Earth Mother	Gold 95, Res 2, Rec 2 (can be recruited in all highlands and mountains)
	HP 10, Prot 2, MR 13, Mor 11, Str 10, Att 8, Def 11, Prec 11, Enc 4, CS 12, MM 16, MS, Research -4, Cold Res +5, Disease Healing 1, Heretic 1, Ldr 10, MagLdr 10, Mag: E1N1, Wpn: Quarterstaff
Paqo of the Mountain Spirits	Gold 105, Res 2, Rec 2 (can be recruited in all highlands and mountains)
	HP 11, Prot 2, MR 13, Mor 12, Str 10, Att 9, Def 12, Prec 10, Enc 4, CS 12, MM 16, MS, Research -4, Shock Res +15, Cold Res +5, Disease Healing 1, Heretic 1, Ldr 10, MagLdr 10, Mag: A1N1, Wpn: Quarterstaff

Nazca, recruitable units

Hatun Runa	Gold 5, Res 3, Rec 2
	HP 11, Prot 6, MR 10, Mor 7, Str 10, Att 8, Def 11, Prec 10, Enc 4, CS 9, MM 18, MS, Fly, Cold Res +5, Wpn: Mace
Human Warrior	Gold 7, Res 3, Rec 2
	HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, MS, Cold Res +5, Wpn: Spear
Human Warrior	Gold 8, Res 3, Rec 2
	HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, MS, Cold Res +5, Wpn: Spear
Human Warrior	Gold 8, Res 3, Rec 2
	HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, MS, Cold Res +5, Wpn: Mace, Sling
Human Warrior	Gold 8, Res 7, Rec 2
	HP 10, Prot 8, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 14, MS, Cold Res +5, Wpn: Mace, Javelin
Aucac Runa Spearman	Gold 10, Res 7, Rec 9
	HP 11, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, Cold Res +5, Wpn: Bronze Lance
Aucac Runa Maceman	Gold 10, Res 7, Rec 9
	HP 11, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, Cold Res +5, Wpn: Mace
Aucac Runa Axeman	Gold 10, Res 7, Rec 9
	HP 11, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, Cold Res +5, Wpn: Bronze Hatchet
Aucac Runa Archer	Gold 10, Res 9, Rec 9
	HP 11, Prot 8, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 11, Enc 5, CS 8, MM 20, MS, Fly, Cold Res +5, Wpn: Mace, Short Bow
Condor Warrior	Gold 20, Res 8, Rec 23 (can only be recruited in the capital)

	HP 13, Prot 9, MR 11, Mor 12, Str 11, Att 12, Def 14, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, Sacred, Cold Res +5, Storm Immunity, Wpn: Light Lance
Sun Guard	Gold 23, Res 14, Rec 27 (can only be recruited in the capital)
	HP 13, Prot 12, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 10, Enc 7, CS 6, MM 18, MS, Fly, Sacred, Cold Res +5, Wpn: Sun Mace

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.



Xibalba, recruitable commanders	
Muuch Ajaw	Gold 115, Res 38, Rec 1 HP 31, Prot 16, MR 12, Mor 15, Str 17, Att 12, Def 10, Prec 8, Enc 6, CS 9, MM 12, SS, Sacred, Amph, Darkvision 50, Ldr 80, Mag: H1, Wpn: Obsidian Blade
Ah Itz	Gold 65, Res 1, Rec 2 HP 13, Prot 2, MR 13, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Amph, Darkvision 50, Ldr 10, UndLdr 30, MagLdr 5, Mag: W1D1, Wpn: Stone Dagger
Ah Ha'	Gold 100, Res 1, Rec 2 HP 13, Prot 2, MR 13, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Sacred, Amph, Darkvision 50, Ldr 10, MagLdr 10, Mag: W1E1H1, Wpn: Stone Dagger
Muuch K'uhul	Gold 290, Res 1, Rec 2 HP 28, Prot 6, MR 15, Mor 11, Str 16, Att 9, Def 8, Prec 8, Enc 4, CS 11, MM 14, SS, Sacred, Amph, Darkvision 50, Gift of Water Breathing 10 size points, Ldr 40, UndLdr 30, MagLdr 20, Mag: W2E1D1H1?1, Wpn: Stone Dagger
Chak Muuch Assassin	Gold 115, Res 27, Rec 1 (can only be recruited in the capital) HP 16, Prot 13, MR 11, Mor 13, Str 12, Att 12, Def 10, Prec 10, Enc 6, CS 8, MM 12, SS, Sacred, Amph, Stealthy 65, Darkvision 50, Assassin, Assassin Patience +1, Wpn: Poisoned Obsidian Blade, Poison Dart
Camazotz	Gold 165, Res 1, Rec 2 (can be recruited in the capital and in all caves) HP 7, Prot 0, MR 15, Mor 9, Str 7, Att 9, Def 11, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 65, MagLdr 20, Mag: D2B1?1, Wpn: Quarterstaff
Bacab	Gold 455, Res 1, Rec 4 (can only be recruited in the capital) HP 27, Prot 10, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, SS, Sacred, Amph, Darkvision 50, Resource Bonus 5, Gift of Water Breathing 20 size points, Ldr 120, UndLdr 40, MagLdr 30, Mag: W3E2D1H2?1, Wpn: Quarterstaff
Muuch Scout	Gold 25, Res 1, Rec 1 (can be recruited in all forests) HP 14, Prot 2, MR 10, Mor 10, Str 12, Att 10, Def 9, Prec 8, Enc 4, CS 10, MM 14, FS, SS, Amph, Stealthy 50, Darkvision 50, Wpn: Stone Dagger
Zotz Batab	Gold 40, Res 3, Rec 1 (can be recruited in all forest and caves) HP 7, Prot 8, MR 11, Mor 9, Str 7, Att 11, Def 12, Prec 5, Enc 5, CS 8, MM 18, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 40, MagLdr 10, Wpn: Bronze Hatchet
Muuch Batab	Gold 45, Res 11, Rec 1 (can be recruited in all forests)

	HP 16, Prot 12, MR 11, Mor 10, Str 13, Att 11, Def 12, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, Stealthy 50, Darkvision 50, Ldr 40, Wpn: Bronze Hatchet
Way	Gold 145, Res 1, Rec 2 (can be recruited in all forests)
	HP 7, Prot 0, MR 15, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Research -4, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 5, MagLdr 25, Mag: N2B1, Wpn: Bronze Spear

Xibalba, recruitable units

Muuch Militia	Gold 7, Res 3, Rec 3
	HP 12, Prot 8, MR 10, Mor 8, Str 11, Att 8, Def 8, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, Darkvision 50, Wpn: Stone Spear
Muuch Dart Thrower	Gold 10, Res 4, Rec 9
	HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 9, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, Darkvision 50, Wpn: Stone Dagger, Obsidian Dart
Muuch Warrior	Gold 10, Res 3, Rec 9
	HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 12, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, Darkvision 50, Wpn: Stone Spear
Muuch Warrior	Gold 10, Res 5, Rec 9
	HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 12, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, Darkvision 50, Wpn: Obsidian Club Sword
Muuch Warrior	Gold 10, Res 10, Rec 9
	HP 14, Prot 11, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, Darkvision 50, Wpn: Bronze Spear
Muuch Warrior	Gold 10, Res 11, Rec 9
	HP 14, Prot 11, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, Darkvision 50, Wpn: Obsidian Club Sword
Chak Muuch Dart Thrower	Gold 19, Res 5, Rec 19 (can only be recruited in the capital)
	HP 14, Prot 8, MR 11, Mor 11, Str 12, Att 10, Def 9, Prec 9, Enc 4, CS 10, MM 14, SS, Sacred, Amph, Darkvision 50, Wpn: Poisoned Bronze Spear, Poison Dart
Chak Muuch Obsidian Warrior	Gold 26, Res 26, Rec 29 (can only be recruited in the capital)
	HP 15, Prot 13, MR 11, Mor 13, Str 12, Att 11, Def 12, Prec 9, Enc 6, CS 8, MM 12, SS, Sacred, Amph, Darkvision 50, Wpn: Poisoned Obsidian Blade
Wo' Muuch	Gold 35, Res 38, Rec 39 (can only be recruited in the capital)
	HP 26, Prot 16, MR 10, Mor 14, Str 16, Att 11, Def 12, Prec 8, Enc 6, CS 9, MM 14, SS, Sacred, Amph, Darkvision 50, Wpn: Obsidian Blade
Zotz Warrior	Gold 8, Res 1, Rec 6 (max 10/month) (can be recruited in all forest and caves)
	HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Wpn: Stone Lance
Zotz Warrior	Gold 8, Res 2, Rec 6 (max 10/month) (can be recruited in all forest and caves)
	HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 10, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Wpn: Obsidian Club Sword
Muuch Jungle Warrior	Gold 10, Res 5, Rec 9 (can be recruited in all forests)
	HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 12, Prec 8, Enc 4, CS 10, MM 14, FS, SS, Amph, Stealthy 40, Darkvision 50, Wpn: Obsidian Club Sword
Lakam Ha' Warrior	Gold 10, Res 5, Rec 9 (can only be recruited in underwater forts)
	HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 8, Prec 8, Enc 5, CS 9, MM 12, SS, Amph, Darkvision 50, Wpn: Net, Stone Spear
Lakam Ha' Warrior	Gold 10, Res 5, Rec 9 (can only be recruited in underwater forts)

Phlegra, Deformed Giants

Phlegra is a kingdom of giants who have enslaved the much more numerous human population. The Gigantes of Phlegra are the descendants of the Gigantes of Mekone, who made war upon the gods of men. Punished for their sins the descendants of Mekone no longer appear as proud hoplites in gleaming armor, instead they are deformed and cursed with a violent temper. Since the fall of Mekone, the Gigantes resent pretending gods and religious faiths, and only the human population of the kingdom devote themselves to the awakening God. Phlegra is also the home of the sheep-herding Cyclopes, another tribe of giants. Like their predecessors the Gigantes of Phlegra have enslaved their neighbors and formed a kingdom under the rule of their Tyrants. Unscrupulous human mages have developed ways to serve the Tyrants by dominating less fortunate magically adept humans. Now human taskmasters and oppressors cause more fear in the populace than the Tyrants themselves.



Phlegra, recruitable commanders

Cyclops Chieftain	Gold 55, Res 7, Rec 1 HP 47, Prot 12, MR 9, Mor 14, Str 24, Att 11, Def 9, Prec 7, Enc 3, CS 16, MM 18, Supply Bonus -1, Task Master +1, Ldr 20, Wpn: Great Club
Trophimos Commander	Gold 75, Res 21, Rec 1 HP 12, Prot 14, MR 10, Mor 12, Str 11, Att 11, Def 13, Prec 10, Enc 5, CS 9, MM 12, Task Master +2, Ldr 80, Wpn: Bronze Sword
Shackled Mage	Gold 70, Res 1, Rec 2 HP 10, Prot 0, MR 12, Mor 6, Str 10, Att 8, Def 7, Prec 8, Enc 9, CS 10, MM 14, Research -2, MagLdr 5, Mag: ?1, Wpn: Fist
Cyclops Shepherd Shaman	Gold 70, Res 3, Rec 2 HP 47, Prot 9, MR 9, Mor 14, Str 24, Att 11, Def 9, Prec 7, Enc 3, CS 16, MM 18, Research -3, Supply Bonus -1, Ldr 30, MagLdr 5, Mag: N1, Wpn: Great Club
Trophimos Priest	Gold 95, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacred, Research +2, Task Master +1, Ldr 40, MagLdr 5, Mag: H1?1, Wpn: Dagger
Trophimos Sage	Gold 115, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 11, Enc 4, CS 12, MM 16, Research +2, Ldr 10, MagLdr 10, Mag: ?2, Wpn: Dagger
Trophimos Oppressor	Gold 115, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 5, Prec 11, Enc 6, CS 11, MM 12, Task Master +2, Ldr 45, MagLdr 15, Mag: F1E1?1, Wpn: Fist
Phlegran Tyrant	Gold 315, Res 36, Rec 4 (can only be recruited in the capital) HP 68, Prot 16, MR 18, Mor 15, Str 26, Att 12, Def 11, Prec 11, Enc 3, CS 15, MM 22, Research -6, Supply Bonus -4, Aff Res 3, Fire Res +5, Poison Res +5, Task Master +4, Ldr 95, UndLdr 30, MagLdr 35, Mag: F3E2D1?1, Wpn: Golden Spear
Elder Cyclops	Gold 330, Res 3, Rec 4 (can only be recruited in the capital) HP 63, Prot 9, MR 18, Mor 14, Str 26, Att 10, Def 8, Prec 7, Enc 2, CS 14, MM 22, MS, Master Smith 1, Fire Res +15, Resource Bonus 25, Ldr 50, MagLdr 30, Mag: F2A1E2?1, Wpn: Maul

Phlegra, recruitable units

Helote Archer	Gold 8, Res 6, Rec 4 HP 10, Prot 7, MR 10, Mor 6, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Helote Warrior	Gold 8, Res 10, Rec 4 (can be recruited outside forts as well)

	HP 10, Prot 9, MR 10, Mor 7, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 13, MM 16, Wpn: Axe, Javelin
Helote Soldier	Gold 8, Res 17, Rec 4
	HP 10, Prot 13, MR 10, Mor 7, Str 10, Att 10, Def 11, Prec 10, Enc 6, CS 11, MM 12, Wpn: Long Spear
Cyclops Warrior	Gold 35, Res 3, Rec 7
	HP 42, Prot 9, MR 9, Mor 13, Str 22, Att 10, Def 9, Prec 7, Enc 3, CS 16, MM 18, Supply Bonus -1, Wpn: Great Club
Cyclops Hurler	Gold 35, Res 3, Rec 7
	HP 42, Prot 9, MR 9, Mor 13, Str 22, Att 10, Def 8, Prec 7, Enc 3, CS 16, MM 18, Supply Bonus -1, Wpn: Club, Boulder
Gigante Warrior	Gold 65, Res 18, Rec 44 (max 1/month)
	HP 62, Prot 15, MR 14, Mor 14, Str 24, Att 11, Def 10, Prec 11, Enc 3, CS 15, MM 20, Supply Bonus -4, Aff Res 2, Fire Res +5, Poison Res +5, Wpn: Spear

Phaeacia, Isle of the Dark Ships

Phaeacia is an island queendom of dark-skinned men of great stature, the Colossi. Their fabled Dark Ships traverse the seas without oars or captains. Once a colony of Berytos, the island flourished and became rich and influential, known for its traders, craftsmen and marvelous shipwrights. When Berytos was destroyed by the armies of Arcoscephale the island of Phaeacia was able to stave off the conquerors thanks to ample tributes and its remote location. The queendom has since grown in power and influence. Their traders and explorers have traveled to the far reaches of the world and brought one of the world's greatest marvels back to Phaeacia, a sapling of the golden tree of the blessed gardens of the Hesperides. Now most inhabitants of Phaeacia live unnaturally long and blissful lives detached from the strife of the world beyond their island. Phaeacia is also the home of giants descendant of Mekone. When the Gigantes' futile war upon gods came to a disastrous end, the Gigantes that did not join the armies of the God-slayer fled to Black Korkyra, an inhospitable island of the Phaeacian archipelago. The king of the Gigantes married the Colossi queen of Phaeacia and their daughters have ruled the island ever since. Most nobles of the island trace a legacy to the Berytian Colossi as well as to the Gigantes of Mekone. There are also a few of the pure blooded Gigantes remaining on Black Korkyra. Upholding the old bargain they arrive each spring to pledge the queen their allegiance. They are not cursed as their Phlegran kin and retain some of their former glory.



Phaeacia, recruitable commanders	
Phaeacian Scout	Gold 30, Res 3, Rec 1
	HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 55, Army Sail 999 size pnts, Ship Size 2, Wpn: Dagger, Short Bow
Phaeacian Captain	Gold 55, Res 26, Rec 1
	HP 11, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 14, Army Sail 999 size pnts, Ship Size 2, Ldr 60, Wpn: Short Sword
Phaeacian Priest	Gold 50, Res 1, Rec 1
	HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, Sacred, Army Sail 999 size pnts, Ship Size 2, Ldr 10, Mag: H1, Wpn: Dagger
Mage Pilot	Gold 80, Res 2, Rec 2
	HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 11, Enc 4, CS 12, MM 16, Army Sail 999 size pnts, Ship Size 2, Ldr 40, MagLdr 10, Mag: A1W1, Wpn: Dagger
Colossi Weaver	Gold 125, Res 1, Rec 2
	HP 19, Prot 1, MR 13, Mor 12, Str 13, Att 10, Def 9, Prec 12, Enc 2, CS 14, MM 20, Forge Bonus 1, Ldr 10, MagLdr 20, Mag: A1S1?1, Wpn: Fist
Colossi Storm Captain	Gold 175, Res 38, Rec 2
	HP 24, Prot 16, MR 15, Mor 13, Str 16, Att 12, Def 14, Prec 11, Enc 5, CS 11, MM 18, Army Sail 999 size pnts, Ship Size 3, Ldr 80, MagLdr 15, Mag: A2W1, Wpn: Short Sword
Colossi Queen	Gold 335, Res 1, Rec 4 (can only be recruited in the capital)
	HP 23, Prot 1, MR 17, Mor 12, Str 15, Att 11, Def 10, Prec 12, Enc 2, CS 14, MM 20, Sacred, Ldr 85, MagLdr 35, Mag: A2W2S1H2?1, Wpn: Fist

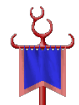
Prince Consort	Gold 370, Res 1, Rec 4 (can only be recruited in the capital)
	HP 24, Prot 1, MR 17, Mor 11, Str 16, Att 11, Def 10, Prec 12, Enc 2, CS 14, MM 20, Sacred, Ldr 15, MagLdr 35, Mag: F1A3W2H1?1, Wpn: Fist
Wind Caller	Gold 170, Res 2, Rec 4 (can only be recruited in coastal forts)
	HP 10, Prot 2, MR 16, Mor 9, Str 10, Att 8, Def 7, Prec 11, Enc 5, CS 12, MM 14, Army Sail 999 size pnts, Ship Size 3, Ldr 40, MagLdr 20, Mag: A2W1?1, Wpn: Dagger

Phaeacia, recruitable units

Phaeacian Militia	Gold 7, Res 5, Rec 5
	HP 10, Prot 5, MR 11, Mor 8, Str 10, Att 8, Def 11, Prec 8, Enc 5, CS 10, MM 12, Wpn: Spear
Phaeacian Archer	Gold 10, Res 7, Rec 11
	HP 10, Prot 6, MR 11, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Phaeacian Light Infantry	Gold 10, Res 9, Rec 11
	HP 10, Prot 9, MR 11, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear, Javelin
Phaeacian Infantry	Gold 10, Res 14, Rec 11
	HP 10, Prot 10, MR 11, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 10, MM 14, Wpn: Short Sword
Phaeacian Heavy Infantry	Gold 12, Res 26, Rec 16
	HP 10, Prot 15, MR 11, Mor 11, Str 10, Att 10, Def 13, Prec 10, Enc 6, CS 9, MM 14, Wpn: Short Sword
Colossi Heavy Infantry	Gold 20, Res 38, Rec 13
	HP 20, Prot 16, MR 12, Mor 12, Str 14, Att 11, Def 13, Prec 11, Enc 5, CS 11, MM 18, Wpn: Short Sword
Colossi Light Infantry	Gold 20, Res 13, Rec 13
	HP 20, Prot 10, MR 12, Mor 12, Str 14, Att 11, Def 14, Prec 11, Enc 3, CS 13, MM 20, Wpn: Spear, Javelin
Orichalcum Guard	Gold 40, Res 53, Rec 27 (can only be recruited in the capital)
	HP 24, Prot 18, MR 13, Mor 14, Str 16, Att 12, Def 16, Prec 11, Enc 5, CS 11, MM 18, Sacred, Wpn: Orichalcum Sword

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.



Atlantis, recruitable commanders

Scout	Gold 25, Res 1, Rec 1
	HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealthy 50, Darkvision 50, Wpn: Coral Knife
Shambler Chief	Gold 50, Res 2, Rec 1 (can also be recruited in coastal forts)
	HP 22, Prot 6, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 16, Amph, Darkvision 50, Ldr 60, Wpn: Coral Club, Claw
Consort	Gold 115, Res 26, Rec 1

	HP 27, Prot 16, MR 12, Mor 15, Str 16, Att 12, Def 13, Prec 8, Enc 7, CS 7, MM 12, Sacred, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Ldr 80, Mag: H1, Wpn: Coral Glaive
Coral Queen	Gold 265, Res 19, Rec 4
	HP 31, Prot 18, MR 15, Mor 14, Str 18, Att 12, Def 7, Prec 8, Enc 5, CS 10, MM 16, Sacred, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Ldr 160, Mag: H3, Wpn: Coral Knife
Mage of the Deep	Gold 165, Res 4, Rec 2
	HP 20, Prot 8, MR 15, Mor 11, Str 14, Att 9, Def 11, Prec 8, Enc 3, CS 11, MM 16, Amph, Darkvision 50, Gift of Water Breathing 10 size points, Ldr 10, MagLdr 15, Mag: W2?1, Wpn: Quarterstaff
King of the Deep	Gold 275, Res 5, Rec 4
	HP 27, Prot 12, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, Amph, Darkvision 100, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 30, Mag: W3?2, Wpn: Quarterstaff
Deep Seer	Gold 315, Res 1, Rec 2 (can only be recruited in the capital)
	HP 8, Prot 0, MR 16, Mor 13, Str 9, Att 8, Def 6, Prec 10, Enc 5, CS 8, MM 6, Sacred, Amph, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 35, Mag: W3S2H1, Wpn: Coral Knife
Initiate of the Deep	Gold 45, Res 1, Rec 2 (can only be recruited in coastal forts)
	HP 10, Prot 0, MR 13, Mor 12, Str 8, Att 7, Def 7, Prec 9, Enc 3, CS 10, MM 16, PAmph, Ldr 10, MagLdr 5, Mag: W1, Wpn: Dagger
Witness of the Deep	Gold 165, Res 1, Rec 2 (can only be recruited in coastal forts)
	HP 10, Prot 0, MR 15, Mor 12, Str 8, Att 8, Def 11, Prec 9, Enc 3, CS 10, MM 16, Sacred, Amph, Gift of Water Breathing 10 size points, Ldr 10, MagLdr 20, Mag: W2S1, Wpn: Quarterstaff
Atlantis, recruitable units	
Atlantian Militia	Gold 7, Res 2, Rec 3
	HP 12, Prot 2, MR 10, Mor 8, Str 11, Att 8, Def 8, Prec 8, Enc 4, CS 10, MM 14, Amph, Darkvision 50, Wpn: Coral Spear
Atlantian Light Infantry	Gold 10, Res 9, Rec 9 (can also be recruited in coastal forts)
	HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 5, CS 8, MM 12, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Atlantian Shield Bearer	Gold 10, Res 3, Rec 9
	HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 12, Prec 8, Enc 4, CS 9, MM 14, Amph, Darkvision 50, Wpn: Coral Spear
Atlantian Infantry	Gold 10, Res 12, Rec 9
	HP 12, Prot 12, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 6, CS 7, MM 12, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Reef Warrior	Gold 12, Res 11, Rec 13
	HP 13, Prot 10, MR 10, Mor 12, Str 11, Att 11, Def 13, Prec 8, Enc 6, CS 9, MM 14, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear, Coral Tipped Javelin
Coral Guard	Gold 15, Res 15, Rec 21
	HP 14, Prot 13, MR 10, Mor 13, Str 12, Att 11, Def 11, Prec 8, Enc 6, CS 6, MM 10, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Coral Guard	Gold 15, Res 17, Rec 21
	HP 14, Prot 13, MR 10, Mor 13, Str 12, Att 11, Def 9, Prec 8, Enc 5, CS 7, MM 10, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Glaive
Shambler	Gold 20, Res 1, Rec 25
	HP 22, Prot 6, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 16, Amph, Darkvision 50, Wpn: Claw, Claw
Shambler Guard	Gold 22, Res 8, Rec 27
	HP 22, Prot 11, MR 10, Mor 12, Str 15, Att 10, Def 11, Prec 8, Enc 5, CS 9, MM 14, Amph, Darkvision 50, Wpn: Coral Club

War Shambler	Gold 25, Res 19, Rec 30
	HP 23, Prot 13, MR 10, Mor 13, Str 15, Att 11, Def 13, Prec 8, Enc 6, CS 8, MM 14, Amph, Darkvision 50, Wpn: Coral Glaive
Mother Guard	Gold 40, Res 26, Rec 41 (can only be recruited in the capital)
	HP 25, Prot 16, MR 10, Mor 14, Str 15, Att 12, Def 12, Prec 8, Enc 7, CS 7, MM 12, Sacred, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Glaive
War Lobster	Gold 50, Res 6, Rec 44
	HP 13, Prot 2, MR 10, Mor 11, Str 11, Att 11, Def 16, Prec 8, Enc 3, CS 8, MM 10, Trample, Aqua, Darkvision 100, Wpn: Coral Spear, Lobster Claw
Soldier of the Deep	Gold 10, Res 6, Rec 9 (can only be recruited in coastal forts)
	HP 10, Prot 8, MR 11, Mor 12, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, PAmph, Wpn: Coral Spear

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 Starspawns, the Great Ones who survived the Fall, plan the re-emergence of their Great Race. The Starspawns 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.



R'lyeh, recruitable commanders	
Scout	Gold 25, Res 1, Rec 1
	HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealthy 50, Darkvision 50, Wpn: Coral Knife
Traitor Prince	Gold 80, Res 49, Rec 1
	HP 27, Prot 21, MR 15, Mor 12, Str 16, Att 12, Def 10, Prec 8, Enc 7, CS 7, MM 10, Amph, Darkvision 50, Ldr 80, Wpn: Meteorite Trident
Illithid Lord	Gold 80, Res 51, Rec 1
	HP 30, Prot 17, MR 16, Mor 12, Str 15, Att 11, Def 8, Prec 7, Enc 4, CS 7, MM 14, Magic, Amph, BIR, Task Master +2, Spirit Sight, Void Sanity 10, Ldr 40, MagLdr 40, Wpn: Meteorite Trident, Mind Blast
Slave Priest	Gold 45, Res 1, Rec 1
	HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 18, Sacred, Amph, Ldr 10, Mag: H1, Wpn: Quarterstaff
Star Child	Gold 85, Res 1, Rec 2
	HP 14, Prot 2, MR 15, Mor 10, Str 11, Att 10, Def 9, Prec 11, Enc 3, CS 10, MM 16, Amph, Stealthy 55, BIR, Spirit Sight, Assassin, Assassin Patience +2, Void Sanity 5, MagLdr 20, Mag: S1, Wpn: Dagger, Mind Blast
Slave Mage	Gold 175, Res 1, Rec 2
	HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 10, Prec 9, Enc 4, CS 19, MM 16, Amph, Ldr 10, MagLdr 30, Mag: W2S1?1, Wpn: Quarterstaff
Starspawn	Gold 200, Res 1, Rec 2
	HP 30, Prot 5, MR 18, Mor 9, Str 16, Att 11, Def 7, Prec 12, Enc 2, CS 8, MM 16, Sacred, Magic, Amph, BIR, Spirit Sight, Void Sanity 10, Ldr 10, UndLdr 30, MagLdr 50, Mag: S1H2?1, Wpn: Life Drain, Mind Blast
Starspawn	Gold 290, Res 1, Rec 4 (can only be recruited in the capital)

	HP 26, Prot 5, MR 20, Mor 9, Str 15, Att 9, Def 6, Prec 13, Enc 2, CS 8, MM 16, Magic, Amph, BIR, Spirit Sight, Void Sanity 10, Ldr 10, MagLdr 125, Mag: WIS3?2, Wpn: Life Drain, Mind Blast
Hybrid Commander	Gold 50, Res 19, Rec 1 (can only be recruited in coastal forts)
	HP 16, Prot 12, MR 13, Mor 10, Str 12, Att 11, Def 10, Prec 11, Enc 5, CS 8, MM 14, Amph, Spirit Sight, Ldr 60, MagLdr 10, Wpn: Bronze Trident, Mind Blast

R'lyeh, recruitable units

Lobo Guard	Gold 5, Res 1, Rec 2
	HP 13, Prot 2, MR 5, Mor 50, Str 12, Att 9, Def 7, Prec 5, Enc 3, CS 8, MM 14, Magic, Mindless, Amph, Darkvision 100, Wpn: Claw
Slave Trooper	Gold 9, Res 2, Rec 6
	HP 12, Prot 2, MR 10, Mor 7, Str 11, Att 10, Def 10, Prec 8, Enc 3, CS 9, MM 14, Amph, Darkvision 100, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 11, Rec 6
	HP 12, Prot 12, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, Darkvision 100, Wpn: Bone Trident
Slave Trooper	Gold 9, Res 2, Rec 6
	HP 10, Prot 1, MR 12, Mor 7, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Stone Spear
Slave Trooper	Gold 9, Res 1, Rec 6
	HP 15, Prot 1, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 3, CS 20, MM 16, Aqua, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 10, Rec 6
	HP 10, Prot 11, MR 12, Mor 7, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 21, MM 16, Amph, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 11, Rec 6
	HP 15, Prot 11, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 4, CS 19, MM 14, Aqua, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 10, Rec 6
	HP 12, Prot 10, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, Darkvision 100, Wpn: Bone Trident
Meteorite Guard	Gold 13, Res 33, Rec 16
	HP 14, Prot 19, MR 13, Mor 12, Str 12, Att 11, Def 9, Prec 8, Enc 7, CS 5, MM 8, Amph, Darkvision 100, Wpn: Meteorite Trident
Shambler Thrall	Gold 20, Res 1, Rec 22
	HP 24, Prot 7, MR 5, Mor 50, Str 16, Att 9, Def 7, Prec 4, Enc 3, CS 10, MM 16, Magic, Mindless, Trample, Amph, Darkvision 50, Wpn: Claw
Crab Hybrid	Gold 35, Res 1, Rec 33
	HP 25, Prot 14, MR 10, Mor 14, Str 17, Att 8, Def 9, Prec 8, Enc 3, CS 11, MM 16, Aqua, Darkvision 50, Wpn: Pincer, Pincer
Illithid	Gold 50, Res 1, Rec 37
	HP 28, Prot 5, MR 15, Mor 10, Str 15, Att 10, Def 7, Prec 12, Enc 2, CS 8, MM 16, Magic, Amph, BIR, Spirit Sight, Void Sanity 10, Wpn: Life Drain, Mind Blast
Illithid Soldier	Gold 50, Res 51, Rec 37
	HP 28, Prot 17, MR 16, Mor 10, Str 15, Att 10, Def 7, Prec 7, Enc 4, CS 7, MM 14, Magic, Amph, BIR, Darkvision 100, Spirit Sight, Void Sanity 10, Wpn: Meteorite Trident, Mind Blast
Hybrid	Gold 12, Res 3, Rec 21 (can only be recruited in coastal forts)
	HP 13, Prot 5, MR 10, Mor 11, Str 12, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, Amph, Spirit Sight, Wpn: Spear, Tentacle
Hybrid Trooper	Gold 13, Res 6, Rec 24 (can only be recruited in coastal forts)

HP 13, Prot 8, MR 10, Mor 11, Str 12, Att 10, Def 13, Prec 10, Enc 5, CS 8, MM 14, Amph, Spirit Sight,
Wpn: Spear, Tentacle

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 divisions of the kingdom have lessened over time and the Shark Tribe and the Turtle Tribe 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. The earlier contact with Berytos and Therodos has kindled an interest in Telkhine secrets and lore. With the final rest of Therodos the secrets of the Telkhines have become available to the Pelagian sages.



Pelagia, recruitable commanders

Merman Scout	Gold 25, Res 4, Rec 1 HP 12, Prot 1, MR 12, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Stealthy 50, Wpn: Net, Pearl Spear
Wave Lord	Gold 40, Res 21, Rec 1 HP 12, Prot 14, MR 12, Mor 13, Str 11, Att 11, Def 10, Prec 10, Enc 6, CS 19, MM 16, Amph, Ldr 60, Wpn: Pearl Trident
Pelagian Captain	Gold 40, Res 26, Rec 1 HP 16, Prot 17, MR 12, Mor 11, Str 12, Att 12, Def 12, Prec 10, Enc 9, CS 14, MM 14, Aqua, Ldr 60, Wpn: Pearl Trident
Amber Clan Noble	Gold 80, Res 36, Rec 1 HP 17, Prot 17, MR 12, Mor 13, Str 13, Att 12, Def 13, Prec 10, Enc 7, CS 18, MM 14, Aqua, Ldr 80, Wpn: Pearl Trident
Merman Priest	Gold 45, Res 1, Rec 1 (can also be recruited in coastal forts) HP 10, Prot 1, MR 14, Mor 8, Str 10, Att 8, Def 7, Prec 9, Enc 3, CS 20, MM 18, Sacred, Amph, Ldr 10, Mag: H1, Wpn: Fist
Amber Clan Priest	Gold 65, Res 2, Rec 1 HP 15, Prot 1, MR 14, Mor 12, Str 12, Att 11, Def 10, Prec 10, Enc 3, CS 22, MM 18, Sacred, Aqua, Ldr 40, Mag: H1, Wpn: Mace
Pearl Clan Priest	Gold 80, Res 2, Rec 2 HP 12, Prot 1, MR 14, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 18, Sacred, Aqua, Ldr 40, Mag: H2, Wpn: Coral Club
Pelagian Mermage	Gold 95, Res 1, Rec 2 HP 10, Prot 1, MR 15, Mor 11, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 10, Amph, Ldr 10, MagLdr 10, Mag: W1?1, Wpn: Quarterstaff
Pelagian Mystic	Gold 130, Res 3, Rec 4 HP 10, Prot 1, MR 15, Mor 11, Str 10, Att 8, Def 7, Prec 9, Enc 4, CS 21, MM 16, Amph, Research +2, Ldr 10, MagLdr 20, Mag: A1W1E1?1, Wpn: Instrument
Pearl Mage	Gold 175, Res 1, Rec 2 HP 12, Prot 1, MR 16, Mor 9, Str 12, Att 9, Def 10, Prec 10, Enc 4, CS 19, MM 16, Aqua, Ldr 10, MagLdr 25, Mag: W2S1?1, Wpn: Quarterstaff
Amber Clan Mage	Gold 185, Res 1, Rec 2

	HP 14, Prot 1, MR 16, Mor 10, Str 12, Att 11, Def 12, Prec 11, Enc 4, CS 21, MM 16, Aqua, Ldr 45, MagLdr 20, Mag: F1W2?1, Wpn: Quarterstaff
Triton Prince	Gold 200, Res 32, Rec 2 (can only be recruited in the capital)
	HP 17, Prot 17, MR 14, Mor 16, Str 13, Att 13, Def 18, Prec 10, Enc 4, CS 30, MM 18, Sacred, Recup, Aqua, Ldr 120, Wpn: Lance, Bronze Spear, Alicorn
Conqueror of the Closed Realm	Gold 130, Res 32, Rec 2 (can only be recruited in the capital)
	HP 14, Prot 19, MR 12, Mor 14, Str 12, Att 13, Def 13, Prec 10, Enc 8, CS 17, MM 14, Sacred, Amph, Ldr 80, MagLdr 5, Mag: H1?1, Wpn: Pearl Blade
Triton King	Gold 390, Res 7, Rec 4 (can only be recruited in the capital)
	HP 45, Prot 4, MR 17, Mor 14, Str 15, Att 13, Def 13, Prec 10, Enc 3, CS 25, MM 18, Sacred, Aqua, Dominion Summoner 0+ Hippocampus, Ldr 80, MagLdr 30, Mag: W4?2, Wpn: Bronze Trident
Merman Commander	Gold 40, Res 30, Rec 1 (can only be recruited in coastal forts)
	HP 12, Prot 18, MR 12, Mor 12, Str 11, Att 11, Def 12, Prec 10, Enc 9, CS 16, MM 14, Amph, Ldr 60, Wpn: Bronze Sword
Daduchos	Gold 65, Res 2, Rec 4 (can only be recruited in coastal forts)
	HP 10, Prot 1, MR 14, Mor 8, Str 10, Att 8, Def 8, Prec 9, Enc 3, CS 22, MM 18, Amph, Research +2, Ldr 15, MagLdr 15, Mag: F1?1, Wpn: Extinguished Torch

Pelagia, recruitable units

Pelagian Militia	Gold 8, Res 2, Rec 5
	HP 12, Prot 1, MR 12, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 14, Aqua, Wpn: Coral Spear
Merman	Gold 10, Res 3, Rec 9
	HP 10, Prot 1, MR 12, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Coral Spear
Pelagian Soldier	Gold 10, Res 21, Rec 9
	HP 15, Prot 14, MR 12, Mor 11, Str 12, Att 11, Def 12, Prec 10, Enc 7, CS 16, MM 16, Aqua, Wpn: Short Bronze Trident
Wave Warrior	Gold 13, Res 20, Rec 16
	HP 10, Prot 14, MR 12, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 6, CS 19, MM 16, Amph, Wpn: Bronze Trident
Coral Clan Hoplite	Gold 13, Res 27, Rec 16
	HP 16, Prot 18, MR 12, Mor 12, Str 12, Att 12, Def 10, Prec 10, Enc 9, CS 14, MM 14, Aqua, Wpn: Coral Long Spear
Amber Clan Guard	Gold 14, Res 35, Rec 18
	HP 16, Prot 17, MR 12, Mor 13, Str 13, Att 12, Def 12, Prec 10, Enc 7, CS 18, MM 14, Aqua, Wpn: Short Bronze Trident
Champion of the Closed Realm	Gold 23, Res 30, Rec 27 (can only be recruited in the capital)
	HP 13, Prot 19, MR 12, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 8, CS 17, MM 14, Sacred, Amph, Wpn: Short Sword
Knight of the Deeps	Gold 70, Res 25, Rec 48 (can only be recruited in the capital)
	HP 16, Prot 17, MR 14, Mor 14, Str 13, Att 12, Def 17, Prec 10, Enc 4, CS 30, MM 18, Sacred, Recup, Aqua, Wpn: Lance, Bronze Spear, Alicorn
Merman Hoplite	Gold 13, Res 29, Rec 16 (can only be recruited in coastal forts)
	HP 10, Prot 18, MR 12, Mor 11, Str 10, Att 10, Def 9, Prec 10, Enc 9, CS 16, MM 14, Amph, Wpn: Bronze Long Spear
Apostate of the Closed Realm	Gold 15, Res 21, Rec 21 (can only be recruited in coastal forts)

HP 13, Prot 12, MR 12, Mor 13, Str 11, Att 12, Def 15, Prec 10, Enc 6, CS 19, MM 16, Amph, Wpn: Short Sword, Javelin

Oceania, Mermidons

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 Starspawn 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 were 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.



Oceania, recruitable commanders

Ichtysatyr Scout	Gold 20, Res 5, Rec 1 HP 12, Prot 4, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealthy 40, Wpn: Bronze Spear
Ichtysatyr Commander	Gold 40, Res 9, Rec 1 (can also be recruited in coastal forts) HP 12, Prot 12, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Stealthy 40, Ldr 40, Wpn: Bronze Spear
Ichtycentaur Commander	Gold 90, Res 28, Rec 1 HP 20, Prot 18, MR 13, Mor 12, Str 13, Att 10, Def 15, Prec 12, Enc 8, CS 21, MM 16, Recup, Amph, Ldr 80, Wpn: Pearl Trident
Siren	Gold 130, Res 1, Rec 2 (can also be recruited in coastal forts) HP 10, Prot 1, MR 16, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 3, CS 22, MM 18, Recup, Amph, Stealthy 65, Air Magic -1, Awe +3, MagLdr 10, Mag: A1W2, Wpn: Fist
Aphroi Hierophant	Gold 135, Res 1, Rec 2 HP 23, Prot 4, MR 15, Mor 13, Str 14, Att 11, Def 17, Prec 13, Enc 3, CS 26, MM 22, Sacred, Recup, Amph, Stealthy 40, Inspirational +1, Ldr 40, MagLdr 5, Mag: H1?1, Wpn: Quarterstaff
Haliade	Gold 325, Res 1, Rec 2 HP 10, Prot 1, MR 16, Mor 9, Str 9, Att 10, Def 14, Prec 12, Enc 2, CS 30, MM 18, Sacred, Recup, Aqua, Awe +3, Ldr 80, MagLdr 25, Mag: W2N2H2?1, Wpn: Alicorn, Fist
Capricorn	Gold 355, Res 7, Rec 4 (can also be recruited in coastal forts) HP 37, Prot 5, MR 17, Mor 16, Str 16, Att 11, Def 12, Prec 9, Enc 3, CS 15, MM 18, Recup, Amph, Stealthy 40, Earth Magic -1, Animal Awe +3, Gift of Water Breathing 50 size points, Ldr 80, MagLdr 35, Mag: W2E1N4?1, Wpn: Bronze Trident
Aphroi Lord	Gold 145, Res 17, Rec 1 (can only be recruited in the capital) HP 26, Prot 15, MR 14, Mor 15, Str 15, Att 12, Def 16, Prec 12, Enc 8, CS 21, MM 16, Sacred, Recup, Amph, Inspirational +1, Poison Barbs 5 AN dmg, Ldr 80, Wpn: Bronze Lance

Oceania, recruitable units

Ichtysatyr	Gold 9, Res 2, Rec 6 HP 12, Prot 2, MR 13, Mor 8, Str 11, Att 10, Def 12, Prec 10, Enc 3, CS 24, MM 18, Recup, Amph, Stealthy 40, Wpn: Bronze Spear
Ichtysatyr	Gold 9, Res 3, Rec 6 HP 12, Prot 2, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealthy 40, Wpn: Bronze Spear
Ichtysatyr Soldier	Gold 10, Res 17, Rec 14

	HP 12, Prot 12, MR 13, Mor 9, Str 11, Att 10, Def 14, Prec 10, Enc 7, CS 20, MM 16, Recup, Amph, Wpn: Bronze Spear
Ichtysatyr Soldier	Gold 10, Res 7, Rec 14
	HP 12, Prot 9, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Wpn: Bronze Spear
Mermidon	Gold 15, Res 28, Rec 26
	HP 14, Prot 18, MR 13, Mor 11, Str 12, Att 12, Def 14, Prec 10, Enc 9, CS 18, MM 14, Recup, Amph, Wpn: Short Bronze Trident
Ichtycentaur	Gold 30, Res 8, Rec 17
	HP 20, Prot 12, MR 13, Mor 12, Str 13, Att 10, Def 16, Prec 12, Enc 4, CS 25, MM 22, Recup, Amph, Wpn: Bronze Lance
Ichtycentaur Cataphract	Gold 35, Res 27, Rec 22
	HP 22, Prot 18, MR 13, Mor 14, Str 13, Att 11, Def 15, Prec 12, Enc 8, CS 21, MM 16, Recup, Amph, Wpn: Short Bronze Trident
Ichtytaur	Gold 40, Res 5, Rec 12
	HP 30, Prot 9, MR 13, Mor 12, Str 17, Att 9, Def 8, Prec 9, Enc 4, CS 21, MM 16, Recup, Amph, Wpn: Bronze Spear
Ichtytaur Warrior	Gold 50, Res 16, Rec 18
	HP 30, Prot 13, MR 13, Mor 12, Str 17, Att 9, Def 8, Prec 9, Enc 6, CS 19, MM 16, Recup, Amph, Wpn: Bronze Spear
Aphroi	Gold 55, Res 15, Rec 30 (can only be recruited in the capital)
	HP 24, Prot 12, MR 14, Mor 14, Str 14, Att 11, Def 16, Prec 12, Enc 8, CS 21, MM 16, Sacred, Recup, Amph, Poison Barbs 5 AN dmg, Wpn: Bronze Lance
Ichtysatyr	Gold 9, Res 3, Rec 6 (can only be recruited in coastal forts)
	HP 12, Prot 2, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealthy 40, Wpn: Bronze Spear
Ichtysatyr Warrior	Gold 10, Res 7, Rec 14 (can only be recruited in coastal forts)
	HP 12, Prot 9, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Wpn: Bronze Spear

Ys, Morgen Queens

Ker-Ys was a Tuatha city of unrivaled splendor. Its walls of crystal and bronze rose above the shores of Kernou, a former Marverni province conquered by the Tuatha of Tir na n'Og. Through trade and sorcery it became a city of marvels inhabited by Tuatha, humans and Merrow, a race of mermen that lived in the seas near Tir na n'Og and Kernou. With the fall of Tir na n'Og, Dahut, a mighty Tuatha sorceress and queen of the city, hid Ker-Ys beneath the waves, creating a refuge for the sorceresses of Tir na n'Og. The city became inhabited by Tuatha and their Merrow allies. Living in the enchanted city underneath the waves transformed the Tuatha and they have turned into Morgen, a superior race of semi-divine beings, who are to the Merrow what the Tuatha were to men. Ys is an underwater queendom ruled by Morgen. Humans of Kernou ancestry comprise most of the coastal population.



Ys, recruitable commanders

Ysian Scout	Gold 25, Res 1, Rec 1
	HP 14, Prot 2, MR 11, Mor 10, Str 12, Att 9, Def 9, Prec 8, Enc 3, CS 11, MM 16, Amph, Stealthy 50, Darkvision 50, Wpn: Bronze Dagger
Ysian Commander	Gold 45, Res 23, Rec 1
	HP 16, Prot 17, MR 11, Mor 13, Str 13, Att 11, Def 12, Prec 8, Enc 9, CS 5, MM 12, Amph, Darkvision 50, Ldr 60, Wpn: Bronze Spear
Knight Commander of Ys	Gold 105, Res 23, Rec 1

	HP 18, Prot 17, MR 11, Mor 13, Str 14, Att 11, Def 15, Prec 9, Enc 5, CS 30, MM 18, Amph, Darkvision 50, Ldr 80, Wpn: Bronze Lance
Ysian Druid	Gold 165, Res 1, Rec 2
	HP 13, Prot 2, MR 14, Mor 9, Str 11, Att 8, Def 8, Prec 8, Enc 3, CS 11, MM 16, Sacred, Amph, Darkvision 50, Ldr 10, MagLdr 15, Mag: W1E1H1?1, Wpn: Bronze Dagger
Morgen Champion	Gold 250, Res 53, Rec 2 (can only be recruited in the capital)
	HP 16, Prot 16, MR 16, Mor 14, Str 13, Att 14, Def 20, Prec 12, Enc 4, CS 30, MM 24, Glamour, Sacred, Amph, Fire Res +5, Darkvision 50, Spell Singer, Army Sail 3 size pnts, Ldr 80, MagLdr 10, Mag: A1W1H1, Wpn: Golden Lance
Morgen Princess	Gold 340, Res 51, Rec 4 (can only be recruited in the capital)
	HP 16, Prot 13, MR 17, Mor 14, Str 13, Att 14, Def 20, Prec 12, Enc 4, CS 30, MM 24, Glamour, Sacred, Amph, Fire Res +5, Darkvision 50, Spell Singer, Army Sail 3 size pnts, Ldr 120, MagLdr 15, Mag: A2W1H2, Wpn: Golden Lance
Morgen Sorceress	Gold 420, Res 1, Rec 4 (can only be recruited in the capital)
	HP 13, Prot 0, MR 18, Mor 13, Str 12, Att 13, Def 17, Prec 13, Enc 3, CS 12, MM 16, Glamour, Sacred, Amph, Stealthy 65, Darkvision 50, Spell Singer, Ldr 40, MagLdr 35, Mag: A3W2E1H2?1, Wpn: Quarterstaff
Swanherd	Gold 40, Res 1, Rec 1 (can only be recruited in coastal forts)
	HP 10, Prot 0, MR 11, Mor 9, Str 10, Att 8, Def 11, Prec 10, Enc 3, CS 12, MM 16, Sacred, Animal Awe +1, Inspirational -1, Ldr 40, Wpn: Quarterstaff, Sling
Kernou Chieftain	Gold 50, Res 17, Rec 1 (can only be recruited in coastal forts)
	HP 13, Prot 13, MR 10, Mor 12, Str 12, Att 12, Def 15, Prec 10, Enc 5, CS 10, MM 14, Inspirational +1, Ldr 60, Wpn: Broad Sword
Kernou Druid	Gold 165, Res 1, Rec 2 (can only be recruited in coastal forts)
	HP 10, Prot 0, MR 13, Mor 12, Str 9, Att 9, Def 12, Prec 11, Enc 3, CS 12, MM 16, Sacred, Ldr 10, MagLdr 20, Mag: E1S1H1?1, Wpn: Quarterstaff

Ys, recruitable units

Ysian Militia	Gold 8, Res 2, Rec 3
	HP 14, Prot 2, MR 11, Mor 8, Str 12, Att 8, Def 8, Prec 8, Enc 3, CS 10, MM 16, Amph, Darkvision 50, Wpn: Bronze Spear
Ysian Spearman	Gold 12, Res 3, Rec 9
	HP 14, Prot 2, MR 11, Mor 10, Str 12, Att 9, Def 12, Prec 8, Enc 4, CS 10, MM 16, Amph, Darkvision 50, Wpn: Bronze Spear
Ysian Infantry	Gold 12, Res 19, Rec 9
	HP 14, Prot 14, MR 11, Mor 10, Str 12, Att 9, Def 11, Prec 8, Enc 7, CS 7, MM 14, Amph, Darkvision 50, Wpn: Bronze Spear
Ysian Man at Arms	Gold 15, Res 23, Rec 15
	HP 15, Prot 17, MR 11, Mor 11, Str 13, Att 10, Def 11, Prec 8, Enc 9, CS 5, MM 12, Amph, Darkvision 50, Wpn: Bronze Spear
Knight of Ys	Gold 45, Res 23, Rec 46
	HP 16, Prot 17, MR 11, Mor 13, Str 13, Att 10, Def 14, Prec 8, Enc 5, CS 30, MM 18, Amph, Darkvision 50, Wpn: Bronze Lance
Morvarc'h Knight	Gold 115, Res 53, Rec 56 (can only be recruited in the capital)
	HP 14, Prot 16, MR 14, Mor 14, Str 12, Att 13, Def 19, Prec 12, Enc 5, CS 30, MM 24, Glamour, Sacred, Amph, Fire Res +5, Darkvision 50, Army Sail 3 size pnts, Wpn: Golden Lance
Kernou Warrior	Gold 9, Res 18, Rec 7 (can only be recruited in coastal forts)
	HP 10, Prot 13, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 10, MM 14, Wpn: Broad Sword, Javelin
Kernou Noble Warrior	Gold 12, Res 21, Rec 14 (can only be recruited in coastal forts)
	HP 12, Prot 15, MR 10, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Wpn: Broad Sword

Kernou Cavalry	Gold 25, Res 24, Rec 36 (can only be recruited in coastal forts)
	HP 12, Prot 15, MR 10, Mor 11, Str 11, Att 11, Def 15, Prec 8, Enc 4, CS 23, MM 18, Wpn: Light Lance

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. The former conquest of the known world has led to an acceptance of strange cultures and beliefs. The Arcoscephalian population are quick to adopt foreign cults, but only to incorporate them into their own belief system. The Awakening God is viewed as the Master of All and all other gods are just aspects of the Great One. Temples and religious sites of other faiths are converted and the faith of the Awakening One is imposed upon newly conquered lands.



Arcoscephale, recruitable commanders

Scout	Gold 25, Res 5, Rec 1
	HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Bronze Spear, Short Bow
Hypaspist Commander	Gold 70, Res 25, Rec 1
	HP 13, Prot 15, MR 10, Mor 14, Str 12, Att 12, Def 14, Prec 10, Enc 6, CS 10, MM 16, Ldr 80, Wpn: Spear
Hoplite Commander	Gold 75, Res 31, Rec 1
	HP 13, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 11, Prec 10, Enc 7, CS 7, MM 14, Ldr 80, Wpn: Long Spear
Phalangite Commander	Gold 75, Res 20, Rec 1
	HP 13, Prot 14, MR 10, Mor 13, Str 12, Att 12, Def 12, Prec 10, Enc 5, CS 9, MM 14, Ldr 80, Wpn: Long Spear
Agema Commander	Gold 100, Res 40, Rec 1
	HP 15, Prot 15, MR 10, Mor 15, Str 12, Att 13, Def 19, Prec 10, Enc 5, CS 22, MM 20, Inspirational +1, Ldr 80, Wpn: Lance, Hoof, Broad Sword
Strategos	Gold 110, Res 30, Rec 2
	HP 13, Prot 18, MR 10, Mor 15, Str 12, Att 12, Def 13, Prec 10, Enc 9, CS 8, MM 10, Ldr 120, Wpn: Short Sword
Orphic Mystic	Gold 100, Res 1, Rec 2
	HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Spell Singer, Ldr 10, UndLdr 30, MagLdr 5, Mag: D1N1?1, Wpn: Bronze Dagger
Neokoros	Gold 110, Res 1, Rec 2
	HP 9, Prot 0, MR 14, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacred, Healing 1, Ldr 10, MagLdr 5, Mag: N1H1, Wpn: Bronze Dagger
Mystic	Gold 135, Res 1, Rec 2
	HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 14, Research +1, Ldr 15, MagLdr 25, Mag: S1?2, Wpn: Bronze Dagger
Panageis	Gold 200, Res 1, Rec 2
	HP 9, Prot 0, MR 15, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacred, Healing 2, Ldr 10, MagLdr 10, Mag: N1H2?1, Wpn: Bronze Dagger
Cerulean Commander	Gold 75, Res 25, Rec 1 (can only be recruited in the capital)

	HP 23, Prot 15, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 80, Wpn: Falchion
Sibyl	Gold 230, Res 1, Rec 4 (can only be recruited in the capital)
	HP 8, Prot 0, MR 15, Mor 10, Str 7, Att 7, Def 7, Prec 11, Enc 4, CS 8, MM 16, Sacred, Spirit Sight, Ldr 10, MagLdr 30, Mag: S2N1H2?1, Wpn: Dagger

Arcoscephale, recruitable units

Slinger	Gold 7, Res 2, Rec 3
	HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Peltast	Gold 10, Res 5, Rec 9
	HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear, Javelin
Hoplite	Gold 13, Res 31, Rec 16
	HP 11, Prot 18, MR 10, Mor 11, Str 11, Att 11, Def 9, Prec 10, Enc 8, CS 7, MM 14, Wpn: Long Spear
Phalangite	Gold 13, Res 20, Rec 16
	HP 11, Prot 14, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 6, CS 9, MM 14, Wpn: Long Spear
Hypaspist	Gold 16, Res 25, Rec 23
	HP 11, Prot 15, MR 10, Mor 13, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 10, MM 16, Wpn: Spear
Cerulean Warrior	Gold 18, Res 20, Rec 11 (can only be recruited in the capital)
	HP 20, Prot 15, MR 8, Mor 13, Str 15, Att 12, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace
Heart Companion	Gold 20, Res 31, Rec 23 (can only be recruited in the capital)
	HP 13, Prot 18, MR 11, Mor 13, Str 11, Att 11, Def 12, Prec 10, Enc 8, CS 8, MM 14, Sacred, Wpn: Long Spear
Agema Companion	Gold 35, Res 40, Rec 46
	HP 13, Prot 15, MR 10, Mor 14, Str 11, Att 12, Def 18, Prec 10, Enc 5, CS 22, MM 20, Wpn: Lance, Hoof, Broad Sword
War Elephant	Gold 100, Res 62, Rec 33
	HP 64, Prot 18, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 5, CS 16, MM 18, Trample, Wpn: Tusk, Long Spear, Long Spear

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.



Pythium, recruitable commanders

Scout	Gold 25, Res 4, Rec 1
	HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Centurion	Gold 70, Res 22, Rec 1 (can be recruited outside forts as well)
	HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 18, Ldr 80, Wpn: Broad Sword
Tribuni	Gold 80, Res 30, Rec 1

	HP 15, Prot 18, MR 10, Mor 15, Str 12, Att 13, Def 17, Prec 10, Enc 9, CS 6, MM 16, Inspirational +1, Ldr 80, Wpn: Broad Sword
Magister Militum	Gold 110, Res 22, Rec 2
	HP 12, Prot 15, MR 10, Mor 14, Str 10, Att 11, Def 10, Prec 10, Enc 6, CS 10, MM 16, Ldr 120, Wpn: Broad Sword
Battle Deacon	Gold 65, Res 19, Rec 1
	HP 11, Prot 15, MR 12, Mor 12, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 10, MM 14, Sacred, Poison Res +5, Ldr 40, Mag: H1, Wpn: Mace
Serpent Acolyte	Gold 70, Res 1, Rec 2
	HP 10, Prot 0, MR 12, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, Sacred, Poison Res +5, Ldr 10, MagLdr 5, Mag: N1H1, Wpn: Bronze Dagger
Renata	Gold 125, Res 1, Rec 2
	HP 9, Prot 0, MR 14, Mor 10, Str 8, Att 8, Def 6, Prec 11, Enc 4, CS 8, MM 14, Sacred, Ldr 10, MagLdr 15, Mag: W1?1, Wpn: Sacred Pitcher, Fist
Renatus	Gold 125, Res 1, Rec 2
	HP 10, Prot 1, MR 14, Mor 10, Str 8, Att 8, Def 10, Prec 11, Enc 3, CS 8, MM 16, Sacred, Ldr 10, UndLdr 30, MagLdr 5, Mag: D1?1, Wpn: Quarterstaff
Serpent Assassin	Gold 75, Res 1, Rec 1 (can only be recruited in the capital)
	HP 10, Prot 0, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 3, CS 12, MM 16, Sacred, Stealthy 60, Poison Res +15, Assassin , Assassin Patience +2, Patrol Bonus 25, Wpn: Serpent Kryss
Serpent Lord	Gold 100, Res 56, Rec 1 (can only be recruited in the capital)
	HP 15, Prot 18, MR 11, Mor 15, Str 13, Att 14, Def 17, Prec 8, Enc 4, CS 16, MM 16, Sacred, Ldr 40, Wpn: Light Lance, Poisonous Bite
Theurg	Gold 135, Res 2, Rec 2 (can only be recruited in the capital)
	HP 9, Prot 0, MR 15, Mor 13, Str 10, Att 11, Def 10, Prec 10, Enc 3, CS 10, MM 16, Sacred, Ldr 10, MagLdr 15, Mag: S1H1?1, Wpn: Mace
Serpent Priest	Gold 265, Res 1, Rec 2 (can only be recruited in the capital)
	HP 9, Prot 1, MR 15, Mor 12, Str 10, Att 9, Def 11, Prec 10, Enc 3, CS 9, MM 16, Sacred, Poison Res +15, Ldr 40, MagLdr 20, Mag: W1N2H2?1, Wpn: Quarterstaff
Heliodromus	Gold 90, Res 1, Rec 2 (can be recruited in all non-fort provinces)
	HP 10, Prot 0, MR 13, Mor 13, Str 10, Att 11, Def 11, Prec 10, Enc 3, CS 10, MM 16, Research -2, Fire Res +5, Heretic 2, Heat Power 1, MagLdr 10, Mag: F1?1, Wpn: Dagger
Mystes	Gold 40, Res 1, Rec 1 (can be recruited in all non-fort provinces)
	HP 9, Prot 0, MR 12, Mor 10, Str 8, Att 8, Def 7, Prec 10, Enc 3, CS 8, MM 16, Research -2, Ldr 10, MagLdr 5, Mag: N1, Wpn: Fist
Reveler	Gold 50, Res 1, Rec 1 (can be recruited in all non-fort provinces)
	HP 10, Prot 0, MR 13, Mor 11, Str 10, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Research -4, Heretic 3, Ldr 40, UndLdr 5, MagLdr 10, Mag: N1, Wpn: Fist
Leo	Gold 80, Res 22, Rec 1 (can be recruited in all non-fort provinces)
	HP 14, Prot 15, MR 11, Mor 14, Str 12, Att 13, Def 11, Prec 10, Enc 5, CS 10, MM 18, Research -2, Fire Res +5, Heretic 1, Heat Power 1, Ldr 85, MagLdr 5, Mag: F1, Wpn: Broad Sword
Epoptes	Gold 110, Res 1, Rec 2 (can be recruited in all non-fort provinces)
	HP 9, Prot 0, MR 13, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Research -2, Supply Bonus 20, Disease Healing 1, Heretic 2, Ldr 10, MagLdr 10, Mag: N1?1, Wpn: Twig
Pythium, recruitable units	
Milite	Gold 8, Res 9, Rec 5 (can be recruited outside forts as well)
	HP 10, Prot 7, MR 10, Mor 8, Str 10, Att 9, Def 14, Prec 10, Enc 5, CS 10, MM 16, Wpn: Spear, Javelin
Limitane	Gold 8, Res 26, Rec 5 (can be recruited outside forts as well)
	HP 10, Prot 15, MR 10, Mor 9, Str 10, Att 9, Def 14, Prec 10, Enc 7, CS 8, MM 12, Wpn: Broad Sword, Javelin

Retiarius	Gold 10, Res 1, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 9, MM 14, Wpn: Net, Trident
Gladiator	Gold 10, Res 1, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 9, MM 14, Wpn: Flail
Limitane Primani	Gold 10, Res 30, Rec 9 (can be recruited outside forts as well) HP 10, Prot 18, MR 10, Mor 11, Str 10, Att 10, Def 14, Prec 10, Enc 9, CS 6, MM 10, Wpn: Broad Sword
Comitatense	Gold 15, Res 26, Rec 21 HP 12, Prot 15, MR 10, Mor 12, Str 11, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Broad Sword, Javelin
Palatine	Gold 20, Res 30, Rec 31 HP 13, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 16, Prec 10, Enc 9, CS 8, MM 16, Wpn: Broad Sword
Limitane Standard	Gold 20, Res 26, Rec 21 (can be recruited outside forts as well) HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 12, Wpn: Broad Sword, Javelin
Standard	Gold 30, Res 26, Rec 21 HP 12, Prot 15, MR 10, Mor 12, Str 11, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Broad Sword, Javelin
Hydra Hatchling	Gold 35, Res 1, Rec 15 (can only be recruited in the capital) HP 25, Prot 4, MR 12, Mor 11, Str 12, Att 12, Def 9, Prec 5, Enc 3, CS 7, MM 12, SS, Sacred, Recup, BIR, PiR, Regeneration 10%, Fire Res -10, Poison Res +25, Wpn: Lesser Heads, Great Head
Serpent Cataphract	Gold 65, Res 56, Rec 46 (can only be recruited in the capital) HP 12, Prot 18, MR 10, Mor 12, Str 12, Att 12, Def 16, Prec 8, Enc 4, CS 16, MM 16, Sacred, Wpn: Light Lance, Poisonous Bite
Hydra	Gold 270, Res 1, Rec 50 (max 1/month) (can only be recruited in the capital) HP 80, Prot 8, MR 14, Mor 15, Str 16, Att 14, Def 12, Prec 5, Enc 3, CS 7, MM 12, SS, Sacred, Recup, BIR, PiR, Regeneration 10%, Fire Res -10, Poison Res +25, Fear +5, Wpn: Lesser Head, Lesser Head, Lesser Head, Lesser Head, Great Head
Limitane Solaris	Gold 14, Res 26, Rec 18 (can be recruited in all non-fort provinces) HP 11, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 15, Prec 10, Enc 7, CS 8, MM 12, Fire Res +5, Wpn: Broad Sword, Javelin
Primani Solaris	Gold 18, Res 30, Rec 27 (can be recruited in all non-fort provinces) HP 12, Prot 18, MR 10, Mor 13, Str 11, Att 12, Def 14, Prec 10, Enc 9, CS 6, MM 10, Fire Res +5, Wpn: Broad Sword

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 faded and undead legions were no longer needed. Instead the soulless were put to menial labor. But the Thaumaturgs turned their attentions 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 lower souls into a ritual that would open a gate to the underworld, so that the dead willingly might 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.



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.



Man, recruitable commanders	
Royal Forester	Gold 40, Res 8, Rec 1 HP 12, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 8, Prec 13, Enc 4, CS 11, MM 14, FS, Stealthy 55, Patrol Bonus 5, Ambidextrous 1, Ldr 10, Wpn: Axe, Axe, Short Bow
Castellan	Gold 70, Res 22, Rec 1 HP 12, Prot 16, MR 10, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 80, Wpn: Broad Sword
Judge	Gold 70, Res 1, Rec 1 HP 10, Prot 0, MR 10, Mor 12, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Patrol Bonus 20, Ldr 40, Wpn: Dagger
Magister of Theology	Gold 60, Res 1, Rec 1 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacred, Inquisitor, Ldr 10, Mag: H1, Wpn: Dagger
Bishop	Gold 70, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 10, Str 10, Att 8, Def 10, Prec 10, Enc 4, CS 10, MM 14, Sacred, Ldr 10, Mag: H2, Wpn: Quarterstaff
Magister	Gold 95, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Stealthy 40, Siege Strength +15, Mason, Ldr 10, Wpn: Dagger
Magister Arcane	Gold 170, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 11, Str 10, Att 8, Def 5, Prec 10, Enc 6, CS 9, MM 10, Ldr 15, MagLdr 30, Mag: A2E1S1, Wpn: Dagger
Lord Warden	Gold 120, Res 31, Rec 1 (can only be recruited in the capital) HP 14, Prot 18, MR 12, Mor 15, Str 12, Att 12, Def 10, Prec 13, Enc 6, CS 11, MM 14, FS, Sacred, Stealthy 40, Ldr 80, Mag: H1, Wpn: Great Sword, Crossbow

Man, recruitable units	
Spearman	Gold 10, Res 9, Rec 9 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear
Longspear	Gold 10, Res 13, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Long Spear
Axeman	Gold 10, Res 11, Rec 9 HP 11, Prot 11, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Axe
Heavy Axeman	Gold 10, Res 19, Rec 9 HP 11, Prot 15, MR 10, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 6, CS 9, MM 12, Wpn: Axe
Light Archer	Gold 10, Res 4, Rec 9 HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Crossbowman	Gold 10, Res 9, Rec 9 HP 10, Prot 9, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 12, MM 16, Wpn: Dagger, Crossbow
Tower Guard	Gold 12, Res 23, Rec 14

	HP 11, Prot 13, MR 10, Mor 12, Str 10, Att 11, Def 15, Prec 11, Enc 6, CS 9, MM 14, Wpn: Broad Sword, Crossbow
Forester	Gold 12, Res 7, Rec 14
	HP 10, Prot 8, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 12, Enc 4, CS 11, MM 14, FS, Stealthy 55, Patrol Bonus 1, Ambidextrous 1, Wpn: Axe, Dagger, Short Bow
Longbowman	Gold 12, Res 11, Rec 14
	HP 10, Prot 9, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 12, Enc 3, CS 12, MM 16, Wpn: Short Sword, Long Bow
Defender	Gold 16, Res 27, Rec 23
	HP 13, Prot 16, MR 10, Mor 13, Str 11, Att 12, Def 15, Prec 12, Enc 7, CS 8, MM 12, Wpn: Broad Sword, Crossbow
Warden	Gold 26, Res 31, Rec 31 (can only be recruited in the capital)
	HP 13, Prot 18, MR 11, Mor 14, Str 12, Att 12, Def 10, Prec 12, Enc 6, CS 11, MM 14, FS, Sacred, Stealthy 40, Wpn: Great Sword, Crossbow
Tower Knight	Gold 40, Res 51, Rec 46
	HP 12, Prot 18, MR 10, Mor 14, Str 12, Att 12, Def 16, Prec 10, Enc 5, CS 20, MM 16, Wpn: Lance, Broad Sword, Hoof

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.



Ulm, recruitable commanders	
Ranger Captain	Gold 45, Res 8, Rec 1
	HP 12, Prot 7, MR 9, Mor 10, Str 11, Att 10, Def 8, Prec 12, Enc 3, CS 11, MM 14, FS, Stealthy 40, Ldr 40, Wpn: Axe, Crossbow
Commander of Ulm	Gold 70, Res 24, Rec 1
	HP 12, Prot 14, MR 9, Mor 10, Str 11, Att 10, Def 15, Prec 10, Enc 6, CS 8, MM 14, Ldr 80, Wpn: Broad Sword
Black Acolyte	Gold 45, Res 1, Rec 1
	HP 12, Prot 0, MR 12, Mor 10, Str 11, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacred, Inquisitor, Ldr 10, Mag: H1, Wpn: Dagger
Illuminated One	Gold 75, Res 1, Rec 2 (can be recruited outside forts as well)
	HP 10, Prot 0, MR 12, Mor 10, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Stealthy 65, Ldr 10, MagLdr 10, Mag: S1, Wpn: Fist
Member of the Second Tier	Gold 150, Res 1, Rec 2 (can be recruited outside forts as well)
	HP 10, Prot 0, MR 14, Mor 10, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Stealthy 75, Ldr 10, UndLdr 5, MagLdr 25, Mag: S2B1, Wpn: Fist
Black Priest	Gold 160, Res 2, Rec 2
	HP 12, Prot 0, MR 15, Mor 11, Str 11, Att 8, Def 7, Prec 10, Enc 4, CS 8, MM 16, Sacred, Forge Bonus 1, Inquisitor, Ldr 40, MagLdr 10, Mag: E1H2?1, Wpn: Maul
Wolfherd	Gold 50, Res 2, Rec 1 (can only be recruited in the capital)
	HP 10, Prot 4, MR 9, Mor 12, Str 10, Att 11, Def 12, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 40, Animal Awe +2, Inspirational -1, Ldr 40, Wpn: Quarterstaff, Sling

Ghoul Commander	Gold 100, Res 42, Rec 1 (can only be recruited in the capital)
	HP 18, Prot 22, MR 13, Mor 18, Str 14, Att 12, Def 10, Prec 10, Enc 0, CS 6, MM 19, Und, NNEat, Poison Res +25, Darkvision 50, Ldr 40, UndLdr 80, Wpn: Black Halberd
Hochmeister	Gold 115, Res 73, Rec 1 (can only be recruited in the capital)
	HP 17, Prot 23, MR 12, Mor 16, Str 14, Att 13, Def 13, Prec 10, Enc 5, CS 18, MM 16, Sacred, Inquisitor, Ldr 80, Mag: H1, Wpn: Lance, Morningstar, Hoof
Fortune Teller	Gold 95, Res 1, Rec 2 (can only be recruited in the capital)
	HP 10, Prot 0, MR 13, Mor 8, Str 8, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Ldr 10, UndLdr 5, MagLdr 15, Mag: S171, Wpn: Dagger

Ulm, recruitable units	
Villain	Gold 10, Res 5, Rec 4
	HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 9, Def 9, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 40, Wpn: Mace, Short Bow
Pikeneer	Gold 10, Res 20, Rec 9
	HP 12, Prot 14, MR 9, Mor 10, Str 11, Att 10, Def 8, Prec 10, Enc 4, CS 10, MM 14, Wpn: Pike
Halberdier	Gold 10, Res 22, Rec 9
	HP 12, Prot 14, MR 9, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 14, Wpn: Halberd
Infantry of Ulm	Gold 10, Res 23, Rec 9
	HP 12, Prot 14, MR 9, Mor 10, Str 11, Att 10, Def 12, Prec 10, Enc 6, CS 8, MM 14, Wpn: Morningstar
Ranger of Ulm	Gold 12, Res 8, Rec 14
	HP 12, Prot 7, MR 9, Mor 10, Str 11, Att 10, Def 8, Prec 12, Enc 3, CS 11, MM 14, FS, Stealthy 40, Wpn: Axe, Crossbow
Zweihander	Gold 14, Res 36, Rec 18
	HP 13, Prot 21, MR 9, Mor 12, Str 11, Att 11, Def 9, Prec 10, Enc 7, CS 7, MM 10, Wpn: Great Sword
Ghoul Guardian	Gold 20, Res 42, Rec 47 (can only be recruited in the capital)
	HP 16, Prot 22, MR 12, Mor 18, Str 13, Att 11, Def 9, Prec 10, Enc 0, CS 6, MM 19, Und, NNEat, Poison Res +25, Darkvision 50, Wpn: Black Halberd
Black Templar	Gold 65, Res 73, Rec 46 (can only be recruited in the capital)
	HP 15, Prot 23, MR 10, Mor 15, Str 13, Att 12, Def 13, Prec 10, Enc 5, CS 18, MM 16, Sacred, Wpn: Lance, Morningstar, 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.



Marignon, recruitable commanders

Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Assassin	Gold 60, Res 7, Rec 1 HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 3, CS 12, MM 16, Stealthy 65, Assassin , Assassin Patience +1, Ambidextrous 2, Army Sail 2 size pnts, Ship Size 2, Wpn: Short Sword, Poison Dagger, Crossbow
Lieutenant	Gold 40, Res 9, Rec 1 HP 11, Prot 9, MR 10, Mor 12, Str 10, Att 11, Def 12, Prec 10, Enc 3, CS 12, MM 16, Ldr 60, Wpn: Broad Sword
Captain	Gold 55, Res 22, Rec 1 HP 11, Prot 14, MR 10, Mor 12, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 10, MM 14, Army Sail 999 size pnts, Ship Size 4, Ldr 60, Wpn: Falchion
Goetic Captain	Gold 65, Res 22, Rec 2 HP 11, Prot 14, MR 11, Mor 12, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 10, MM 14, Army Sail 999 size pnts, Ship Size 4, Ldr 60, UndLdr 15, MagLdr 5, Mag: , Wpn: Falchion
Troubadour	Gold 80, Res 5, Rec 2 HP 10, Prot 4, MR 12, Mor 10, Str 10, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, Stealthy 70, Seduction , Spell Singer, Ldr 10, Wpn: Broad Sword
Missionary	Gold 50, Res 1, Rec 1 (can be recruited outside forts as well) HP 9, Prot 0, MR 14, Mor 13, Str 9, Att 9, Def 8, Prec 10, Enc 3, CS 10, MM 16, Sacred, Army Sail 999 size pnts, Ship Size 4, Ldr 10, Mag: H1, Wpn: Dagger
Diabolist	Gold 65, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 13, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Ldr 15, UndLdr 5, MagLdr 10, Mag: F1B1, Wpn: Dagger
Chartmaker	Gold 70, Res 2, Rec 2 (can only be recruited in coastal forts) HP 10, Prot 4, MR 13, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, Army Sail 999 size pnts, Ship Size 4, Ldr 10, MagLdr 10, Mag: A1?1, Wpn: Dagger
Inquisitor	Gold 110, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 15, Str 9, Att 9, Def 8, Prec 10, Enc 4, CS 10, MM 14, Sacred, Inquisitor, Patrol Bonus 10, Ldr 80, UndLdr 5, MagLdr 5, Mag: H2?1, Wpn: Dagger
Goetic Adept	Gold 115, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 14, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Ldr 15, UndLdr 5, MagLdr 15, Mag: F1B1?1, Wpn: Dagger
Architect	Gold 55, Res 52, Rec 1 (can only be recruited in the capital) HP 12, Prot 0, MR 9, Mor 10, Str 9, Att 8, Def 8, Prec 8, Enc 3, CS 12, MM 16, Siege Strength +25, Mason, Ldr 10, Wpn: Instrument
Admiral	Gold 100, Res 22, Rec 1 (can only be recruited in the capital) HP 13, Prot 14, MR 10, Mor 14, Str 10, Att 12, Def 12, Prec 10, Enc 5, CS 10, MM 14, Army Sail 999 size pnts, Ship Size 6, Ldr 80, Wpn: Falchion
Royal Navigator	Gold 160, Res 2, Rec 2 (can only be recruited in the capital) HP 10, Prot 4, MR 15, Mor 11, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, Army Sail 999 size pnts, Ship Size 6, Ldr 40, MagLdr 25, Mag: A1W1S1?1, Wpn: Dagger
High Inquisitor	Gold 210, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 16, Str 10, Att 8, Def 5, Prec 11, Enc 7, CS 9, MM 10, Sacred, Inquisitor, Patrol Bonus 15, Ldr 120, UndLdr 5, MagLdr 5, Mag: H3?1, Wpn: Dagger
Goetic Master	Gold 265, Res 1, Rec 4 (can only be recruited in the capital) HP 8, Prot 0, MR 15, Mor 15, Str 9, Att 8, Def 6, Prec 10, Enc 5, CS 8, MM 12, Sacred, Ldr 25, UndLdr 10, MagLdr 25, Mag: F2B2H1?1, Wpn: Dagger

Marignon, recruitable units	
City Guard	Gold 8, Res 10, Rec 5 HP 10, Prot 9, MR 10, Mor 9, Str 10, Att 8, Def 9, Prec 10, Enc 3, CS 12, MM 16, Wpn: Glaive
Flagellant	Gold 10, Res 4, Rec 5 (can be recruited outside forts as well) HP 9, Prot 0, MR 10, Mor 14, Str 11, Att 8, Def 6, Prec 8, Enc 3, CS 12, MM 16, Sacred, Wpn: Flail
Crossbowman	Gold 10, Res 10, Rec 9 HP 10, Prot 9, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, Wpn: Mace, Crossbow
Pikeneer	Gold 10, Res 20, Rec 9 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 8, Prec 10, Enc 5, CS 10, MM 14, Wpn: Pike
Halberdier	Gold 10, Res 22, Rec 9 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 5, CS 10, MM 14, Wpn: Halberd
Swordsman	Gold 10, Res 28, Rec 9 HP 10, Prot 17, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 7, CS 8, MM 12, Wpn: Great Sword
Hand of Justice	Gold 19, Res 22, Rec 21 (can only be recruited in the capital) HP 12, Prot 14, MR 10, Mor 13, Str 11, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 14, Sacred, Patrol Bonus 3, Wpn: Halberd
Palace Guard	Gold 20, Res 27, Rec 31 HP 13, Prot 17, MR 10, Mor 12, Str 11, Att 12, Def 11, Prec 10, Enc 7, CS 8, MM 12, Wpn: Halberd
Royal Guard	Gold 20, Res 33, Rec 31 HP 14, Prot 20, MR 10, Mor 13, Str 12, Att 12, Def 11, Prec 10, Enc 8, CS 7, MM 10, Wpn: Great Sword

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.



Mictlan, recruitable commanders	
Scout	Gold 25, Res 1, Rec 1 HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Stone Spear, Sling
Tribal King	Gold 90, Res 15, Rec 1 HP 13, Prot 12, MR 10, Mor 14, Str 11, Att 12, Def 11, Prec 10, Enc 6, CS 9, MM 10, FS, Sacred, Task Master +1, Ldr 80, Wpn: Obsidian Club Sword, Javelin
Mictlan Priest	Gold 65, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Ldr 10, UndLdr 5, MagLdr 5, Mag: B1H1, Wpn: Stone Dagger
Nahualli	Gold 125, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Spirit Sight, Ldr 10, MagLdr 20, Mag: S1N2, Wpn: Stone Dagger
Rain Priest	Gold 135, Res 1, Rec 2 (can only be recruited in the capital) HP 12, Prot 2, MR 15, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Sacred, Amph, Darkvision 50, Ldr 40, UndLdr 5, MagLdr 15, Mag: W2B1H2, Wpn: Dagger
Moon Priest	Gold 175, Res 1, Rec 2 (can only be recruited in the capital)

	HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Darkvision 50, Ldr 10, UndLdr 10, MagLdr 30, Mag: S2B2H2, Wpn: Stone Dagger
Sun Priest	Gold 200, Res 1, Rec 2 (can only be recruited in the capital)
	HP 10, Prot 0, MR 15, Mor 12, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, FS, Sacred, Ldr 20, UndLdr 10, MagLdr 20, Mag: F2B2H2, Wpn: Stone Dagger
Priest King	Gold 230, Res 5, Rec 2 (can only be recruited in the capital)
	HP 15, Prot 3, MR 15, Mor 14, Str 11, Att 12, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Sacred, Task Master +1, Ldr 120, UndLdr 10, MagLdr 20, Mag: N2B2H2, Wpn: Obsidian Club Sword
King of Rain	Gold 455, Res 1, Rec 4 (can only be recruited in the capital)
	HP 27, Prot 10, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, SS, Sacred, Amph, Darkvision 50, Gift of Water Breathing 20 size points, Ldr 120, UndLdr 20, MagLdr 30, Mag: W3B2H3?1, Wpn: Quarterstaff
Lord of the Deep	Gold 140, Res 8, Rec 1 (can only be recruited in underwater forts)
	HP 25, Prot 14, MR 10, Mor 15, Str 15, Att 12, Def 14, Prec 8, Enc 5, CS 9, MM 14, Sacred, Amph, Darkvision 50, Ldr 80, Mag: H1, Wpn: Stone Spear
Priest of All Waters	Gold 175, Res 1, Rec 2 (can only be recruited in underwater forts)
	HP 12, Prot 2, MR 15, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Sacred, Amph, Darkvision 50, Ldr 40, MagLdr 10, Mag: W2H2, Wpn: Coral Knife
Mother of All Waters	Gold 295, Res 5, Rec 4 (can only be recruited in underwater forts)
	HP 22, Prot 9, MR 16, Mor 13, Str 14, Att 9, Def 8, Prec 8, Enc 3, CS 11, MM 16, Sacred, Amph, Darkvision 50, Ldr 40, MagLdr 15, Mag: W3H2, Wpn: Mace

Mictlan, recruitable units

Warrior	Gold 9, Res 2, Rec 7
	HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Wpn: Spear, Sling
Warrior	Gold 9, Res 8, Rec 7
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 14, FS, Wpn: Spear, Sling
Warrior	Gold 9, Res 10, Rec 7
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 14, FS, Wpn: Spear, Javelin
Warrior	Gold 9, Res 13, Rec 7
	HP 10, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Mace, Javelin
Eagle Warrior	Gold 15, Res 3, Rec 14 (can only be recruited in the capital)
	HP 12, Prot 7, MR 10, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 4, CS 11, MM 16, FS, Sacred, Ambidextrous 3, Wpn: Bronze Lance, Stone Dagger
Feathered Warrior	Gold 18, Res 13, Rec 21
	HP 10, Prot 12, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Mace, Javelin
Rain Warrior	Gold 23, Res 20, Rec 27 (can only be recruited in the capital)
	HP 15, Prot 12, MR 11, Mor 13, Str 12, Att 12, Def 11, Prec 8, Enc 5, CS 7, MM 12, SS, Sacred, Amph, Darkvision 50, Wpn: Bronze Glaive
Jaguar Warrior	Gold 26, Res 4, Rec 31
	HP 12, Prot 7, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 16, FS, Sacred, Wpn: Obsidian Club Sword
Warrior of the Deep	Gold 10, Res 4, Rec 9 (can only be recruited in underwater forts)
	HP 12, Prot 8, MR 10, Mor 10, Str 11, Att 10, Def 12, Prec 8, Enc 5, CS 8, MM 14, Amph, Darkvision 50, Wpn: Stone Spear
Returned	Gold 25, Res 5, Rec 34 (can only be recruited in underwater forts)

HP 24, Prot 10, MR 10, Mor 14, Str 15, Att 11, Def 13, Prec 8, Enc 5, CS 10, MM 14, Amph, Darkvision 50, Wpn: Stone Spear

T'ien 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.



T'ien Ch'i, recruitable commanders

Mounted Scout	Gold 30, Res 13, Rec 1 HP 12, Prot 8, MR 10, Mor 12, Str 10, Att 10, Def 14, Prec 9, Enc 4, CS 26, MM 20, Stealthy 50, Wpn: Light Lance, Composite Bow
General	Gold 80, Res 41, Rec 1 HP 10, Prot 15, MR 10, Mor 13, Str 10, Att 12, Def 16, Prec 8, Enc 5, CS 22, MM 16, Ldr 80, Wpn: Lance, Falchion, Hoof, Composite Bow
Khan	Gold 135, Res 41, Rec 2 (can be recruited outside forts as well) HP 14, Prot 15, MR 10, Mor 13, Str 12, Att 13, Def 17, Prec 8, Enc 5, CS 22, MM 16, Pillage +5, Ldr 120, Wpn: Lance, Falchion, Hoof, Composite Bow
Ceremonial Master	Gold 45, Res 3, Rec 1 HP 9, Prot 2, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacred, Ldr 10, Mag: H1, Wpn: Yak Tail Fly Whisk
Master of the Way	Gold 135, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacred, NNEat, Ldr 10, MagLdr 10, Mag: W1H1?1, Wpn: Dagger
Ancestor Smith	Gold 220, Res 16, Rec 2 HP 13, Prot 14, MR 15, Mor 15, Str 12, Att 15, Def 13, Prec 10, Enc 8, CS 9, MM 8, Sacred, Forge Bonus 1, Ldr 10, UndLdr 60, MagLdr 10, Mag: E2D1H1?1, Wpn: Ancestor Sword
Spirit Master	Gold 220, Res 11, Rec 2 HP 15, Prot 11, MR 15, Mor 15, Str 15, Att 13, Def 9, Prec 10, Enc 8, CS 9, MM 8, Sacred, Spirit Sight, Ldr 10, UndLdr 30, MagLdr 20, Mag: D1N2H1?1, Wpn: Spirit Club
Ancestor Guide	Gold 220, Res 11, Rec 2 HP 15, Prot 11, MR 15, Mor 15, Str 12, Att 12, Def 14, Prec 10, Enc 5, CS 10, MM 14, Sacred, Spirit Sight, Ldr 10, UndLdr 60, MagLdr 10, Mag: A1D2H1?1, Wpn: Quarterstaff
Celestial Master	Gold 220, Res 5, Rec 4 (can only be recruited in the capital) HP 10, Prot 3, MR 15, Mor 10, Str 10, Att 8, Def 7, Prec 11, Enc 4, CS 8, MM 14, Sacred, NNEat, Ldr 10, MagLdr 30, Mag: A1W2S1H1?1, Wpn: Yak Tail Fly Whisk

T'ien Ch'i, recruitable units

Footman	Gold 10, Res 9, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Pike
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Archer	Gold 10, Res 12, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Short Sword, Composite Bow
Heavy Footman	Gold 10, Res 20, Rec 9

	HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 6, CS 9, MM 10, Wpn: Glaive
Heavy Footman	Gold 10, Res 20, Rec 9
	HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 8, CS 7, MM 10, Wpn: Spear
Medium Footman	Gold 10, Res 14, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive
Medium Footman	Gold 10, Res 14, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Barbarian Horseman	Gold 20, Res 12, Rec 24 (can be recruited outside forts as well)
	HP 12, Prot 10, MR 10, Mor 11, Str 10, Att 11, Def 15, Prec 8, Enc 4, CS 24, MM 20, Pillage +2, Wpn: Light Lance, Composite Bow
Barbarian Heavy Horseman	Gold 20, Res 27, Rec 24 (can be recruited outside forts as well)
	HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 15, Prec 8, Enc 5, CS 23, MM 16, Pillage +2, Wpn: Lance, Falchion, Hoof, Composite Bow
Ancestor Vessel	Gold 50, Res 32, Rec 46 (can only be recruited in the capital)
	HP 14, Prot 17, MR 14, Mor 15, Str 12, Att 13, Def 16, Prec 11, Enc 4, CS 23, MM 18, Sacred, Spirit Sight, Pillage +2, Wpn: Lance, Falchion, Hoof, Howling Bow

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 new God, the Daimyos have joined forces and look for other realms to conquer.



Jomon, recruitable commanders	
Ninja	Gold 60, Res 14, Rec 1
	HP 9, Prot 10, MR 11, Mor 14, Str 10, Att 14, Def 13, Prec 14, Enc 4, CS 11, MM 14, Stealthy 70, Darkvision 50, Assassin, Assassin Patience +2, Wpn: Ninjato, Shuriken
Gokenin	Gold 40, Res 26, Rec 1
	HP 11, Prot 17, MR 10, Mor 13, Str 11, Att 13, Def 12, Prec 11, Enc 7, CS 8, MM 10, Ldr 60, Wpn: Katana
Mounted Gokenin	Gold 50, Res 28, Rec 1
	HP 11, Prot 17, MR 10, Mor 13, Str 11, Att 13, Def 15, Prec 10, Enc 3, CS 24, MM 16, Ldr 60, Wpn: Light Lance, Katana
Hatamoto	Gold 80, Res 28, Rec 1
	HP 12, Prot 17, MR 10, Mor 14, Str 11, Att 12, Def 14, Prec 10, Enc 3, CS 24, MM 16, Ldr 80, Wpn: Light Lance, Katana
Daimyo	Gold 120, Res 26, Rec 2
	HP 11, Prot 17, MR 10, Mor 15, Str 11, Att 13, Def 15, Prec 11, Enc 3, CS 24, MM 16, Ldr 120, Wpn: Katana
Kannushi	Gold 70, Res 1, Rec 2
	HP 9, Prot 0, MR 14, Mor 8, Str 9, Att 7, Def 6, Prec 10, Enc 4, CS 10, MM 14, Sacred, Ldr 10, Mag: H2, Wpn: Dagger
Monk of the Fivefold Path	Gold 70, Res 1, Rec 2
	HP 9, Prot 0, MR 14, Mor 12, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Sacred, MagLdr 5, Mag: H1?1, Wpn: Fist
Shugenja	Gold 95, Res 1, Rec 2 (can also be recruited in all highlands & mountains)

	HP 9, Prot 0, MR 14, Mor 9, Str 9, Att 8, Def 11, Prec 11, Enc 3, CS 10, MM 16, MS, NNEat, Ldr 10, MagLdr 10, Mag: E1?1, Wpn: Quarterstaff
Onmyo-ji	Gold 145, Res 1, Rec 4
	HP 9, Prot 0, MR 16, Mor 8, Str 8, Att 7, Def 10, Prec 11, Enc 5, CS 10, MM 16, MS, Spirit Sight, Retinue 1, Ldr 15, MagLdr 30, Mag: S2?2, Wpn: Quarterstaff
Master Shugenja	Gold 165, Res 1, Rec 2 (can also be recruited in all highlands & mountains)
	HP 9, Prot 0, MR 16, Mor 8, Str 8, Att 8, Def 11, Prec 11, Enc 3, CS 10, MM 16, MS, NNEat, Ldr 10, MagLdr 20, Mag: E1N1?2, Wpn: Quarterstaff
Crab General	Gold 50, Res 29, Rec 1 (can only be recruited in underwater forts)
	HP 25, Prot 23, MR 9, Mor 14, Str 15, Att 10, Def 7, Prec 7, Enc 6, CS 7, MM 10, Amph, Darkvision 100, Void Sanity 10, Ldr 40, Wpn: Metal Glaive, Pincer
Ryujin	Gold 285, Res 7, Rec 4 (can only be recruited in underwater forts)
	HP 23, Prot 12, MR 18, Mor 15, Str 14, Att 12, Def 11, Prec 12, Enc 2, CS 12, MM 34, Fly, Sacred, Magic, Amph, Fire Res +5, Shock Res +5, Poison Res +15, Darkvision 50, Ldr 20, MagLdr 35, Mag: W2?2, Wpn: Venomous Fangs, Claw, Tail Sweep, Spray Poison

Jomon, recruitable units

Ashigaru	Gold 8, Res 11, Rec 5
	HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 10, MM 12, Wpn: Yari
Samurai	Gold 10, Res 19, Rec 9
	HP 9, Prot 15, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 11, Enc 6, CS 9, MM 10, Wpn: Naginata
Samurai	Gold 10, Res 22, Rec 9
	HP 9, Prot 15, MR 10, Mor 11, Str 10, Att 10, Def 11, Prec 11, Enc 6, CS 9, MM 10, Wpn: Katana
Samurai Archer	Gold 11, Res 25, Rec 12
	HP 9, Prot 15, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 11, Enc 6, CS 9, MM 10, Wpn: Katana, Long Bow
O-ban	Gold 12, Res 26, Rec 14
	HP 11, Prot 17, MR 10, Mor 13, Str 10, Att 12, Def 11, Prec 11, Enc 7, CS 8, MM 10, Wpn: Katana
Go-Hatamoto	Gold 14, Res 25, Rec 18
	HP 11, Prot 17, MR 10, Mor 13, Str 11, Att 13, Def 11, Prec 11, Enc 7, CS 8, MM 10, Wpn: No-Dachi
Aka-Oni Samurai	Gold 15, Res 22, Rec 21
	HP 11, Prot 15, MR 10, Mor 14, Str 11, Att 13, Def 13, Prec 11, Enc 6, CS 9, MM 10, Wpn: Katana
Sohei	Gold 19, Res 19, Rec 21 (can only be recruited in the capital)
	HP 11, Prot 15, MR 10, Mor 15, Str 11, Att 12, Def 11, Prec 11, Enc 6, CS 9, MM 10, Sacred, Wpn: Naginata
Yamabushi	Gold 19, Res 22, Rec 10 (can only be recruited in the capital)
	HP 11, Prot 15, MR 12, Mor 11, Str 11, Att 14, Def 13, Prec 11, Enc 6, CS 9, MM 10, MS, Sacred, Wpn: Katana
Samurai Cavalry	Gold 35, Res 28, Rec 46
	HP 11, Prot 17, MR 10, Mor 14, Str 11, Att 12, Def 14, Prec 10, Enc 3, CS 24, MM 16, Wpn: Light Lance, Katana
Shrimp Soldier	Gold 10, Res 20, Rec 9 (can only be recruited in underwater forts)
	HP 14, Prot 17, MR 8, Mor 10, Str 10, Att 10, Def 12, Prec 7, Enc 6, CS 11, MM 10, Aqua, Darkvision 100, Void Sanity 10, Wpn: Metal Glaive
Shark Warrior	Gold 45, Res 33, Rec 31 (can only be recruited in underwater forts)
	HP 28, Prot 19, MR 9, Mor 14, Str 17, Att 12, Def 7, Prec 8, Enc 6, CS 9, MM 10, Amph, Darkvision 50, Wpn: Metal Yari, Bite

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.



Agartha, recruitable commanders	
Agarthan Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 8, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Darkvision 50, Wpn: Dagger, Short Bow
Cave Captain	Gold 70, Res 22, Rec 1 HP 12, Prot 15, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 8, Enc 7, CS 8, MM 12, Darkvision 50, Ldr 80, Wpn: Short Sword
Gate Lord	Gold 110, Res 37, Rec 2 HP 14, Prot 21, MR 10, Mor 14, Str 11, Att 11, Def 13, Prec 8, Enc 10, CS 5, MM 10, Darkvision 50, Ldr 120, Wpn: Short Sword
Drake Lord	Gold 120, Res 35, Rec 2 HP 13, Prot 18, MR 10, Mor 14, Str 11, Att 11, Def 16, Prec 8, Enc 4, CS 7, MM 10, Darkvision 50, Ldr 120, Wpn: Broad Sword, Bite
Blindlord	Gold 140, Res 37, Rec 1 HP 16, Prot 21, MR 13, Mor 15, Str 12, Att 14, Def 13, Prec 8, Enc 10, CS 5, MM 10, Sacred, Magic, Spirit Sight, Ldr 80, MagLdr 40, Wpn: Short Sword
Attendant of the Dead	Gold 100, Res 1, Rec 2 HP 10, Prot 0, MR 12, Mor 9, Str 9, Att 9, Def 9, Prec 8, Enc 3, CS 10, MM 16, Sacred, Darkvision 50, Ldr 10, UndLdr 30, MagLdr 5, Mag: E1D1H1, Wpn: Dagger
Ktonian Reanimator	Gold 135, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 11, Str 9, Att 9, Def 8, Prec 8, Enc 3, CS 10, MM 16, Darkvision 50, Resource Bonus 10, Retinue 1, Ldr 40, UndLdr 100, MagLdr 5, Mag: E1D2, Wpn: Fist
Ktonian Alchemist	Gold 135, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 9, Str 9, Att 9, Def 7, Prec 8, Enc 4, CS 10, MM 14, Alchemy Bonus 50, Darkvision 50, Ldr 20, UndLdr 10, MagLdr 20, Mag: F1W1E1?1, Wpn: Fist, Cave Fire Bottle
Servant of the Oracles	Gold 185, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 12, Str 8, Att 9, Def 12, Prec 8, Enc 3, CS 10, MM 16, Sacred, Darkvision 50, Ldr 40, UndLdr 60, MagLdr 5, Mag: E1D1H2?1, Wpn: Quarterstaff
Ktonian Necromancer	Gold 295, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 15, Mor 11, Str 9, Att 9, Def 9, Prec 8, Enc 6, CS 9, MM 10, Sacred, Darkvision 50, Ldr 45, UndLdr 130, MagLdr 15, Mag: F1E2D2H1?1, Wpn: Quarterstaff
Agartha, recruitable units	
Agarthan Heavy Infantry	Gold 10, Res 27, Rec 9 HP 10, Prot 18, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 8, Enc 8, CS 7, MM 10, Darkvision 50, Wpn: Short Sword
Agarthan Infantry	Gold 10, Res 22, Rec 9

	HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 8, Enc 7, CS 8, MM 12, Darkvision 50, Wpn: Short Sword
Agarthan Light Infantry	Gold 10, Res 10, Rec 9
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 8, Enc 5, CS 10, MM 14, Darkvision 50, Wpn: Short Sword
Agarthan Light Crossbowman	Gold 10, Res 11, Rec 9
	HP 10, Prot 7, MR 10, Mor 10, Str 10, Att 8, Def 9, Prec 8, Enc 3, CS 12, MM 16, Darkvision 50, Wpn: Short Sword, Agarthan Steel Crossbow
Agarthan Crossbowman	Gold 10, Res 19, Rec 9
	HP 10, Prot 13, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 8, Enc 4, CS 11, MM 14, Darkvision 50, Wpn: Short Sword, Agarthan Steel Crossbow
Agarthan Heavy Crossbowman	Gold 10, Res 27, Rec 9
	HP 10, Prot 17, MR 10, Mor 10, Str 10, Att 8, Def 6, Prec 8, Enc 6, CS 9, MM 10, Darkvision 50, Wpn: Short Sword, Agarthan Steel Crossbow
Entrance Guard	Gold 16, Res 37, Rec 23
	HP 14, Prot 21, MR 10, Mor 13, Str 11, Att 11, Def 13, Prec 8, Enc 10, CS 5, MM 10, Darkvision 50, Wpn: Short Sword
Agarthan Sapper	Gold 20, Res 18, Rec 31
	HP 10, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 7, Prec 8, Enc 4, CS 11, MM 14, Darkvision 50, Siege Strength +7, Wpn: Pick Axe, Cave Fire Bottle
Blindfighter	Gold 26, Res 37, Rec 31
	HP 14, Prot 21, MR 13, Mor 14, Str 11, Att 13, Def 13, Prec 8, Enc 10, CS 5, MM 10, Sacred, Magic, Spirit Sight, Wpn: Short Sword
Cave Knight	Gold 80, Res 35, Rec 46
	HP 13, Prot 18, MR 10, Mor 13, Str 11, Att 11, Def 16, Prec 8, Enc 4, CS 7, MM 10, Darkvision 50, Wpn: Broad Sword, Bite

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 danger came from the Humanbreds, who were multiplying like vermin and swarming the kingdom. 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.



Abysia, recruitable commanders	
Slayer Newt	Gold 80, Res 10, Rec 1
	HP 12, Prot 11, MR 11, Mor 13, Str 11, Att 12, Def 11, Prec 11, Enc 4, CS 11, MM 12, WS, Sacred, Stealthy 65, Fire Res +15, Assassin, Assassin Patience +2, Ambidextrous 2, Wpn: Poison Dagger, Poison Dagger
Abysian Commander	Gold 70, Res 26, Rec 1
	HP 14, Prot 17, MR 11, Mor 12, Str 12, Att 11, Def 8, Prec 8, Enc 7, CS 7, MM 10, WS, Fire Res +15, Ldr 80, Wpn: Battleaxe
Slayer Worm	Gold 90, Res 10, Rec 1
	HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 10, Prec 9, Enc 3, CS 10, MM 12, WS, Sacred, Stealthy 60, Fire Res +25, Darkvision 50, Heat 3, Assassin, Assassin Patience +2, Ambidextrous 3, Mag: H1, Wpn: Poison Dagger, Poison Dagger
Newt	Gold 85, Res 1, Rec 2

	HP 11, Prot 0, MR 13, Mor 10, Str 13, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 14, WS, Sacred, Fire Res +15, Ldr 45, MagLdr 5, Mag: F1H1, Wpn: Dagger
Sanguine Acolyte	Gold 85, Res 1, Rec 2
	HP 11, Prot 0, MR 13, Mor 10, Str 11, Att 10, Def 9, Prec 9, Enc 3, CS 11, MM 14, WS, Sacred, Fire Res +15, Ldr 40, UndLdr 5, MagLdr 5, Mag: B1H1, Wpn: Dagger
Sanguine Anathemant	Gold 210, Res 1, Rec 2
	HP 14, Prot 0, MR 15, Mor 13, Str 13, Att 10, Def 8, Prec 8, Enc 3, CS 9, MM 12, WS, Sacred, Fire Res +25, Darkvision 50, Heat 3, Ldr 45, UndLdr 10, MagLdr 15, Mag: F1B2H2, Wpn: Dagger
Anathemant Salamander	Gold 210, Res 1, Rec 2
	HP 14, Prot 0, MR 15, Mor 13, Str 13, Att 10, Def 8, Prec 9, Enc 3, CS 9, MM 12, WS, Sacred, Fire Res +25, Darkvision 50, Heat 3, Ldr 50, UndLdr 30, MagLdr 10, Mag: F2D1H2, Wpn: Dagger
Slayer Anathemant	Gold 195, Res 10, Rec 2 (can only be recruited in the capital)
	HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 9, Prec 9, Enc 4, CS 10, MM 10, WS, Sacred, Stealthy 60, Fire Res +25, Darkvision 50, Heat 3, Assassin, Assassin Patience +3, Ambidextrous 3, UndLdr 30, MagLdr 5, Mag: F1H2?1, Wpn: Poison Dagger, Poison Dagger
Slayer Sanguine	Gold 205, Res 10, Rec 2 (can only be recruited in the capital)
	HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 10, Prec 9, Enc 3, CS 10, MM 12, WS, Sacred, Stealthy 60, Fire Res +25, Darkvision 50, Heat 3, Assassin, Assassin Patience +3, Ambidextrous 3, UndLdr 10, MagLdr 10, Mag: B2H2, Wpn: Athame, Athame
Warlock Apprentice	Gold 135, Res 1, Rec 2 (can only be recruited in the capital)
	HP 15, Prot 0, MR 14, Mor 10, Str 13, Att 10, Def 9, Prec 8, Enc 2, CS 10, MM 14, WS, Fire Res +25, Darkvision 50, Heat 3, Adept Cross Breeder +2, Ldr 10, UndLdr 10, MagLdr 20, Mag: S1B2, Wpn: Dagger
Anathemant Dragon	Gold 280, Res 2, Rec 4 (can only be recruited in the capital)
	HP 13, Prot 0, MR 17, Mor 15, Str 13, Att 11, Def 8, Prec 10, Enc 4, CS 9, MM 10, WS, Sacred, Fire Res +25, Darkvision 50, Heat 3, Ldr 50, UndLdr 60, MagLdr 10, Mag: F2D1H3?1, Wpn: Mace
Warlock	Gold 285, Res 1, Rec 2 (can only be recruited in the capital)
	HP 15, Prot 0, MR 15, Mor 11, Str 13, Att 11, Def 7, Prec 9, Enc 5, CS 8, MM 8, WS, Fire Res +25, Darkvision 50, Heat 3, Adept Cross Breeder +6, Ldr 10, UndLdr 25, MagLdr 40, Mag: S2B3?1, Wpn: Dagger

Abysia, recruitable units

Abysian Light Infantry	Gold 12, Res 10, Rec 9
	HP 12, Prot 9, MR 11, Mor 10, Str 11, Att 10, Def 14, Prec 8, Enc 5, CS 9, MM 14, WS, Fire Res +15, Wpn: Spear
Abysian Light Infantry	Gold 12, Res 10, Rec 9
	HP 12, Prot 9, MR 11, Mor 10, Str 11, Att 10, Def 13, Prec 8, Enc 5, CS 9, MM 14, WS, Fire Res +15, Wpn: Axe
Abysian Heavy Infantry	Gold 12, Res 27, Rec 9
	HP 12, Prot 17, MR 11, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 9, CS 5, MM 10, WS, Fire Res +15, Wpn: Axe
Abysian Heavy Infantry	Gold 12, Res 28, Rec 9
	HP 12, Prot 17, MR 11, Mor 10, Str 11, Att 10, Def 10, Prec 8, Enc 9, CS 5, MM 10, WS, Fire Res +15, Wpn: Morningstar
Abysian Heavy Infantry	Gold 12, Res 26, Rec 9

	HP 12, Prot 17, MR 11, Mor 10, Str 11, Att 10, Def 7, Prec 8, Enc 7, CS 7, MM 10, WS, Fire Res +15, Wpn: Battleaxe
Abyssian Heavy Infantry	Gold 12, Res 26, Rec 9
	HP 12, Prot 17, MR 11, Mor 10, Str 11, Att 10, Def 5, Prec 8, Enc 7, CS 7, MM 10, WS, Fire Res +15, Wpn: Flail
Abyssian Axe Thrower	Gold 13, Res 11, Rec 10
	HP 12, Prot 9, MR 11, Mor 10, Str 11, Att 10, Def 11, Prec 9, Enc 4, CS 10, MM 14, WS, Fire Res +15, Wpn: Axe, Throwing Axe
Guardian of the Pyre	Gold 30, Res 28, Rec 14 (can only be recruited in the capital)
	HP 17, Prot 17, MR 12, Mor 13, Str 14, Att 11, Def 11, Prec 7, Enc 8, CS 5, MM 10, WS, Sacred, Fire Res +25, Darkvision 50, Heat 3, Wpn: Morningstar
Warbred	Gold 30, Res 40, Rec 28
	HP 22, Prot 18, MR 8, Mor 14, Str 15, Att 11, Def 7, Prec 9, Enc 6, CS 9, MM 12, WS, Fire Res +5, Wpn: Battleaxe

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.



Caelum, recruitable commanders	
Airya Scout	Gold 25, Res 13, Rec 1
	HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 12, Prec 12, Enc 5, CS 8, MM 22, Fly, Stealthy 55, Cold Res +15, Ice Protection 1, Wpn: Ice Blade
Raven Lord	Gold 50, Res 25, Rec 1
	HP 12, Prot 14, MR 10, Mor 13, Str 11, Att 13, Def 15, Prec 10, Enc 6, CS 7, MM 20, Fly, Stealthy 40, Ambidextrous 2, Ldr 40, Wpn: Short Sword
Storm General	Gold 70, Res 36, Rec 1
	HP 11, Prot 15, MR 11, Mor 14, Str 10, Att 12, Def 16, Prec 11, Enc 6, CS 7, MM 22, Fly, Shock Res +8, Cold Res +8, Ice Protection 2, Storm Immunity, Ldr 80, Wpn: Ice Blade
Iron Crafter	Gold 45, Res 3, Rec 2
	HP 9, Prot 0, MR 13, Mor 12, Str 9, Att 8, Def 6, Prec 12, Enc 4, CS 8, MM 22, Fly, Forge Bonus 1, Resource Bonus 10, Ldr 10, MagLdr 5, Mag: E1, Wpn: Hammer
Caretaker	Gold 100, Res 1, Rec 2
	HP 9, Prot 0, MR 14, Mor 12, Str 9, Att 8, Def 10, Prec 12, Enc 4, CS 8, MM 22, Fly, Sacred, Ldr 10, UndLdr 30, MagLdr 5, Mag: E1D1H1, Wpn: Quarterstaff
Harab Seraph	Gold 125, Res 3, Rec 2
	HP 9, Prot 1, MR 14, Mor 12, Str 9, Att 8, Def 8, Prec 12, Enc 4, CS 8, MM 22, Fly, Ldr 40, UndLdr 60, MagLdr 5, Mag: A1D1?1, Wpn: Short Sword
Caelian Seraph	Gold 125, Res 2, Rec 2 (can only be recruited in the capital)

	HP 9, Prot 0, MR 14, Mor 11, Str 9, Att 8, Def 7, Prec 12, Enc 4, CS 8, MM 22, Fly, Cold Res +15, Ldr 10, MagLdr 15, Mag: A2W1, Wpn: Ice Knife
Harab Elder	Gold 305, Res 3, Rec 4 (can only be recruited in the capital)
	HP 9, Prot 1, MR 16, Mor 13, Str 9, Att 8, Def 7, Prec 12, Enc 6, CS 7, MM 18, Fly, Sacred, Ldr 45, UndLdr 60, MagLdr 20, Mag: A2E1D2H2?1, Wpn: Short Sword

Caelum, recruitable units

Spire Horn Militia	Gold 8, Res 5, Rec 5
	HP 10, Prot 6, MR 11, Mor 8, Str 10, Att 8, Def 7, Prec 11, Enc 4, CS 9, MM 18, Fly, Shock Res +5, Cold Res +5, Wpn: Ice Spear
Raptorian Militia	Gold 8, Res 4, Rec 5
	HP 11, Prot 6, MR 10, Mor 9, Str 10, Att 9, Def 8, Prec 10, Enc 4, CS 9, MM 18, Fly, Wpn: Spear
Airy Light Infantry	Gold 10, Res 11, Rec 9
	HP 9, Prot 8, MR 12, Mor 10, Str 9, Att 10, Def 11, Prec 11, Enc 5, CS 8, MM 22, Fly, Cold Res +15, Ice Protection 1, Wpn: Ice Lance
Airy Infantry	Gold 10, Res 16, Rec 9
	HP 9, Prot 11, MR 12, Mor 10, Str 9, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, Cold Res +15, Ice Protection 1, Wpn: Ice Blade
Raptorian Warrior	Gold 10, Res 12, Rec 9
	HP 11, Prot 12, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Light Lance
Raptorian Warrior	Gold 10, Res 24, Rec 9
	HP 11, Prot 14, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Light Lance
Raptorian Warrior	Gold 10, Res 26, Rec 9
	HP 11, Prot 14, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Broad Sword
Spire Horn Archer	Gold 10, Res 7, Rec 9
	HP 9, Prot 6, MR 11, Mor 10, Str 9, Att 10, Def 9, Prec 12, Enc 4, CS 9, MM 22, Fly, Shock Res +5, Cold Res +5, Storm Immunity, Wpn: Ice Knife, Composite Bow
Spire Horn Warrior	Gold 10, Res 7, Rec 9
	HP 10, Prot 6, MR 11, Mor 10, Str 10, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, Shock Res +5, Cold Res +5, Storm Immunity, Wpn: Ice Lance
Iron Crow	Gold 14, Res 26, Rec 18
	HP 12, Prot 14, MR 10, Mor 12, Str 11, Att 12, Def 14, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Broad Sword
Storm Guard	Gold 15, Res 31, Rec 21
	HP 10, Prot 14, MR 11, Mor 11, Str 10, Att 11, Def 14, Prec 11, Enc 6, CS 7, MM 22, Fly, Shock Res +8, Cold Res +8, Ice Protection 2, Storm Immunity, Wpn: Ice Lance
Iceclad	Gold 15, Res 40, Rec 21 (can only be recruited in the capital)
	HP 9, Prot 17, MR 12, Mor 12, Str 9, Att 11, Def 13, Prec 11, Enc 7, CS 6, MM 20, Fly, Cold Res +15, Ice Protection 2, Wpn: Ice Lance
Raven Guard	Gold 16, Res 23, Rec 23
	HP 12, Prot 14, MR 10, Mor 13, Str 11, Att 12, Def 11, Prec 10, Enc 5, CS 8, MM 20, Fly, Stealthy 40, Ambidextrous 1, Wpn: Short Sword, Dagger
Iron Hail Archer	Gold 16, Res 9, Rec 16 (can only be recruited in the capital)
	HP 12, Prot 8, MR 11, Mor 12, Str 10, Att 10, Def 9, Prec 12, Enc 4, CS 11, MM 14, Sacred, Reinvigoration 2, Wpn: Dagger, Composite Bow
Earthbound	Gold 23, Res 38, Rec 27 (can only be recruited in the capital)
	HP 14, Prot 20, MR 12, Mor 14, Str 12, Att 12, Def 14, Prec 10, Enc 10, CS 5, MM 10, Sacred, Reinvigoration 3, Wpn: Short Sword, Crossbow

Mammoth	Gold 120, Res 20, Rec 30
	HP 72, Prot 13, MR 5, Mor 10, Str 21, Att 10, Def 5, Prec 11, Enc 3, CS 16, MM 22, Trample, Cold Res +15, Wpn: Tusk

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 lizard-like humanoids. In ancient times, the High Priests of C'tis mastered the craft of embalming to preserve the remains of their kings. Since the dawn of the 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. After a great rebellion most of the carnivorous lizardmen were slain or fled to distant lands. There is a widespread fear that the predators and their Sobek masters will return as foreseen in their Seventh Book. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. Both lizardmen 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.



C'tis, recruitable commanders

Commander of C'tis	Gold 40, Res 15, Rec 1
	HP 13, Prot 16, MR 12, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 7, CS 7, MM 10, SS, Poison Res +7, Ldr 60, Wpn: Spear
Lizard Lord	Gold 70, Res 21, Rec 1
	HP 14, Prot 18, MR 13, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 8, CS 6, MM 8, SS, Poison Res +7, Ldr 80, Wpn: Falchion
Hierodule	Gold 30, Res 1, Rec 1
	HP 10, Prot 4, MR 14, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacred, Poison Res +7, Mag: H1, Wpn: Claw
High Priest of C'tis	Gold 80, Res 1, Rec 2
	HP 11, Prot 6, MR 16, Mor 11, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacred, Poison Res +7, Ldr 40, Mag: H2, Wpn: Claw
Lizard King	Gold 230, Res 5, Rec 4
	HP 17, Prot 5, MR 18, Mor 14, Str 12, Att 13, Def 14, Prec 10, Enc 4, CS 11, MM 14, SS, Sacred, Poison Res +7, Ldr 120, Mag: H3, Wpn: Falchion
Reborn	Gold 125, Res 1, Rec 2
	HP 11, Prot 5, MR 16, Mor 8, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 16, SS, Sacred, Poison Res +6, Ldr 15, UndLdr 30, MagLdr 5, Mag: D1?1, Wpn: Claw
Sauromancer	Gold 285, Res 1, Rec 4
	HP 11, Prot 6, MR 17, Mor 10, Str 10, Att 8, Def 6, Prec 10, Enc 6, CS 9, MM 10, SS, WS, Sacred, Poison Res +8, Ldr 20, UndLdr 90, MagLdr 10, Mag: F1D3H1?1, Wpn: Claw
Empoisoner	Gold 90, Res 6, Rec 2 (can only be recruited in the capital)
	HP 11, Prot 6, MR 17, Mor 11, Str 10, Att 11, Def 11, Prec 12, Enc 4, CS 9, MM 14, SS, Stealthy 55, Poison Res +15, Assassin, Assassin Patience +2, Ldr 10, UndLdr 30, MagLdr 5, Mag: D1N1, Wpn: Poison Dagger, Poison Sling
Keeper of the Tombs	Gold 100, Res 1, Rec 2 (can only be recruited in the capital)
	HP 11, Prot 5, MR 15, Mor 9, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, WS, Sacred, Poison Res +6, Ldr 15, UndLdr 30, MagLdr 5, Mag: F1D1H1, Wpn: Claw

C'tis, recruitable units

Militia	Gold 7, Res 2, Rec 5 HP 11, Prot 5, MR 12, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 10, SS, Poison Res +7, Wpn: Spear
Heavy Infantry	Gold 10, Res 15, Rec 11 HP 11, Prot 16, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 7, CS 7, MM 10, SS, Poison Res +7, Wpn: Spear
City Guard	Gold 10, Res 10, Rec 11 HP 11, Prot 12, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 8, MM 12, SS, Poison Res +7, Wpn: Spear
Light Infantry	Gold 10, Res 5, Rec 11 HP 11, Prot 5, MR 12, Mor 9, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 9, MM 14, SS, Poison Res +7, Wpn: Spear, Javelin
Falchioneer	Gold 13, Res 17, Rec 18 HP 11, Prot 15, MR 12, Mor 10, Str 10, Att 11, Def 10, Prec 10, Enc 6, CS 9, MM 12, SS, Poison Res +7, Ambidextrous 2, Wpn: Falchion, Falchion
Tomb Guard	Gold 23, Res 29, Rec 28 (can only be recruited in the capital) HP 15, Prot 21, MR 12, Mor 12, Str 12, Att 12, Def 12, Prec 10, Enc 9, CS 6, MM 10, SS, WS, Sacred, Poison Res +6, Wpn: Falchion
Poison Slinger	Gold 25, Res 6, Rec 32 (can only be recruited in the capital) HP 11, Prot 5, MR 12, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, SS, Poison Res +8, Wpn: Dagger, Poison Sling
Desert Ranger	Gold 13, Res 16, Rec 18 (can be recruited in all wastes) HP 12, Prot 15, MR 12, Mor 10, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, SS, WS, Poison Res +6, Patrol Bonus 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 Pangaea. The old ways are giving way to new traditions. Archaic weapons are replaced by new ones 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.

**Pangaea, recruitable commanders**

Black Harpy	Gold 25, Res 1, Rec 1 HP 8, Prot 0, MR 11, Mor 10, Str 8, Att 9, Def 9, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealthy 60, Ldr 10, Wpn: Claw, Claw
Satyr Commander	Gold 40, Res 24, Rec 1 HP 16, Prot 16, MR 13, Mor 12, Str 11, Att 12, Def 15, Prec 10, Enc 6, CS 11, MM 16, FS, Recup, Stealthy 40, Ldr 40, Wpn: Spear
Minotaur Commander	Gold 70, Res 38, Rec 1 HP 25, Prot 19, MR 10, Mor 16, Str 17, Att 11, Def 8, Prec 9, Enc 7, CS 11, MM 14, FS, Recup, Trample, Ldr 60, Wpn: Battleaxe
Cataphract Commander	Gold 85, Res 35, Rec 1 HP 21, Prot 20, MR 12, Mor 12, Str 13, Att 11, Def 14, Prec 12, Enc 7, CS 20, MM 16, FS, Recup, Ldr 80, Wpn: Light Lance, Hoof
Keeper of Traditions	Gold 155, Res 38, Rec 1

	HP 27, Prot 19, MR 12, Mor 15, Str 17, Att 11, Def 8, Prec 8, Enc 7, CS 11, MM 14, FS, Sacred, Recup, Trample, Ldr 80, Mag: H1, Wpn: Battleaxe
Centaur Sage	Gold 90, Res 1, Rec 2
	HP 23, Prot 3, MR 16, Mor 13, Str 14, Att 11, Def 17, Prec 13, Enc 3, CS 30, MM 22, FS, Recup, Research +2, Ldr 10, MagLdr 15, Mag: S171, Wpn: Quarterstaff, Hoof
Dryad	Gold 160, Res 1, Rec 2
	HP 11, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Sacred, Recup, Stealthy 60, Awe +3, Seduction , Ldr 40, MagLdr 5, Mag: N1H1, Wpn: Hoof
Pan	Gold 255, Res 1, Rec 4
	HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Stealthy 40, Animal Awe +1, Ldr 80, MagLdr 25, Mag: E2N3, Wpn: Quarterstaff

Pangaea, recruitable units

Harpy	Gold 7, Res 1, Rec 3
	HP 7, Prot 0, MR 11, Mor 8, Str 8, Att 8, Def 10, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealthy 40, Wpn: Claw, Claw
Stymphalian Bird	Gold 8, Res 11, Rec 3
	HP 7, Prot 13, MR 11, Mor 9, Str 8, Att 9, Def 9, Prec 8, Enc 6, CS 2, MM 26, FS, Fly, Recup, Wpn: Copper Feathers, Claw, Claw
Satyr Sneak	Gold 9, Res 3, Rec 6
	HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 60, Wpn: Bronze Spear
Satyr	Gold 9, Res 4, Rec 6
	HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 40, Wpn: Bronze Spear, Javelin
Satyr	Gold 9, Res 4, Rec 6
	HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealthy 40, Wpn: Bronze Spear
Satyr Sniper	Gold 12, Res 24, Rec 19
	HP 14, Prot 16, MR 12, Mor 9, Str 11, Att 10, Def 10, Prec 12, Enc 5, CS 12, MM 16, FS, Recup, Wpn: Hoof, Crossbow
Satyr Hoplite	Gold 14, Res 25, Rec 24
	HP 14, Prot 16, MR 12, Mor 10, Str 11, Att 12, Def 14, Prec 10, Enc 6, CS 11, MM 16, FS, Recup, Wpn: Spear
Dryad Hoplite	Gold 30, Res 21, Rec 12 (can only be recruited in the capital)
	HP 13, Prot 14, MR 13, Mor 10, Str 10, Att 12, Def 16, Prec 10, Enc 7, CS 11, MM 16, FS, Sacred, Recup, Awe +2, Wpn: Bronze Spear
Centauride Crossbow	Gold 30, Res 34, Rec 17
	HP 18, Prot 16, MR 13, Mor 11, Str 12, Att 11, Def 16, Prec 13, Enc 7, CS 28, MM 16, FS, Recup, Wpn: Short Sword, Hoof, Crossbow
Centaur Cataphract	Gold 35, Res 35, Rec 21
	HP 20, Prot 20, MR 12, Mor 11, Str 13, Att 11, Def 13, Prec 12, Enc 7, CS 20, MM 16, FS, Recup, Wpn: Light Lance, Hoof
Minotaur Soldier	Gold 40, Res 31, Rec 12
	HP 23, Prot 17, MR 10, Mor 14, Str 16, Att 9, Def 8, Prec 8, Enc 5, CS 13, MM 16, FS, Recup, Trample, Wpn: Battleaxe
Grove Guard	Gold 50, Res 38, Rec 18
	HP 25, Prot 19, MR 11, Mor 15, Str 17, Att 10, Def 8, Prec 8, Enc 7, CS 11, MM 14, FS, Recup, Trample, Wpn: Battleaxe

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.



Midgård, recruitable commanders	
Scout	Gold 25, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Herse	Gold 55, Res 22, Rec 1 HP 12, Prot 15, MR 11, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Army Sail 999 size pnts, Ship Size 2, Ldr 60, Wpn: Broad Sword, Javelin
Jarl	Gold 130, Res 13, Rec 1 HP 12, Prot 10, MR 11, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 14, Sacred, Army Sail 999 size pnts, Ship Size 2, Ldr 80, Wpn: Broad Sword
Gode	Gold 45, Res 5, Rec 1 HP 12, Prot 6, MR 11, Mor 11, Str 11, Att 11, Def 10, Prec 10, Enc 3, CS 12, MM 16, Sacred, Ldr 10, Mag: H1, Wpn: Axe
Völva	Gold 105, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 10, Str 8, Att 8, Def 11, Prec 10, Enc 4, CS 8, MM 14, Spirit Sight, MagLdr 20, Mag: S2, Wpn: Quarterstaff
Galderman	Gold 190, Res 1, Rec 2 HP 13, Prot 0, MR 14, Mor 12, Str 10, Att 9, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Regeneration 10%, Ldr 10, UndLdr 5, MagLdr 20, Mag: A2?2, Wpn: Quarterstaff
Vanherse	Gold 140, Res 16, Rec 2 (can only be recruited in the capital) HP 14, Prot 13, MR 16, Mor 13, Str 12, Att 14, Def 19, Prec 13, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Army Sail 999 size pnts, Ship Size 3, Ldr 60, MagLdr 5, Mag: A1H1, Wpn: Light Lance, Hoof, Javelin
Vanjarl	Gold 275, Res 18, Rec 2 (can only be recruited in the capital) HP 15, Prot 13, MR 17, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Army Sail 999 size pnts, Ship Size 3, Ldr 80, UndLdr 5, MagLdr 15, Mag: A2B1H2, Wpn: Broad Sword, Hoof, Javelin

Midgård, recruitable units	
Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Axe, Javelin
Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Wpn: Spear, Javelin
Archer	Gold 10, Res 5, Rec 9 HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 14, Wpn: Dagger, Short Bow
Hirdman	Gold 12, Res 20, Rec 14 HP 10, Prot 16, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 9, MM 12, Wpn: Spear
Hirdman	Gold 12, Res 22, Rec 14 HP 10, Prot 16, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Wpn: Broad Sword
Einhere	Gold 25, Res 21, Rec 31 HP 12, Prot 16, MR 10, Mor 13, Str 12, Att 11, Def 9, Prec 10, Enc 5, CS 11, MM 12, Ambidextrous 1, Wpn: Broad Sword, Axe

Skinshifter	Gold 25, Res 7, Rec 31
	HP 13, Prot 5, MR 10, Mor 12, Str 12, Att 10, Def 11, Prec 10, Enc 3, CS 12, MM 16, FS, Regeneration 10%, Wpn: Great Sword
Van	Gold 65, Res 16, Rec 48 (can only be recruited in the capital)
	HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 19, Prec 12, Enc 4, CS 26, MM 26, Glamour, Sacred, Stealthy 65, Wpn: Light Lance, 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.



Utgård, recruitable commanders	
Scout	Gold 25, Res 4, Rec 1
	HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Wpn: Dagger, Short Bow
Jotun Scout	Gold 55, Res 7, Rec 1
	HP 32, Prot 12, MR 13, Mor 13, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, MS, Sacred, Stealthy 40, Cold Res +15, Wpn: Spear, Javelin
Herse	Gold 40, Res 22, Rec 1
	HP 12, Prot 16, MR 11, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 60, Wpn: Broad Sword
Jotun Herse	Gold 75, Res 41, Rec 1
	HP 32, Prot 18, MR 12, Mor 13, Str 21, Att 12, Def 13, Prec 10, Enc 6, CS 13, MM 14, Sacred, Cold Res +15, Ldr 60, Wpn: Broad Sword
Gode	Gold 45, Res 11, Rec 1
	HP 12, Prot 10, MR 11, Mor 11, Str 11, Att 11, Def 9, Prec 10, Enc 4, CS 11, MM 14, Sacred, Ldr 10, Mag: H1, Wpn: Axe
Jotun Gode	Gold 110, Res 19, Rec 2
	HP 32, Prot 13, MR 14, Mor 13, Str 21, Att 11, Def 14, Prec 10, Enc 5, CS 14, MM 16, FS, Sacred, Cold Res +15, Ldr 40, Mag: H2, Wpn: Broad Sword
Jotun Jarl	Gold 130, Res 41, Rec 1
	HP 35, Prot 18, MR 13, Mor 14, Str 22, Att 12, Def 13, Prec 10, Enc 6, CS 13, MM 14, Sacred, Cold Res +15, Ldr 80, Mag: H1, Wpn: Broad Sword
Seithkona	Gold 85, Res 1, Rec 2
	HP 9, Prot 0, MR 14, Mor 9, Str 8, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Ldr 10, UndLdr 30, MagLdr 15, Mag: S1D1N1, Wpn: Dagger
Jotun Skratti	Gold 255, Res 3, Rec 4
	HP 32, Prot 11, MR 17, Mor 12, Str 21, Att 11, Def 13, Prec 10, Enc 4, CS 15, MM 18, FS, Cold Res +15, Ldr 10, UndLdr 15, MagLdr 25, Mag: W2B2?1, Wpn: Quarterstaff
Norna	Gold 210, Res 1, Rec 4 (can only be recruited in the capital)
	HP 10, Prot 0, MR 16, Mor 10, Str 8, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 14, Spirit Sight, Ldr 10, UndLdr 65, MagLdr 30, Mag: S2D2N1?1, Wpn: Dagger

Utgård, recruitable units

Huskarl	Gold 10, Res 12, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Axe, Javelin
Huskarl	Gold 10, Res 12, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Wpn: Spear, Javelin
Jotun Militia	Gold 20, Res 15, Rec 11
	HP 30, Prot 13, MR 12, Mor 10, Str 18, Att 8, Def 9, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Axe
Jotun Javelinist	Gold 30, Res 17, Rec 17
	HP 30, Prot 13, MR 12, Mor 12, Str 20, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Axe, Javelin
Jotun Spearman	Gold 30, Res 37, Rec 17
	HP 30, Prot 18, MR 12, Mor 12, Str 20, Att 10, Def 11, Prec 10, Enc 6, CS 12, MM 14, Cold Res +15, Wpn: Spear
Jotun Axeman	Gold 30, Res 37, Rec 17
	HP 30, Prot 18, MR 12, Mor 12, Str 20, Att 10, Def 10, Prec 10, Enc 6, CS 12, MM 14, Cold Res +15, Wpn: Axe
Jotun Hurler	Gold 30, Res 11, Rec 17
	HP 30, Prot 13, MR 12, Mor 12, Str 20, Att 10, Def 6, Prec 10, Enc 4, CS 13, MM 16, Cold Res +15, Siege Strength +5, Wpn: Hand Axe, Boulder
Jotun Huskarl	Gold 35, Res 21, Rec 20
	HP 30, Prot 15, MR 12, Mor 13, Str 20, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Axe
Jotun Huskarl	Gold 35, Res 21, Rec 20
	HP 30, Prot 15, MR 12, Mor 13, Str 20, Att 10, Def 12, Prec 10, Enc 5, CS 13, MM 16, Cold Res +15, Wpn: Spear
Jotun Hirdman	Gold 40, Res 41, Rec 24
	HP 33, Prot 18, MR 12, Mor 13, Str 21, Att 11, Def 13, Prec 10, Enc 6, CS 12, MM 14, Cold Res +15, Wpn: Broad Sword
Garmhirding	Gold 55, Res 9, Rec 28 (can only be recruited in the capital)
	HP 32, Prot 12, MR 13, Mor 13, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, Sacred, Cold Res +15, Wpn: Battleaxe

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.

**Bogarus, recruitable commanders**

Bogarusian Scout	Gold 25, Res 4, Rec 1
	HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealthy 50, Cold Res +5, Wpn: Dagger, Short Bow
Voivode	Gold 30, Res 14, Rec 1
	HP 12, Prot 11, MR 10, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 14, Cold Res +3, Ldr 60, Wpn: Broad Sword

Knyaz	Gold 90, Res 14, Rec 1
	HP 14, Prot 11, MR 10, Mor 13, Str 12, Att 12, Def 15, Prec 10, Enc 4, CS 24, MM 20, Cold Res +3, Inspirational +1, Ldr 80, Wpn: Broad Sword, Hoof
Veliki Knyaz	Gold 130, Res 21, Rec 2
	HP 16, Prot 14, MR 10, Mor 15, Str 13, Att 13, Def 16, Prec 11, Enc 4, CS 24, MM 20, Cold Res +3, Inspirational +1, Ldr 120, Wpn: Broad Sword, Hoof
Skopets	Gold 70, Res 2, Rec 1
	HP 9, Prot 0, MR 12, Mor 16, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 12, MM 16, Sacred, Stealthy 40, Cold Res +3, Ldr 40, Mag: H1, Wpn: Whip
Exarch	Gold 70, Res 2, Rec 2
	HP 9, Prot 2, MR 13, Mor 8, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, Sacred, Cold Res +3, Ldr 10, Mag: H2, Wpn: Dagger
Occultist	Gold 100, Res 2, Rec 2
	HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, Cold Res +3, Ldr 10, UndLdr 35, MagLdr 15, Mag: S1D1B1, Wpn: Dagger
Kalendologist	Gold 105, Res 2, Rec 2
	HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, Cold Res +3, Ldr 10, MagLdr 20, Mag: S2, Wpn: Dagger
Astrapelagist	Gold 125, Res 2, Rec 2
	HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 7, Prec 10, Enc 5, CS 12, MM 14, Cold Res +3, Ldr 10, MagLdr 20, Mag: A2S1, Wpn: Dagger
Alchemist	Gold 135, Res 2, Rec 2
	HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, Cold Res +3, Alchemy Bonus 50, Ldr 15, MagLdr 20, Mag: F1E1S1, Wpn: Dagger
Master of Names	Gold 155, Res 2, Rec 2
	HP 10, Prot 2, MR 14, Mor 9, Str 10, Att 8, Def 7, Prec 10, Enc 5, CS 12, MM 14, Research +6, Cold Res +3, Ldr 10, MagLdr 25, Mag: S2?1, Wpn: Dagger
Fivefold Angel	Gold 225, Res 1, Rec 2
	HP 8, Prot 0, MR 15, Mor 18, Str 9, Att 7, Def 5, Prec 10, Enc 4, CS 12, MM 14, Sacred, Stealthy 50, Cold Res +3, Damage Reversal 1 vs MR, Ldr 80, UndLdr 10, MagLdr 10, Mag: B2H2, Wpn: Stump
Eparch	Gold 145, Res 2, Rec 2 (can only be recruited in the capital)
	HP 9, Prot 2, MR 14, Mor 8, Str 9, Att 9, Def 8, Prec 10, Enc 4, CS 10, MM 14, Sacred, Cold Res +3, Mag: H3, Wpn: Dagger
Starets	Gold 255, Res 2, Rec 4 (can only be recruited in the capital)
	HP 10, Prot 2, MR 16, Mor 8, Str 10, Att 8, Def 5, Prec 10, Enc 7, CS 11, MM 10, Research +6, Cold Res +3, Ldr 20, UndLdr 35, MagLdr 40, Mag: F2A1S2B1?1, Wpn: Dagger

Bogarus, recruitable units

Voi Spearman	Gold 8, Res 8, Rec 5
	HP 10, Prot 8, MR 10, Mor 8, Str 10, Att 9, Def 12, Prec 9, Enc 4, CS 11, MM 14, Cold Res +3, Wpn: Spear, Javelin
Voi Axeman	Gold 8, Res 7, Rec 5
	HP 10, Prot 8, MR 10, Mor 8, Str 10, Att 9, Def 11, Prec 9, Enc 4, CS 11, MM 14, Cold Res +3, Wpn: Axe
Voi Archer	Gold 8, Res 5, Rec 5
	HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 9, Enc 3, CS 12, MM 14, Cold Res +3, Wpn: Dagger, Short Bow
Khlyst	Gold 10, Res 3, Rec 5
	HP 9, Prot 0, MR 11, Mor 15, Str 9, Att 8, Def 6, Prec 8, Enc 3, CS 12, MM 16, Sacred, Stealthy 40, Cold Res +3, Wpn: Morningstar
Peshtsi Axeman	Gold 10, Res 18, Rec 9

	HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 7, CS 8, MM 12, Cold Res +3, Wpn: Axe
Peshtsi Spearman	Gold 10, Res 15, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 6, CS 10, MM 16, Cold Res +3, Wpn: Spear
Peshtsi City Guard	Gold 11, Res 20, Rec 12
	HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 14, Prec 10, Enc 7, CS 8, MM 12, Cold Res +3, Wpn: Broad Sword
Grid Druzhina	Gold 25, Res 28, Rec 36
	HP 11, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 8, Enc 4, CS 22, MM 20, Cold Res +3, Wpn: Broad Sword, Hoof, Composite Bow
Malaia Druzhina	Gold 40, Res 42, Rec 46
	HP 13, Prot 18, MR 10, Mor 13, Str 11, Att 12, Def 16, Prec 8, Enc 5, CS 20, MM 16, Cold Res +3, Wpn: Lance, Broad Sword, Hoof
Black Hood	Gold 18, Res 16, Rec 20 (can be recruited in all non-fort provinces)
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 24, MM 22, Cold Res +3, Wpn: Mace, Composite Bow
Styag	Gold 30, Res 23, Rec 36 (can be recruited in all non-fort provinces)
	HP 10, Prot 14, MR 10, Mor 13, Str 10, Att 11, Def 12, Prec 10, Enc 4, CS 23, MM 18, Cold Res +3, Wpn: Light Lance, Composite Bow

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.



Patala, recruitable commanders	
Markata Scout	Gold 20, Res 1, Rec 1
	HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, MS, Stealthy 60, Wpn: Dagger, Sticks and Stones
Vanara Captain	Gold 35, Res 17, Rec 1
	HP 13, Prot 14, MR 8, Mor 12, Str 12, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Ldr 60, Wpn: Falchion
Atavi Chieftain	Gold 40, Res 8, Rec 1 (can also be recruited in all forests)
	HP 12, Prot 4, MR 8, Mor 10, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Ldr 40, Wpn: Falchion, Sticks and Stones
Bandar Commander	Gold 75, Res 25, Rec 1
	HP 23, Prot 15, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 80, Wpn: Falchion
Brahmin	Gold 45, Res 2, Rec 1
	HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, FS, Sacred, Ldr 10, Mag: H1, Wpn: Mace
Yogi	Gold 55, Res 1, Rec 2
	HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, FS, Sacred, Ldr 10, MagLdr 10, Mag: S1, Wpn: Fist

Guru	Gold 160, Res 1, Rec 2 HP 9, Prot 1, MR 15, Mor 13, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 2, MM 10, FS, Sacred, Ldr 10, MagLdr 25, Mag: S2N1, Wpn: Fist
Nagaraja	Gold 175, Res 35, Rec 2 (can only be recruited in the capital) HP 25, Prot 16, MR 17, Mor 14, Str 14, Att 12, Def 12, Prec 12, Enc 9, CS 5, MM 8, SS, Sacred, Magic, Amph, Water Magic +1, Poison Res +10, Spirit Sight, Ldr 80, MagLdr 30, Mag: W1E1N1H2, Wpn: Hypnotize, Falchion, Venomous Bite, Poison Spit
Nagini	Gold 235, Res 1, Rec 2 (can only be recruited in the capital) HP 18, Prot 5, MR 17, Mor 13, Str 12, Att 11, Def 11, Prec 12, Enc 4, CS 8, MM 12, SS, Sacred, Magic, Amph, Water Magic +1, Poison Res +10, Spirit Sight, Ldr 40, MagLdr 35, Mag: W1E1N1H1?1, Wpn: Hypnotize, Fist, Venomous Bite, Poison Spit
Nagarishi	Gold 390, Res 2, Rec 4 (can only be recruited in the capital) HP 22, Prot 8, MR 18, Mor 13, Str 13, Att 11, Def 12, Prec 12, Enc 4, CS 10, MM 12, SS, Sacred, Magic, Amph, Water Magic +1, Poison Res +10, Spirit Sight, Ldr 10, MagLdr 60, Mag: W2E3S1N1H1?1, Wpn: Hypnotize, Kryss, Venomous Bite, Poison Spit
Naga Chief	Gold 55, Res 8, Rec 1 (can be recruited in all caves) HP 18, Prot 5, MR 13, Mor 12, Str 13, Att 11, Def 14, Prec 10, Enc 4, CS 10, MM 12, SS, Sacred, Magic, Amph, Poison Res +10, Spirit Sight, Ldr 40, MagLdr 10, Wpn: Hypnotize, Falchion, Venomous Fangs, Poison Spit

Patala, recruitable units

Markata	Gold 5, Res 1, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Club, Sticks and Stones
Markata Archer	Gold 5, Res 2, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 13, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Fist, Short Bow
Atavi Archer	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Wpn: Dagger, Short Bow
Atavi Infantry	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Stealthy 40, Wpn: Mace, Sticks and Stones
Vanara Archer	Gold 8, Res 14, Rec 6 HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Dagger, Short Bow
Vanara Chakram Thrower	Gold 8, Res 15, Rec 6 HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Mace, Chakram
Vanara Infantry	Gold 8, Res 14, Rec 6 HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Mace
Vanara Swordsman	Gold 11, Res 17, Rec 13 HP 11, Prot 14, MR 8, Mor 10, Str 10, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Falchion
Light Bandar Archer	Gold 16, Res 7, Rec 9 HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Long Bow
Bandar Archer	Gold 16, Res 23, Rec 9 HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 8, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace, Long Bow
Bandar Warrior	Gold 16, Res 20, Rec 9 HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 8, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Iron Cudgel

Bandar Warrior	Gold 16, Res 20, Rec 9 HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace
Light Bandar Warrior	Gold 16, Res 13, Rec 9 HP 18, Prot 10, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 4, CS 9, MM 12, FS, Wpn: Mace, Sticks and Stones
Naga	Gold 20, Res 2, Rec 17 (can be recruited in the capital and in all caves) HP 16, Prot 5, MR 13, Mor 11, Str 12, Att 10, Def 11, Prec 10, Enc 4, CS 10, MM 12, SS, Sacred, Magic, Amph, Poison Res +10, Spirit Sight, Wpn: Hypnotize, Bronze Spear, Venomous Fangs, Poison Spit
Naga Warrior	Gold 27, Res 35, Rec 22 (can only be recruited in the capital) HP 19, Prot 16, MR 13, Mor 12, Str 13, Att 11, Def 12, Prec 10, Enc 9, CS 5, MM 8, SS, Sacred, Magic, Amph, Poison Res +10, Spirit Sight, Wpn: Hypnotize, Falchion, Venomous Fangs, Poison Spit
War Elephant	Gold 100, Res 20, Rec 33 HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, FS, Trample, Wpn: Tusk

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.



Gath, recruitable commanders	
Iassacharite Scout	Gold 25, Res 6, Rec 1 HP 10, Prot 2, MR 10, Mor 7, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, WS, Stealthy 55, Wpn: Bronze Dagger, Short Bow
Iassacharite Sage	Gold 45, Res 2, Rec 1 HP 9, Prot 2, MR 11, Mor 7, Str 9, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 12, WS, Sacred, Wpn: Bronze Dagger
Benjaminite Commander	Gold 40, Res 11, Rec 1 HP 12, Prot 6, MR 10, Mor 12, Str 10, Att 12, Def 14, Prec 12, Enc 3, CS 12, MM 16, WS, Ambidextrous 2, Pillage +5, Ldr 40, Wpn: Bronze Sword, Bronze Sword, Sling
Gittite Commander	Gold 85, Res 28, Rec 1 HP 27, Prot 14, MR 12, Mor 13, Str 16, Att 12, Def 15, Prec 12, Enc 6, CS 11, MM 14, WS, Fire Res +3, Ldr 80, Wpn: Broad Sword, Javelin
Levite Priest	Gold 45, Res 2, Rec 1 HP 9, Prot 2, MR 13, Mor 13, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, WS, Sacred, Ldr 10, Mag: H1, Wpn: Dagger
Iassacharite Sibyl	Gold 65, Res 2, Rec 2 HP 9, Prot 2, MR 13, Mor 7, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, WS, MagLdr 15, Mag: S1N1, Wpn: Fist
Abba	Gold 175, Res 2, Rec 2 HP 23, Prot 3, MR 15, Mor 10, Str 15, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, Stealthy 50, Fire Res +3, Healing 1, Heretic 1, MagLdr 20, Mag: N2?1, Wpn: Quarterstaff
Kohen	Gold 130, Res 2, Rec 2 HP 23, Prot 3, MR 14, Mor 10, Str 15, Att 9, Def 9, Prec 10, Enc 3, CS 14, MM 18, WS, Sacred, Fire Res +3, Ldr 10, UndLdr 5, MagLdr 15, Mag: B1H2?1, Wpn: Dagger

Yeddeoni	Gold 130, Res 2, Rec 2
	HP 23, Prot 3, MR 14, Mor 10, Str 15, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, Fire Res +3, Ldr 15, UndLdr 30, MagLdr 10, Mag: E1D1?1, Wpn: Quarterstaff
Seren	Gold 200, Res 79, Rec 2 (can only be recruited in the capital)
	HP 42, Prot 18, MR 14, Mor 14, Str 21, Att 13, Def 18, Prec 11, Enc 6, CS 13, MM 16, WS, Sacred, Supply Bonus -3, Fire Res +4, Ldr 120, MagLdr 5, Mag: , Wpn: Anakite Sword
Kohen Gadol	Gold 370, Res 31, Rec 4 (can only be recruited in the capital)
	HP 55, Prot 9, MR 18, Mor 16, Str 20, Att 12, Def 11, Prec 10, Enc 2, CS 14, MM 18, WS, Sacred, Supply Bonus -5, Fire Res +5, Ldr 90, UndLdr 10, MagLdr 20, Mag: B2H3?2, Wpn: Censer

Gath, recruitable units

Naphtali Spearman	Gold 10, Res 11, Rec 9
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, WS, Wpn: Bronze Spear, Javelin
Reubenite Archer	Gold 10, Res 7, Rec 9
	HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, WS, Wpn: Bronze Dagger, Short Bow
Benjaminite Slinger	Gold 11, Res 11, Rec 12
	HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 11, Def 13, Prec 12, Enc 3, CS 12, MM 16, WS, Ambidextrous 2, Pillage +2, Wpn: Bronze Sword, Bronze Sword, Sling
Gadite Swordsman	Gold 12, Res 28, Rec 14
	HP 12, Prot 16, MR 10, Mor 11, Str 11, Att 10, Def 12, Prec 10, Enc 9, CS 6, MM 12, WS, Fire Res +4, Wpn: Bronze Sword, Javelin
Zebulunite Soldier	Gold 13, Res 15, Rec 16
	HP 10, Prot 12, MR 10, Mor 13, Str 10, Att 11, Def 14, Prec 10, Enc 6, CS 9, MM 12, WS, Wpn: Bronze Spear
Levite Zealot	Gold 15, Res 17, Rec 14
	HP 11, Prot 12, MR 10, Mor 14, Str 10, Att 10, Def 13, Prec 10, Enc 6, CS 9, MM 12, WS, Sacred, Patrol Bonus 2, Wpn: Bronze Sword
Asherite Soldier	Gold 15, Res 27, Rec 21
	HP 11, Prot 17, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 8, CS 7, MM 10, Wpn: Broad Sword
Zebulunite Horn Blower	Gold 20, Res 16, Rec 21
	HP 10, Prot 12, MR 10, Mor 13, Str 10, Att 8, Def 8, Prec 10, Enc 6, CS 7, MM 12, WS, Wpn: Dagger
Gittite Soldier	Gold 25, Res 25, Rec 15
	HP 24, Prot 14, MR 12, Mor 12, Str 15, Att 11, Def 13, Prec 10, Enc 6, CS 11, MM 14, WS, Fire Res +3, Wpn: Spear, Javelin
Gibbor	Gold 70, Res 43, Rec 23 (can only be recruited in the capital)
	HP 38, Prot 14, MR 13, Mor 13, Str 19, Att 12, Def 16, Prec 10, Enc 6, CS 13, MM 14, WS, Sacred, Supply Bonus -2, Fire Res +4, Wpn: Anakite Sword

Ragha, Dual Kingdom

Ragha is a dual kingdom of fire and ice, rage and serenity. Half of the population are Abyssian descendants from the isolated colony of Tur, and half the population are Airyan refugees from Caelum. Tur was a distant and prosperous Abyssian 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 an 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 Airyas reign and during summer the Turans reign. 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.



Ragha, recruitable commanders

Airya Scout	Gold 25, Res 13, Rec 1 HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 12, Prec 12, Enc 5, CS 8, MM 22, Fly, Stealthy 55, Cold Res +15, Ice Protection 1, Wpn: Ice Blade
Paighan-Salar	Gold 35, Res 18, Rec 1 HP 13, Prot 13, MR 11, Mor 12, Str 12, Att 11, Def 13, Prec 9, Enc 5, CS 9, MM 12, MS, WS, Fire Res +10, Ldr 60, Wpn: Broad Sword
Airya Spahbed	Gold 50, Res 38, Rec 1 HP 11, Prot 17, MR 12, Mor 13, Str 10, Att 12, Def 16, Prec 12, Enc 7, CS 6, MM 20, Fly, Cold Res +15, Ice Protection 2, Ldr 60, Wpn: Ice Sword
Turan Spahbed	Gold 95, Res 44, Rec 1 HP 15, Prot 20, MR 11, Mor 13, Str 12, Att 13, Def 15, Prec 8, Enc 5, CS 24, MM 16, MS, WS, Fire Res +15, Ldr 80, Wpn: Lance, Broad Sword, Hoof
Airya Shah	Gold 130, Res 32, Rec 1 HP 11, Prot 15, MR 12, Mor 13, Str 10, Att 12, Def 16, Prec 12, Enc 7, CS 6, MM 20, Fly, Sacred, Cold Res +15, Ice Protection 2, Ldr 60, Mag: H1, Wpn: Ice Sword
Turan Shah	Gold 165, Res 39, Rec 1 HP 15, Prot 17, MR 11, Mor 13, Str 12, Att 13, Def 16, Prec 8, Enc 5, CS 24, MM 16, MS, WS, Sacred, Fire Res +15, Ldr 80, Mag: H1, Wpn: Lance, Broad Sword, Hoof
Karapan	Gold 100, Res 1, Rec 2 HP 11, Prot 0, MR 13, Mor 10, Str 13, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 14, MS, WS, Sacred, Fire Res +15, Ldr 15, UndLdr 30, MagLdr 5, Mag: F1H1?1, Wpn: Dagger
Athravan	Gold 100, Res 2, Rec 2 HP 8, Prot 0, MR 15, Mor 13, Str 8, Att 9, Def 8, Prec 11, Enc 4, CS 8, MM 22, Fly, Sacred, Cold Res +15, Ldr 15, MagLdr 15, Mag: F1H1?1, Wpn: Ice Knife
Zaotar	Gold 210, Res 2, Rec 2 HP 8, Prot 0, MR 15, Mor 13, Str 8, Att 9, Def 7, Prec 11, Enc 5, CS 8, MM 20, Fly, Sacred, Cold Res +15, Ldr 45, MagLdr 20, Mag: F1A1W1H2?1, Wpn: Ice Knife
Dastur	Gold 215, Res 1, Rec 2 HP 11, Prot 0, MR 13, Mor 10, Str 13, Att 10, Def 8, Prec 8, Enc 4, CS 11, MM 12, MS, WS, Sacred, Fire Res +15, Ldr 50, UndLdr 35, MagLdr 15, Mag: F1D1B1H2?1, Wpn: Dagger
Airya Seraph	Gold 220, Res 2, Rec 4 HP 8, Prot 0, MR 15, Mor 13, Str 8, Att 9, Def 5, Prec 11, Enc 7, CS 7, MM 16, Fly, Cold Res +15, Ldr 40, UndLdr 30, MagLdr 35, Mag: A3W1S1?1, Wpn: Ice Knife
Turan Sorcerer	Gold 225, Res 1, Rec 4 HP 15, Prot 0, MR 15, Mor 11, Str 13, Att 11, Def 6, Prec 9, Enc 6, CS 8, MM 8, MS, WS, Fire Res +25, Darkvision 50, Heat 3, Ldr 25, UndLdr 45, MagLdr 35, Mag: F3D1B1?1, Wpn: Dagger

Zhayedan Spahbed	Gold 195, Res 60, Rec 1 (can only be recruited in the capital)
	HP 16, Prot 20, MR 12, Mor 15, Str 13, Att 13, Def 15, Prec 9, Enc 4, CS 15, MM 16, MS, WS, Fly, Sacred, Fire Res +15, Ldr 80, Wpn: Lance, Broad Sword, Claw, Bite

Ragha, recruitable units

Paighan	Gold 8, Res 9, Rec 3
	HP 12, Prot 9, MR 11, Mor 9, Str 11, Att 8, Def 11, Prec 8, Enc 4, CS 10, MM 14, MS, WS, Fire Res +10, Wpn: Spear
Airy Archer	Gold 10, Res 7, Rec 9
	HP 9, Prot 6, MR 12, Mor 10, Str 9, Att 10, Def 9, Prec 12, Enc 4, CS 9, MM 22, Fly, Cold Res +15, Wpn: Ice Knife, Composite Bow
Airy Light Infantry	Gold 10, Res 11, Rec 9
	HP 9, Prot 8, MR 12, Mor 10, Str 9, Att 10, Def 11, Prec 11, Enc 5, CS 8, MM 22, Fly, Cold Res +15, Ice Protection 1, Wpn: Ice Lance
Airy Infantry	Gold 10, Res 16, Rec 9
	HP 9, Prot 11, MR 12, Mor 10, Str 9, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, Cold Res +15, Ice Protection 1, Wpn: Ice Blade
Turan Infantry	Gold 11, Res 19, Rec 8
	HP 12, Prot 13, MR 11, Mor 11, Str 11, Att 10, Def 12, Prec 9, Enc 5, CS 9, MM 12, MS, WS, Fire Res +10, Wpn: Broad Sword, Javelin
Turan Heavy Infantry	Gold 13, Res 22, Rec 10
	HP 13, Prot 16, MR 11, Mor 12, Str 12, Att 10, Def 11, Prec 9, Enc 6, CS 8, MM 10, MS, WS, Fire Res +10, Wpn: Broad Sword
Iceclad Zhayedan	Gold 19, Res 40, Rec 21 (can only be recruited in the capital)
	HP 9, Prot 17, MR 12, Mor 12, Str 9, Att 11, Def 13, Prec 11, Enc 7, CS 6, MM 20, Fly, Sacred, Cold Res +15, Ice Protection 2, Wpn: Ice Lance
Turan Horse Archer	Gold 22, Res 12, Rec 24
	HP 12, Prot 10, MR 11, Mor 11, Str 11, Att 10, Def 14, Prec 8, Enc 4, CS 24, MM 22, MS, WS, Fire Res +10, Wpn: Spear, Composite Bow
Turan Cavalry	Gold 27, Res 30, Rec 33
	HP 12, Prot 15, MR 11, Mor 11, Str 11, Att 10, Def 14, Prec 8, Enc 4, CS 26, MM 20, MS, WS, Fire Res +10, Wpn: Light Lance, Hoof, Composite Bow
Savaran Cataphract	Gold 35, Res 43, Rec 46
	HP 13, Prot 16, MR 11, Mor 12, Str 12, Att 11, Def 14, Prec 8, Enc 5, CS 24, MM 18, MS, WS, Fire Res +15, Wpn: Lance, Broad Sword, Hoof, Composite Bow
Savaran Guard	Gold 40, Res 47, Rec 46
	HP 15, Prot 20, MR 11, Mor 13, Str 12, Att 12, Def 14, Prec 8, Enc 5, CS 24, MM 16, MS, WS, Fire Res +15, Wpn: Lance, Broad Sword, Hoof, Composite Bow
Turan War Elephant	Gold 100, Res 62, Rec 33
	HP 64, Prot 18, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 5, CS 16, MM 18, Trample, Wpn: Tusk, Long Spear, Long Spear
Zhayedan	Gold 125, Res 60, Rec 46 (can only be recruited in the capital)
	HP 15, Prot 20, MR 11, Mor 14, Str 12, Att 13, Def 15, Prec 9, Enc 4, CS 15, MM 16, MS, WS, Fly, Sacred, Fire Res +15, 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.



Xibalba, recruitable commanders	
Batab	Gold 40, Res 4, Rec 1 (can also be recruited in all forests) HP 7, Prot 8, MR 11, Mor 12, Str 7, Att 10, Def 11, Prec 5, Enc 4, CS 9, MM 20, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 40, MagLdr 10, Wpn: Bronze Hatchet
Ajaw	Gold 105, Res 2, Rec 1 HP 7, Prot 0, MR 12, Mor 12, Str 7, Att 10, Def 11, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Sacred, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 80, MagLdr 10, Mag: H1, Wpn: Obsidian Club Sword
Ajaw Kan Ek'	Gold 170, Res 1, Rec 2 HP 7, Prot 1, MR 13, Mor 13, Str 7, Att 10, Def 9, Prec 5, Enc 4, CS 10, MM 20, FS, Fly, Sacred, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 120, MagLdr 10, Mag: H2, Wpn: Bronze Hatchet
Ah Ha'	Gold 100, Res 1, Rec 2 HP 12, Prot 2, MR 13, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Sacred, Amph, Darkvision 100, Ldr 10, MagLdr 10, Mag: W1E1H1, Wpn: Stone Dagger
Ah Itz	Gold 120, Res 1, Rec 2 HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 35, MagLdr 20, Mag: D1B1?1, Wpn: Stone Dagger
Way	Gold 145, Res 1, Rec 2 (can also be recruited in all forests) HP 7, Prot 0, MR 15, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Research -4, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 5, MagLdr 25, Mag: N2B1, Wpn: Stone Dagger
Chilan	Gold 180, Res 1, Rec 2 (can also be recruited in all caves) HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Sacred, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 30, MagLdr 20, Mag: E1D1H2?1, Wpn: Stone Dagger
Camazotz	Gold 200, Res 1, Rec 2 (can only be recruited in the capital) HP 7, Prot 0, MR 15, Mor 9, Str 7, Att 9, Def 10, Prec 5, Enc 4, CS 10, MM 20, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Ldr 10, UndLdr 95, MagLdr 20, Mag: E1D2B1?1, Wpn: Quarterstaff
Bacab	Gold 475, Res 1, Rec 4 (can only be recruited in the capital) HP 27, Prot 10, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, SS, Sacred, Amph, Darkvision 100, Resource Bonus 5, Gift of Water Breathing 20 size points, Ldr 120, UndLdr 40, MagLdr 30, Mag: W3E2D1H3?1, Wpn: Quarterstaff
Lakam Ha' Batab	Gold 40, Res 5, Rec 1 (can only be recruited in underwater forts) HP 16, Prot 8, MR 11, Mor 10, Str 13, Att 11, Def 12, Prec 8, Enc 6, CS 8, MM 12, SS, Amph, Darkvision 50, Ldr 40, Wpn: Stone Spear

Xibalba, recruitable units	
Zotz Warrior	Gold 8, Res 1, Rec 6 HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Wpn: Stone Lance
Zotz Warrior	Gold 8, Res 2, Rec 6

	HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 10, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Wpn: Obsidian Club Sword
Zotz Dart Thrower	Gold 8, Res 2, Rec 6
	HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 22, FS, Fly, Stealthy 40, Blood Searcher 1, Patrol Bonus -1, Wpn: Mace, Obsidian Dart
Zotz Guard	Gold 10, Res 4, Rec 12
	HP 8, Prot 8, MR 11, Mor 11, Str 7, Att 11, Def 9, Prec 5, Enc 4, CS 9, MM 20, FS, Fly, Blood Searcher 1, Patrol Bonus -1, Wpn: Stone Lance
Zotz Guard	Gold 10, Res 5, Rec 12
	HP 8, Prot 8, MR 11, Mor 11, Str 7, Att 11, Def 10, Prec 5, Enc 4, CS 9, MM 20, FS, Fly, Blood Searcher 1, Patrol Bonus -1, Wpn: Obsidian Club Sword
Sak Muuch Dart Thrower	Gold 10, Res 4, Rec 9
	HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 9, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, Darkvision 100, Wpn: Stone Dagger, Obsidian Dart
Sak Muuch Warrior	Gold 10, Res 10, Rec 9
	HP 14, Prot 11, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, Darkvision 100, Wpn: Bronze Spear
Sak Muuch Warrior	Gold 10, Res 11, Rec 9
	HP 14, Prot 11, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, Darkvision 100, Wpn: Obsidian Club Sword
Obsidian Warrior	Gold 18, Res 14, Rec 24 (can only be recruited in the capital)
	HP 9, Prot 12, MR 12, Mor 13, Str 8, Att 13, Def 11, Prec 5, Enc 5, CS 8, MM 20, FS, Fly, Sacred, Fire Res +5, Blood Searcher 1, Patrol Bonus -1, Wpn: Obsidian Shard Blade
Wo' Muuch	Gold 35, Res 38, Rec 39 (can only be recruited in the capital)
	HP 26, Prot 16, MR 10, Mor 14, Str 16, Att 11, Def 12, Prec 8, Enc 6, CS 9, MM 14, SS, Sacred, Amph, Darkvision 100, Wpn: Obsidian Blade
Lakam Ha' Warrior	Gold 10, Res 5, Rec 9 (can only be recruited in underwater forts)
	HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 8, Prec 8, Enc 5, CS 9, MM 12, SS, Amph, Darkvision 50, Wpn: Net, Stone Spear
Lakam Ha' Warrior	Gold 10, Res 5, Rec 9 (can only be recruited in underwater forts)
	HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 12, SS, Amph, Darkvision 50, Wpn: Stone Spear

Phlegra, Sleeping Giants

Phlegra is a kingdom of human slaves living in constant terror of the monstrous giants that once claimed the lands as theirs. For centuries the giants have been absent and only memories of their tyranny remain. Most of the Phlegran population are human slaves and slave masters dominated by a warrior-caste of Younger Cyclopes, previously living pastoral lives on the slopes of the Phlegran hills. The Tyrants who once ruled the land were descendants of the Gigantes of Mekone, who made war upon the gods of men. Punished for their sins the Gigantes were imprisoned and cursed with monstrous appearance. Those who avoided imprisonment became Tyrants and rulers of Phlegra and formed a slave kingdom with the aid of human servants. But the Tyrants destroyed each other and the very lands they ruled. Slowly their numbers and influence dwindled and their servants made themselves rulers in all but name. Now human slave masters rule the kingdom in the name of absent Tyrants, hoping that the sleeping giants never wake up.



Phlegra, recruitable commanders

Phlegran Commander	Gold 45, Res 26, Rec 1
	HP 12, Prot 15, MR 10, Mor 9, Str 11, Att 11, Def 13, Prec 10, Enc 5, CS 9, MM 14, Task Master +2, Ldr 40, Wpn: Broad Sword
Cyclope Commander	Gold 75, Res 83, Rec 1

	HP 47, Prot 22, MR 9, Mor 14, Str 24, Att 12, Def 12, Prec 7, Enc 7, CS 12, MM 14, Supply Bonus -1, Task Master +2, Ldr 60, Wpn: Cyclope Sword, Javelin
Phlegran Cataphract Commander	Gold 90, Res 47, Rec 2
	HP 14, Prot 18, MR 10, Mor 12, Str 12, Att 12, Def 16, Prec 10, Enc 5, CS 18, MM 18, MS, Supply Bonus 3, Task Master +3, Ldr 80, Wpn: Lance, Broad Sword, Head Butt
Phlegran Priest	Gold 65, Res 1, Rec 1
	HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacred, Task Master +1, Ldr 40, Mag: H1, Wpn: Dagger
Shackled Mage	Gold 70, Res 1, Rec 2
	HP 10, Prot 0, MR 12, Mor 6, Str 10, Att 8, Def 7, Prec 8, Enc 4, CS 10, MM 14, Research -2, MagLdr 5, Mag: ?1, Wpn: Fist
Phlegran Oppressor	Gold 115, Res 1, Rec 2
	HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 6, Prec 11, Enc 5, CS 12, MM 14, Task Master +2, Ldr 45, MagLdr 15, Mag: F1E1?1, Wpn: Fist
Oppressor General	Gold 135, Res 21, Rec 2
	HP 12, Prot 14, MR 13, Mor 12, Str 11, Att 11, Def 13, Prec 11, Enc 8, CS 9, MM 12, Task Master +2, Ldr 85, MagLdr 50, Mag: E1?1, Wpn: Broad Sword
Cyclope Smith	Gold 240, Res 3, Rec 2 (can only be recruited in the capital)
	HP 63, Prot 6, MR 18, Mor 14, Str 26, Att 10, Def 8, Prec 7, Enc 2, CS 14, MM 22, MS, Master Smith 1, Fire Res +15, Resource Bonus 20, Ldr 45, MagLdr 15, Mag: F1E1?1, Wpn: Maul
Oppressor Archon	Gold 335, Res 1, Rec 4 (can only be recruited in the capital)
	HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 3, Prec 11, Enc 8, CS 10, MM 10, Task Master +2, Ldr 50, MagLdr 40, Mag: F1A1W1E1S1H2?2, Wpn: Fist

Phlegra, recruitable units	
Helote Archer	Gold 8, Res 5, Rec 4
	HP 10, Prot 5, MR 10, Mor 6, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Helote Crossbowman	Gold 8, Res 26, Rec 4
	HP 10, Prot 15, MR 10, Mor 6, Str 10, Att 8, Def 7, Prec 10, Enc 5, CS 10, MM 14, Wpn: Short Sword, Crossbow
Helote Soldier	Gold 8, Res 26, Rec 4
	HP 10, Prot 15, MR 10, Mor 7, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 11, MM 14, Wpn: Broad Sword
Iron Guard	Gold 15, Res 35, Rec 16 (can only be recruited in the capital)
	HP 14, Prot 18, MR 9, Mor 9, Str 12, Att 13, Def 12, Prec 10, Enc 8, CS 9, MM 12, Magic, Morale +8, Wpn: Broad Sword
Mouflon Cataphract	Gold 30, Res 47, Rec 39
	HP 12, Prot 18, MR 11, Mor 9, Str 11, Att 11, Def 15, Prec 11, Enc 5, CS 18, MM 18, MS, Supply Bonus 3, Wpn: Lance, Broad Sword, Head Butt
Cyclope Soldier	Gold 40, Res 67, Rec 17 (max 3/month)
	HP 42, Prot 19, MR 9, Mor 13, Str 22, Att 11, Def 12, Prec 7, Enc 5, CS 14, MM 16, Supply Bonus -1, Wpn: Cyclope Spear, Javelin

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.



Atlantis, recruitable commanders	
Tent Owner	Gold 25, Res 6, Rec 1 HP 14, Prot 10, MR 10, Mor 11, Str 12, Att 11, Def 9, Prec 9, Enc 4, CS 9, MM 12, Amph, Stealthy 40, Cold Res +5, Darkvision 50, Ldr 10, Wpn: Spear, Harpoon
Snow Captain	Gold 70, Res 26, Rec 1 HP 14, Prot 15, MR 10, Mor 11, Str 12, Att 11, Def 8, Prec 8, Enc 4, CS 9, MM 14, Amph, Cold Res +5, Darkvision 50, Ice Protection 1, Ldr 80, Wpn: Ice Glaive
Ice Captain	Gold 110, Res 32, Rec 2 HP 15, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 8, Prec 8, Enc 5, CS 8, MM 12, Amph, Cold Res +8, Darkvision 50, Ice Protection 2, Ldr 120, Wpn: Ice Glaive
Tungalik	Gold 110, Res 4, Rec 2 HP 12, Prot 10, MR 14, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 4, CS 9, MM 12, Sacred, Amph, Cold Res +5, Darkvision 50, Ldr 40, UndLdr 30, MagLdr 5, Mag: W1D1H1, Wpn: Quarterstaff
Angakok	Gold 425, Res 1, Rec 4 (can only be recruited in the capital) HP 27, Prot 10, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, Sacred, Amph, Cold Res +5, Darkvision 50, Army Sail 999 size pnts, Ship Size 6, Gift of Water Breathing 20 size points, Ldr 80, UndLdr 60, MagLdr 25, Mag: W3D2H2?1, Wpn: Quarterstaff
Shambler Chief	Gold 50, Res 2, Rec 1 (can only be recruited in underwater forts) HP 22, Prot 6, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 16, Amph, Darkvision 50, Ldr 60, Wpn: Coral Club, Claw
Merciful Mother	Gold 95, Res 5, Rec 2 (can only be recruited in underwater forts) HP 22, Prot 9, MR 15, Mor 13, Str 14, Att 9, Def 8, Prec 8, Enc 3, CS 11, MM 16, Sacred, Amph, Darkvision 50, Void Sanity 10, Ldr 40, Mag: H2, Wpn: Mace
Unsleeping Consort	Gold 115, Res 26, Rec 1 (can only be recruited in underwater forts) HP 27, Prot 16, MR 13, Mor 15, Str 16, Att 12, Def 13, Prec 8, Enc 7, CS 7, MM 12, Sacred, Amph, Darkvision 50, Void Sanity 10, Poison Barbs 5 AN dmg, Ldr 80, Mag: H1, Wpn: Coral Glaive
Forgiving Father	Gold 185, Res 4, Rec 2 (can only be recruited in underwater forts) HP 20, Prot 9, MR 16, Mor 11, Str 14, Att 9, Def 11, Prec 8, Enc 3, CS 11, MM 16, Amph, Darkvision 50, Void Sanity 10, Gift of Water Breathing 10 size points, Ldr 10, MagLdr 25, Mag: W2S1?1, Wpn: Quarterstaff
Atlantis, recruitable units	
Seal Hunter	Gold 10, Res 5, Rec 9 HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 4, CS 9, MM 14, Amph, Cold Res +5, Darkvision 50, Wpn: Stone Spear, Harpoon
Snow Warrior	Gold 10, Res 22, Rec 9 HP 12, Prot 15, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 4, CS 9, MM 14, Amph, Cold Res +5, Darkvision 50, Ice Protection 1, Wpn: Ice Spear
Snow Warrior	Gold 10, Res 26, Rec 9 HP 12, Prot 15, MR 10, Mor 10, Str 11, Att 10, Def 7, Prec 8, Enc 4, CS 9, MM 14, Amph, Cold Res +5, Darkvision 50, Ice Protection 1, Wpn: Ice Glaive
Ice Warrior	Gold 13, Res 37, Rec 15 HP 13, Prot 18, MR 10, Mor 12, Str 11, Att 11, Def 13, Prec 8, Enc 6, CS 7, MM 12, Amph, Cold Res +8, Darkvision 50, Ice Protection 2, Wpn: Ice Spear

Ice Guard	Gold 16, Res 39, Rec 21 HP 15, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 15, Prec 8, Enc 6, CS 7, MM 12, Amph, Cold Res +8, Darkvision 50, Ice Protection 2, Wpn: Ice Blade
Ice Guard	Gold 16, Res 32, Rec 21 HP 15, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 8, Prec 8, Enc 5, CS 8, MM 12, Amph, Cold Res +8, Darkvision 50, Ice Protection 2, Wpn: Ice Glaive
Arssartut	Gold 23, Res 10, Rec 25 (can only be recruited in the capital) HP 16, Prot 13, MR 11, Mor 14, Str 12, Att 13, Def 10, Prec 8, Enc 4, CS 9, MM 12, Sacred, Amph, Cold Res +5, Darkvision 50, Wpn: Bone Glaive
Mournful	Gold 25, Res 14, Rec 30 HP 20, Prot 16, MR 10, Mor 9, Str 14, Att 10, Def 12, Prec 8, Enc 5, CS 9, MM 14, Amph, Darkvision 50, Wpn: Halberd
Atlantian Light Infantry	Gold 10, Res 9, Rec 9 (can only be recruited in underwater forts) HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 5, CS 8, MM 12, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Atlantian Shield Bearer	Gold 10, Res 3, Rec 9 (can only be recruited in underwater forts) HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 12, Prec 8, Enc 4, CS 9, MM 14, Amph, Darkvision 50, Wpn: Coral Spear
Atlantian Infantry	Gold 10, Res 12, Rec 9 (can only be recruited in underwater forts) HP 12, Prot 12, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 6, CS 7, MM 12, Amph, Darkvision 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Unsleeping	Gold 35, Res 26, Rec 47 (can only be recruited in underwater forts) HP 24, Prot 16, MR 12, Mor 14, Str 15, Att 11, Def 12, Prec 8, Enc 7, CS 7, MM 12, Amph, Darkvision 50, Void Sanity 5, Poison Barbs 5 AN dmg, Wpn: Coral Glaive

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. The mind-breaking Dreams of the Sleeping God plague 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.



R'lyeh, recruitable commanders	
Scout	Gold 25, Res 1, Rec 1 HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealthy 50, Darkvision 50, Wpn: Coral Knife
Traitor Prince	Gold 80, Res 49, Rec 1 HP 27, Prot 21, MR 15, Mor 12, Str 16, Att 12, Def 10, Prec 8, Enc 7, CS 7, MM 10, Amph, Darkvision 50, Ldr 80, Wpn: Meteorite Trident
Illithid Lord	Gold 80, Res 51, Rec 1

	HP 30, Prot 17, MR 16, Mor 12, Str 15, Att 11, Def 8, Prec 7, Enc 4, CS 7, MM 14, Magic, Amph, BIR, Task Master +2, Spirit Sight, Void Sanity 10, Ldr 40, MagLdr 40, Wpn: Meteorite Trident, Mind Blast
Slave Priest	Gold 45, Res 1, Rec 1
	HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 18, Sacred, Amph, Ldr 10, Mag: H1, Wpn: Quarterstaff
Star Child	Gold 85, Res 1, Rec 2
	HP 14, Prot 2, MR 15, Mor 10, Str 11, Att 10, Def 9, Prec 11, Enc 3, CS 10, MM 16, Amph, Stealthy 55, BIR, Spirit Sight, Assassin, Assassin Patience +2, Void Sanity 5, MagLdr 20, Mag: S1, Wpn: Dagger, Mind Blast
Slave Mage	Gold 175, Res 1, Rec 2
	HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 10, Prec 9, Enc 4, CS 19, MM 16, Amph, Ldr 10, MagLdr 25, Mag: W2S1?1, Wpn: Quarterstaff
Starspawn	Gold 200, Res 1, Rec 2
	HP 30, Prot 5, MR 18, Mor 9, Str 16, Att 11, Def 7, Prec 12, Enc 2, CS 8, MM 16, Sacred, Magic, Amph, BIR, Spirit Sight, Void Sanity 10, Ldr 10, MagLdr 60, Mag: S1H2?1, Wpn: Life Drain, Mind Blast
Starspawn	Gold 290, Res 1, Rec 4 (can only be recruited in the capital)
	HP 26, Prot 5, MR 20, Mor 9, Str 15, Att 9, Def 6, Prec 13, Enc 2, CS 8, MM 16, Magic, Amph, BIR, Spirit Sight, Void Sanity 10, Ldr 10, MagLdr 125, Mag: W1S3?2, Wpn: Life Drain, Mind Blast
Hybrid Commander	Gold 50, Res 19, Rec 1 (can only be recruited in coastal forts)
	HP 16, Prot 12, MR 13, Mor 10, Str 12, Att 11, Def 10, Prec 11, Enc 5, CS 8, MM 14, Amph, Spirit Sight, Ldr 60, MagLdr 10, Wpn: Bronze Trident, Mind Blast
Void Cultist	Gold 50, Res 1, Rec 1 (can only be recruited in land forts)
	HP 9, Prot 0, MR 14, Mor 15, Str 9, Att 7, Def 7, Prec 10, Enc 3, CS 10, MM 16, Sacred, Stealthy 40, Ldr 40, MagLdr 20, Mag: H1, Wpn: Stone Dagger

R'lyeh, recruitable units	
Lobo Guard	Gold 5, Res 1, Rec 2
	HP 13, Prot 2, MR 5, Mor 50, Str 12, Att 9, Def 7, Prec 5, Enc 3, CS 8, MM 14, Magic, Mindless, Amph, Darkvision 100, Wpn: Claw
Slave Trooper	Gold 9, Res 2, Rec 6
	HP 12, Prot 2, MR 10, Mor 7, Str 11, Att 10, Def 10, Prec 8, Enc 3, CS 9, MM 14, Amph, Darkvision 100, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 11, Rec 6
	HP 12, Prot 12, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, Darkvision 100, Wpn: Bone Trident
Slave Trooper	Gold 9, Res 2, Rec 6
	HP 10, Prot 1, MR 12, Mor 7, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Stone Spear
Slave Trooper	Gold 9, Res 1, Rec 6
	HP 15, Prot 1, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 3, CS 20, MM 16, Aqua, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 10, Rec 6
	HP 10, Prot 11, MR 12, Mor 7, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 21, MM 16, Amph, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 11, Rec 6
	HP 15, Prot 11, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 4, CS 19, MM 14, Aqua, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 10, Rec 6
	HP 12, Prot 10, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, Darkvision 100, Wpn: Bone Trident
Meteorite Guard	Gold 13, Res 33, Rec 16

	HP 14, Prot 19, MR 13, Mor 12, Str 12, Att 11, Def 9, Prec 8, Enc 7, CS 5, MM 8, Amph, Darkvision 100, Wpn: Meteorite Trident
Shambler Thrall	Gold 20, Res 1, Rec 22
	HP 24, Prot 7, MR 5, Mor 50, Str 16, Att 9, Def 7, Prec 4, Enc 3, CS 10, MM 16, Magic, Mindless, Trample, Amph, Darkvision 50, Wpn: Claw
Crab Hybrid	Gold 35, Res 1, Rec 33
	HP 25, Prot 14, MR 10, Mor 14, Str 17, Att 8, Def 9, Prec 8, Enc 3, CS 11, MM 16, Aqua, Darkvision 50, Wpn: Pincer, Pincer
Illithid	Gold 50, Res 1, Rec 37
	HP 28, Prot 5, MR 15, Mor 10, Str 15, Att 10, Def 7, Prec 12, Enc 2, CS 8, MM 16, Magic, Amph, BIR, Spirit Sight, Void Sanity 10, Wpn: Life Drain, Mind Blast
Illithid Soldier	Gold 50, Res 51, Rec 37
	HP 28, Prot 17, MR 16, Mor 10, Str 15, Att 10, Def 7, Prec 7, Enc 4, CS 7, MM 14, Magic, Amph, BIR, Darkvision 100, Spirit Sight, Void Sanity 10, Wpn: Meteorite Trident, Mind Blast
Hybrid	Gold 12, Res 3, Rec 21 (can only be recruited in coastal forts)
	HP 13, Prot 5, MR 10, Mor 11, Str 12, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, Amph, Spirit Sight, Wpn: Spear, Tentacle
Hybrid Trooper	Gold 13, Res 6, Rec 24 (can only be recruited in coastal forts)
	HP 13, Prot 8, MR 10, Mor 11, Str 12, Att 10, Def 13, Prec 10, Enc 5, CS 8, MM 14, Amph, Spirit Sight, Wpn: Spear, Tentacle
Hybrid Soldier	Gold 14, Res 19, Rec 26 (can only be recruited in coastal forts)
	HP 15, Prot 12, MR 12, Mor 10, Str 11, Att 10, Def 9, Prec 11, Enc 5, CS 8, MM 14, Amph, Spirit Sight, Wpn: Bronze Trident

Erytheia, Kingdom of Two Worlds

Trade and contacts with dry land have increased to the point where Pelagian mermen have established colonies in coastal lands. A former Arcoscephalian colony and the Pelagian colony of Erytheia, the Red Land, were joined through marriage. When the Triton Kings of the deeps succumbed to a strange slumber the former capital of Pelagia was almost abandoned. The mermen had become more numerous and those Tritons who did not succumb to sleep gradually became a privileged minority ruling the scattered Pelagian seas. Eventually civil war between the Triton princes broke out. While the Tritons battled in the seas, the mermen withdrew and formed a new coastal kingdom of mermen, Tritons and humans in Erytheia. When the Triton principalities isolated themselves the Pelagian traditions and legacy were carried on by the mystics of the Red Land. Under the rule of the mermen 'Kings of Both Worlds' the former colony thrived and expanded on land and in the seas. Now Erytheia is a coastal kingdom with some under-water provinces governed by a marginalized Triton nobility unable to visit the high court of the merman king. The Tritons resent the current situation and some fear this might lead to a another civil war. Triton nobles and generals have started to gather armies to reclaim the deeps once theirs to gain wealth, or fiefdoms, or simply to prove their worth to the Kings of Both Worlds.



Erytheia, recruitable commanders	
Erytheian Scout	Gold 25, Res 6, Rec 1
	HP 12, Prot 8, MR 12, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, PAmph, Stealthy 50, Wpn: Bronze Spear, Javelin
Machimos Commander	Gold 40, Res 16, Rec 1
	HP 10, Prot 12, MR 10, Mor 11, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Ldr 60, Wpn: Short Sword
Erytheian Commander	Gold 70, Res 31, Rec 1 (can be recruited in underwater and coastal forts)
	HP 12, Prot 18, MR 12, Mor 12, Str 11, Att 11, Def 12, Prec 10, Enc 9, CS 4, MM 14, PAmph, Ldr 80, Wpn: Pearl Blade
Nomarch	Gold 75, Res 2, Rec 2

	HP 10, Prot 1, MR 14, Mor 10, Str 10, Att 8, Def 7, Prec 9, Enc 3, CS 9, MM 16, Sacred, PAmph, Inspirational -1, Patrol Bonus 15, Ldr 40, Mag: H2, Wpn: Sceptre
Mystic	Gold 90, Res 1, Rec 2
	HP 10, Prot 0, MR 14, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Research +1, Ldr 15, MagLdr 15, Mag: S1?1, Wpn: Bronze Dagger
Mermage	Gold 95, Res 1, Rec 2 (can be recruited in underwater and coastal forts)
	HP 10, Prot 1, MR 15, Mor 10, Str 10, Att 8, Def 10, Prec 9, Enc 3, CS 9, MM 16, PAmph, Ldr 10, MagLdr 10, Mag: W1?1, Wpn: Quarterstaff
Daduchos	Gold 180, Res 2, Rec 2 (can be recruited in underwater and coastal forts)
	HP 10, Prot 1, MR 16, Mor 10, Str 10, Att 8, Def 6, Prec 9, Enc 4, CS 9, MM 14, Sacred, PAmph, Research +2, Ldr 15, MagLdr 30, Mag: F1S1?2, Wpn: Torch
Prince of the Setting Sun	Gold 210, Res 2, Rec 4 (can only be recruited in the capital)
	HP 12, Prot 1, MR 16, Mor 10, Str 10, Att 8, Def 8, Prec 9, Enc 3, CS 9, MM 16, Sacred, PAmph, Sun Awe +2, Ldr 85, MagLdr 35, Mag: F1S1H2?3, Wpn: Sceptre
Princess of the Setting Sun	Gold 210, Res 1, Rec 4 (can only be recruited in the capital)
	HP 11, Prot 1, MR 16, Mor 10, Str 10, Att 8, Def 8, Prec 9, Enc 8, CS 9, MM 16, Sacred, PAmph, Sun Awe +2, Ldr 85, MagLdr 25, Mag: F1W1H2?3, Wpn: Fist
Triton Noble	Gold 110, Res 32, Rec 1 (can only be recruited in underwater forts)
	HP 17, Prot 17, MR 13, Mor 14, Str 13, Att 13, Def 18, Prec 10, Enc 4, CS 30, MM 18, Recup, Aqua, Ldr 80, Wpn: Lance, Bronze Spear, Alicorn
Triton Priest	Gold 65, Res 2, Rec 1 (can only be recruited in underwater forts)
	HP 12, Prot 1, MR 14, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 18, Sacred, Aqua, Ldr 40, Mag: H1, Wpn: Coral Club
Pearl Mage	Gold 175, Res 1, Rec 2 (can only be recruited in underwater forts)
	HP 12, Prot 1, MR 16, Mor 9, Str 12, Att 9, Def 10, Prec 10, Enc 4, CS 19, MM 16, Aqua, Ldr 10, MagLdr 30, Mag: W2S1?1, Wpn: Quarterstaff

Erytheia, recruitable units

Machimos	Gold 9, Res 9, Rec 7
	HP 10, Prot 7, MR 10, Mor 9, Str 10, Att 10, Def 14, Prec 10, Enc 4, CS 11, MM 16, Wpn: Short Sword, Javelin
Thyreophorite	Gold 10, Res 8, Rec 9 (can be recruited in underwater and coastal forts)
	HP 10, Prot 8, MR 12, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 10, MM 16, PAmph, Wpn: Bronze Spear, Javelin
Erytheian Crossbowman	Gold 10, Res 7, Rec 9 (can only be recruited in coastal forts)
	HP 10, Prot 8, MR 12, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 11, MM 16, PAmph, Wpn: Bronze Dagger, Gastraphetes
Erytheian Hoplite	Gold 12, Res 29, Rec 14 (can be recruited in underwater and coastal forts)
	HP 10, Prot 18, MR 12, Mor 11, Str 10, Att 10, Def 9, Prec 10, Enc 9, CS 5, MM 12, PAmph, Wpn: Bronze Long Spear
Erytheian Phalangite	Gold 14, Res 20, Rec 18 (can only be recruited in coastal forts)
	HP 11, Prot 15, MR 12, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 6, CS 8, MM 12, PAmph, Wpn: Long Spear
Soldier of the Setting Sun	Gold 30, Res 36, Rec 31 (can only be recruited in the capital)
	HP 13, Prot 18, MR 14, Mor 13, Str 11, Att 11, Def 14, Prec 10, Enc 9, CS 5, MM 12, Sacred, PAmph, Sun Awe +1, Wpn: Pearl Blade
Triton Militia	Gold 8, Res 2, Rec 5 (can only be recruited in underwater forts)

	HP 12, Prot 1, MR 12, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 14, Aqua, Wpn: Coral Spear
Triton Soldier	Gold 10, Res 21, Rec 9 (can only be recruited in underwater forts)
	HP 15, Prot 14, MR 12, Mor 11, Str 12, Att 11, Def 12, Prec 10, Enc 7, CS 16, MM 16, Aqua, Wpn: Short Bronze Trident
Triton Hoplite	Gold 13, Res 27, Rec 16 (can only be recruited in underwater forts)
	HP 16, Prot 18, MR 12, Mor 12, Str 12, Att 12, Def 10, Prec 10, Enc 9, CS 14, MM 14, Aqua, Wpn: Coral Long Spear
Triton Knight	Gold 50, Res 25, Rec 48 (can only be recruited in underwater forts)
	HP 16, Prot 17, MR 12, Mor 13, Str 13, Att 12, Def 16, Prec 10, Enc 4, CS 30, MM 18, Recup, Aqua, Wpn: Lance, Bronze Spear, Alicorn

Magic Path Boosters

F	A	W	E	S	D	N	B	H	Name	Requires	Research
							1		Armor of Souls	B5	2
						1			Thistle Mace	N2	4
					1				Skull Staff	D2	4
1									Flame Helmet	F4	4
	1								Winged Helmet	A4	4
		1							Robe of the Sea	W3	4
						1	1		Armor of Twisting Thorns	B3N2	4
			1						Earth Boots	E2	4
	1								Bag of Winds	A5	4
				1					Crystal Coin	S2E2	4
							1		Brazen Vessel	B5	4
			1						Blood Stone	B3E2	4
						2			Treelord's Staff	N5	6
1	1	1	1						Staff of Elemental Mastery	F4W4	6
1	1	1	1						Staff of Elemental Mastery	A4E4	6
							1		Blood Thorn	B3	6
					1				Starshine Skullcap	S2	6
						1			Skullface	D5	6
1	1	1	1	1	1	1	1		Robe of the Magi	A5B5	6
1									Skull of Fire	F1D1	6
		1							Water Bracelet	W1	6
1	1	1	1	1	1	1	1		Ring of Wizardry	S7	6
				1	1	1	1		Ring of Sorcery	S6	6
						1			Moonvine Bracelet	N3S1	6
								1	Sword of Justice	F3S3	8
		1							Trident from Beyond	W3S2	8
1	1	1	1						The Sword of Many Colors	E4S3	8
					1				The Flailing Hands	D2	8
					2				Sceptre of Dark Regency	D6	8
								1	Sword of Injustice	D4	8
					1				Sun Slayer	D6	8
				1					Dimensional Rod	S3	8
1									The Staff from the Sun	S5F1	8
								1	Immaculate Shield	F3S2	8
							1		Flesh Ward	B4	8
			1						Pebble Skin Suit	B4E1	8
			1						Boots of Antaeus	E4N1	8
1									The Ruby Eye	F3	8
	1			1					Tome of High Power	A2S2	8
			1	1		1			Atlas of Creation	E5S5	8
	1								Orb of Atlantis	W4E1	8
							1		Tome of the Lower Planes	S3B2	8
					1		1		The Black Book of Secrets	D2B2	8
			1			1			The Tome of Gaia	N2E2	8

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