

1 Conjuratation

The School of Conjuratation deals with the summoning of magical powers or beings.

1.1 Conjuratation level 1

Black Servant

Death level 2

Ritual

Magic Gem Cost: 3

(cannot be cast under water)



The Black Servant is a creature made out of solid darkness. It is stealthy and is often used to scout enemy provinces.

Tangle Vines

Nature level 1

Fatigue Cost: 20-

Range: 1/+

Area of Effect: 1

Precision: 2



Vines will ensnare anyone in the targeted area. The ensnared victims cannot move or attack anyone until they have destroyed the vines holding them. The stronger a victim is, the faster the vines will be destroyed.

Awaken Vine Men

Nature level 1

Ritual

Magic Gem Cost: 1

Number of Effects: 2

(cannot be cast under water)



The mage awakens some Vine Men and persuades them to serve him. Vine Men are masses of roots, vines and moss in the general form of a humanoid. Vine Men will return to their slumbering state if left without commanders on the battlefield.

1.2 Conjuratation level 2

Summon Fire Drake

Fire level 2

Ritual

Magic Gem Cost: 11

(cannot be cast under water)



The caster summons a Fire Drake and binds it to his service. The Drake is a huge and scaly beast, able to breathe fire like a dragon.

Bind Scorpion Beast

Earth level 1

Earth level 1

Ritual

Magic Gem Cost: 5

(cannot be cast under water)



The caster summons and binds a huge scorpion.

Summon Storm Power

Air level 1

Fatigue Cost: 10-

Area of Effect: Caster

(cannot be cast under water)



During a storm this spell can be used to channel the power of the storm through the mage. This enables the mage to cast more powerful air magic spells (air magic bonus: 1). This spell only works during a storm.

Summon Wyvern

Air level 2

Ritual

Magic Gem Cost: 11

(cannot be cast under water)



The Caster summons a Wyvern and binds it to his service. The Wyvern is a large, scaly beast with leathery wings and a poison stinger.



The Grimoire

Summon Water Power

Water level 1
Fatigue Cost: 20-
Area of Effect: Caster



The mage gathers power from the surrounding water to enable him to cast more powerful water magic spells (water magic bonus: 1). This spell can only be cast under water.

Summon Ice Drake

Water level 2
Ritual
Magic Gem Cost: 11
(cannot be cast under water)



The caster summons an Ice Drake and binds it to his service. The Drake is a huge and scaly beast, able to breathe bolts of frost.

Summon Sea Serpent

Water level 2
Ritual
Magic Gem Cost: 11



The caster summons a Sea Serpent and binds it to his service. The Serpent is a huge and scaly beast with a deadly bite. It can't leave the sea.

Summon Cave Drake

Earth level 2
Ritual
Magic Gem Cost: 11
(cannot be cast under water)



The caster summons a Cave Drake and binds it to his service. The Drake is a huge beast with incredibly thick scales.

Dark Knowledge

Death level 1
Ritual
Magic Gem Cost: 3



The caster summons a spirit of the underworld, coercing from it knowledge of sites of death in a distant province. The spell can not be used to find magic in enemy provinces.

Summon Horned Serpents

Nature level 2
Ritual
Magic Gem Cost: 13
Number of Effects: 5
(cannot be cast under water)



The mage summons and binds several large venomous serpents.

Summon Kithaironic Lion

Nature level 3
 Earth level 1
Ritual
Magic Gem Cost: 9
(cannot be cast under water)



The caster summons a Kithaironic lion and binds it to his service. The Lion is large and has exceptionally thick hide.

1.3 Conjuraton level 3**Phoenix Power**

Fire level 2
Fatigue Cost: 20-
Area of Effect: Caster
(cannot be cast under water)



This spell enables the mage to cast more powerful fire spells (fire magic bonus: 1) and also grants him resistance to fire.

Summon Lesser Fire Elemental

Fire level 2
Fatigue Cost: 50-
Range: 1
(cannot be cast under water)



The caster summons a Lesser Fire Elemental to aid him in a battle. Fire Elementals are difficult to harm and dangerous to be near. Elementals shrink when they are hit by powerful strikes.

Summon Lesser Air Elemental

Air level 2
Fatigue Cost: 50-
Range: 1
(cannot be cast under water)



The caster summons a Lesser Air Elemental to aid him in battle. Air Elementals can fly and can send enemies flying through the air. They are very difficult to harm. Elementals shrink when they are hit by powerful strikes.

Call of the Winds

Air level 2
Ritual
Magic Gem Cost: 5
Number of Effects: 20
(cannot be cast under water)



Summons a black hawk, along with and a large flock of hawks in a province far away. Black hawks are intelligent and can command troops.

Summon Lesser Water Elemental

Water level 2
Fatigue Cost: 50-
Range: 1



The caster summons a Lesser Water Elemental to aid him in battle. Water Elementals are quick and crush enemies regardless of armor. Elementals shrink when they are hit by powerful strikes.

Voice of Apsu

Water level 2
Ritual
Magic Gem Cost: 2



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 province, and the magical sites will no longer be hidden.

Call Kraken

Water level 3
Ritual
Magic Gem Cost: 3



Summons a huge octopoid beast to serve its caller. The beast is aquatic and cannot leave the sea.

Summon Earthpower

Earth level 2
Fatigue Cost: 20-
Area of Effect: Caster



The earth will lend its endurance to the mage. All earth spells will be less demanding to cast (earth magic bonus: 1) and the mage will be constantly invigorated by the earth's power (reinvigoration: 4).

Summon Lesser Earth Elemental

Earth level 2
Fatigue Cost: 60-
Range: 1



The caster summons a Lesser Earth Elemental to aid him in battle. Earth Elementals are robust and regenerates damage. They can trample enemies or strike with mighty fists. Elementals shrink when they are hit by powerful strikes.

Power of the Spheres

Astral level 1
*Fatigue Cost: 100-
 Magic Gem Cost: 1
 Area of Effect: Caster*



This spell makes the caster more powerful in all paths of magic (magic bonus: 1).

Revive Bane

Death level 2
*Ritual
 Magic Gem Cost: 8
 (cannot be cast under water)*



With this ritual the necromancer revives a bane and binds him to his service. The bane is intelligent and shares his master's motives.

Awaken Vine Ogre

Nature level 3
*Ritual
 Magic Gem Cost: 1
 (cannot be cast under water)*



The mage awakens a Vine Ogre and persuades it to serve him. The Vine Ogre is a strange creature composed of roots, vines and moss. They have the general form of a large humanoid. Vine Ogres will return to their slumbering state if there are no commanders on the battlefield.

Call of the Wild

Nature level 3
*Ritual
 Magic Gem Cost: 15
 Number of Effects: 20*



Summons a werewolf and a large pack of wolves in a distant province. The werewolf is under the command of its summoner.

1.4 Conjuraton level 4

Summon Summer Lions

Fire level 3
*Ritual
 Magic Gem Cost: 15
 Number of Effects: 5
 (cannot be cast under water)*



The caster summons and binds five Summer Lions. The Summer Lion is one of the four seasonal spirits. It is a large ethereal lion radiating heat like the summer sun. It is a magical, mindless being that must be commanded by a mage.

Summon Spring Hawks

Air level 3
*Ritual
 Magic Gem Cost: 10
 Number of Effects: 5
 (cannot be cast under water)*



The caster summons and binds five Spring Hawks. The Spring Hawk is one of the four seasonal spirits. It is a large ethereal hawk able to discharge lightning bolts. It is a magical, mindless being that must be commanded by a mage.

Summon Winter Wolves

Water level 3
*Ritual
 Magic Gem Cost: 5
 Number of Effects: 5
 (cannot be cast under water)*



The caster summons and binds five Winter Wolves. The Winter Wolf is one of the four seasonal spirits. It is a large ethereal wolf surrounded by an icy wind. It is a magical, mindless being that must be commanded by a mage.

Voice of Tiamat

Water level 2
*Ritual
 Magic Gem Cost: 8*



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.

Summon Fall Bears

Earth level 3
*Ritual
 Magic Gem Cost: 12
 Number of Effects: 5
 (cannot be cast under water)*



The caster summons and binds five Fall Bears. The Fall Bear is one of the four seasonal spirits. It is a large ethereal bear. It is a magical, mindless being that must be commanded by a mage.

Light of the Northern Star

Astral level 3
*Battle Enchantment
 Fatigue Cost: 100-
 Magic Gem Cost: 1*



This spell makes all friendly wizards on the battlefield more powerful in astral magic (astral magic bonus: 1).

Summon Shade Beasts

Death level 3
*Ritual
 Magic Gem Cost: 5
 Number of Effects: 5*



The caster summons several Shade Beasts to serve him. Shade Beasts are black hounds with bared skulls. They are ethereal, but are not as powerful as spectres or wights.

Summon Lammashas

Death level 2
*Fatigue Cost: 100-
 Magic Gem Cost: 1
 Area of Effect: Caster
 Number of Effects: 2
 (cannot be cast under water)*



The caster summons two Lammashas to the battlefield. A Lammasha is a horrific angelic being that serves the Lord of the underworld. They are flying ethereal female beings wielding wrath swords that drain the life from those wounded by its blade. They do not serve the caster but the Lord of the underworld. They will probably not attack the caster at the start of the battle.

Summon Bog Beast

Nature level 2
 Water level 2
*Ritual
 Magic Gem Cost: 5
 Number of Effects: 3
 (cannot be cast under water)*



The mage summons and binds three Bog Beasts. Bog Beasts are large poison-spitting creatures surrounded by the noxious fumes they breathe.

Strength of Gaia

Nature level 3
 Earth level 1
*Fatigue Cost: 20-
 Area of Effect: Caster*



The caster connects himself with the might of the living earth. This connection gives him regenerative abilities, increased strength, a rougher skin and increased nature magic power (nature magic bonus: 1).

1.5 Conjuraton level 5

Will o' the Wisp

Fire level 1
*Fatigue Cost: 100-
 Magic Gem Cost: 1
 Number of Effects: 3
 (cannot be cast under water)*



Three Will o' the Wisps are summoned to help their summoner in battle. A Will o' the Wisp is a glowing sphere, looking like a light from a bright lantern. In combat it glows with great intensity, burning anyone nearby. It is very difficult to hit the Will o' the Wisp in combat due to its great speed and small size.

Summon Fire Elemental

Fire level 3
*Fatigue Cost: 100-
 Magic Gem Cost: 1
 Range: 1
 (cannot be cast under water)*



The Caster summons a Fire Elemental to aid him in a battle. Fire Elementals are difficult to harm and dangerous to be near. Elementals shrink when they are hit by powerful strikes.

Summon Air Elemental

Air level 3
*Fatigue Cost: 100-
 Magic Gem Cost: 1
 Range: 1
 (cannot be cast under water)*



The caster summons an Air Elemental to aid him in battle. Air Elementals can fly and can send enemies flying through the air. They are very difficult to harm. Elementals shrink when they are hit by powerful strikes.

Wind Ride

Air level 5
*Ritual
 Magic Gem Cost: 10
 (cannot be cast under water)*



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.

Summon Water Elemental

Water level 3
*Fatigue Cost: 100-
 Magic Gem Cost: 1
 Range: 1*



The caster summons a Water Elemental to aid him in battle. Water Elementals are quick and crush enemies regardless of armor. Elementals shrink when they are hit by powerful strikes.

Summon Earth Elemental

Earth level 3
*Fatigue Cost: 140-
 Magic Gem Cost: 1
 Range: 1*



The caster summons an Earth Elemental to aid him in a battle. Earth Elementals are robust and regenerates damage. They can trample enemies or strike with mighty fists. Elementals shrink when they are hit by powerful strikes.

Howl

Nature level 2
*Fatigue Cost: 10-
 Area of Effect: Caster
 Number of Effects: 3
 (cannot be cast under water)*



The caster summons some wolves to aid him in battle. The wolves will come from all directions and may even attack the enemy from behind.

Awaken Sleeper

Nature level 3
*Ritual
 Magic Gem Cost: 10
 (cannot be cast under water)*



The caster locates and awakens a Firbolg from his eternal sleep. The Firbolg is a huge human hero armed with ancient weapons waiting for the final cataclysmic battle that will decide the fate of the world. The hero is awakened and made to serve the caster until that time. The Firbolg is an exceptionally good general and soldiers under his command will rarely be routed from battle.

1.6 Conjuraton level 6

Summon Valkyries

Air level 4
 Death level 1
*Fatigue Cost: 20-
 Range: 4+
 Number of Effects: 5
 Precision: 0
 (cannot be cast under water)*



The caster summons five Valkyries to aid him in battle. Valkyries are female vandr and have the ability to fool humans with illusions. The vallyries were granted the ability to fly in ancient times by a dead god who used them as messengers of death. The vallyries still possess the power of flight. They come armed and ready for battle when summoned.

Ghost Grip

Death level 1
*Fatigue Cost: 10-
 Range: 17+
 Area of Effect: One person
 Number of Effects: 5
 Damage: 25+
 (stan)
 Precision: 3*



The caster summons energies from beyond the grave. These energies target some troops on the battlefield. The targeted troops lose some of their life energy and become exhausted. The effect of the ghost grip is reduced by heavy armor.

Corpse Candle

Death level 1
 Fire level 1
*Fatigue Cost: 100-
 Magic Gem Cost: 1
 Number of Effects: 3
 (cannot be cast under water)*



Three Corpse Candles are summoned to help their summoner in battle. A Corpse Candle is a glowing sphere, appearing like a light from a bright green lantern. In combat its light intensifies, and anyone nearby will start to decay. It is very difficult to hit the Corpse Candle in combat due to its great speed and small size.

Acashic Record

Astral level 3
*Ritual
 Magic Gem Cost: 25*



This spell lets the caster tap information from the memory of the spheres to reveal the presence of all magic sites in a given province. The spell cannot be used to find magic sites in enemy provinces.

Contact Draconians

Air level 3
Ritual
Magic Gem Cost: 45
(cannot be cast under water)



The caster summons a tribe of sixteen Draconians and binds them to his service. The Draconians are large beings that resemble both human and dragon.

Contact Sea Troll

Water level 3
Ritual
Magic Gem Cost: 1



The caster contacts a Sea Troll and persuades him to serve in exchange for the chance to eat a child or two. Sea Trolls are robust humanoid creatures of huge size. They are larger than ordinary Trolls but their skin is softer. Sea Trolls are known to regenerate wounds and can enter the sea.

Sea King's Court

Water level 3
Ritual
Magic Gem Cost: 45



The caster contacts a Sea King and his retinue of fifteen sea trolls. The Sea King is a powerful water mage who may grant humans water-breathing abilities if they accompany him.

Contact Troll

Earth level 3
Ritual
Magic Gem Cost: 1
(cannot be cast under water)



The caster contacts a troll and persuades him to serve in exchange for the chance to eat a child or two. Trolls are robust humanoid creatures with stonelike skin. Trolls are known to regenerate wounds.

Troll King's Court

Earth level 3
Ritual
Magic Gem Cost: 45
(cannot be cast under water)



The caster contacts a Troll King and his retinue of fifteen trolls. The Troll King is a powerful earth mage armed to the teeth. The troll king is in no way less powerful than his kin.

Contact Harbinger

Astral level 4
Ritual
Magic Gem Cost: 25
(cannot be cast under water)



The caster contacts a heavenly Harbinger. The Harbinger is a powerful angelic being armed with a heavenly horn that will blast undead beings with divine wrath. The angel is also skilled in air magic and has priestly powers.

Summon Spectre

Death level 3
Ritual
Magic Gem Cost: 10



The necromancer summons the spectre of a dead mage and binds it to his service. The Spectral Mage is intelligent and shares his master's motives.

Summon Ghosts

Death level 2
Ritual
Magic Gem Cost: 9
Number of Effects: 2+



Ghosts are the souls of slain humans summoned from the underworld. Ghosts are frightening ethereal beings that can drain the life/force from living beings.

Summon Sprites

Nature level 1
 Air level 1
Fatigue Cost: 100-
Magic Gem Cost: 1
Number of Effects: 6
(cannot be cast under water)



The caster summons six sprites to aid him. Sprites are small faeries with insect wings. They can fire elf shots that will make their targets fall asleep. Sprites are magical beings.

Contact Lamias

Nature level 3
Ritual
Magic Gem Cost: 5
Number of Effects: 3+
(cannot be cast under water)



The caster performs the rites necessary to summon Lamias, serpent women, to aid him. The more powerful the mage the more Lamias will arrive to aid the caster. They have amazing regenerative ability and, when killed, will transform into black serpents and continue fighting. If a Lamia is killed a second time, however, she will remain dead.

Locust Swarms

Nature level 3
Ritual
Magic Gem Cost: 8
(cannot be cast under water)



The caster unleashes swarms of locusts upon a province. The swarms will appear as a natural event.

Contact Lamia Queen

Nature level 4
Ritual
Magic Gem Cost: 15
(cannot be cast under water)



The caster performs the rites necessary to communicate with and persuade a Lamia Queen to aid him. The Lamia Queen is an ancient Lamia sorceress of great power. She carries an oath rod that will destroy the mind of those it strikes. The Lamia Queen has amazing regenerative ability and, when killed, will transform into a black serpent and continue fighting. If she is killed a second time, however, she will remain dead.

1.7 Conjuraton level 7**Court of Flames**

Fire level 5
Ritual
Magic Gem Cost: 50
(cannot be cast under water)



The caster calls upon the supernatural forces of fire itself and summons a King of Elemental Fire accompanied by fifteen Flame Children. The king is a master of fire magic and is surrounded by blazing flames.

Court of Storms

Air level 5
Ritual
Magic Gem Cost: 50
(cannot be cast under water)



The caster calls on the supernatural forces of the sky itself and summons a Queen of Elemental Air accompanied by fifteen Sylphs. The queen is a master of air magic, can fly and is ethereal in nature. The queen can create additional sylphs to aid her.

Court of the Waves

Water level 5

*Ritual**Magic Gem Cost: 50*

The caster calls the supernatural forces of the sea itself and summons a Queen of Elemental Water accompanied by fifteen Undines. The Queen is a master of water magic and difficult to damage due to her nature. Unless she is completely killed in one combat round she will heal all her wounds. She cannot leave the sea. The Queen can create additional undines to aid her.

**Summon Mound Fiend**

Death level 3

*Ritual**Magic Gem Cost: 28**(cannot be cast under water)*

The necromancer summons and binds a Mound Fiend, an apparition able to reanimate the dead and curse humans with its hunger. The Mound Fiend is also a powerful death mage in his own right. The Mound Fiend is intelligent and shares his master's motives.

**Court of Mountains**

Earth level 5

*Ritual**Magic Gem Cost: 50*

The caster calls upon the supernatural forces of the earth itself and summons a King of Elemental Earth accompanied by fifteen earth gnomes. The king is a master of earth magic and physically powerful. The king can create additional gnomes to aid him.

**Angelic Host**

Astral level 5

*Ritual**Magic Gem Cost: 50**Number of Effects: 6**(cannot be cast under water)*

The caster contacts an Arch Angel and asks for its aid. The Arch Angel is accompanied by a host of six angels and may appear in a distant province. The Arch Angel, armed with a flaming sword, is a powerful fire mage and priest.

**Contact Couatl**

Nature level 1

Astral level 1

*Ritual**Magic Gem Cost: 40**(cannot be cast under water)*

The mage contacts a couatl and persuades it to aid him. The couatl is a mythic serpent with feathery wings. They are considered to be sacred in most societies and are known to be powerful mages and priests.

**Living Castle**

Nature level 4

Water level 1

*Ritual**Magic Gem Cost: 50*

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.

**1.8 Conjuraton level 8****Earth Attack**

Earth level 4

*Ritual**Magic Gem Cost: 5*

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.

**Guardians of the Deep**

Water level 6

*Ritual**Magic Gem Cost: 60*

Sea monsters will help the local militia defend underwater provinces as long as this spell is in effect. 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.

**Well of Misery**

Death level 6

*Ritual**Magic Gem Cost: 80*

This mighty ritual is a blessing to units across the world. Diseases, old age, suffering, and pains are all bereft of some of their essence. All malign energies are drained from the world and are concentrated on the Well of Misery, effectively giving the caster a huge income of magical gems of death. Tax revenue is slightly increased in all countries in the world. The spell lasts until someone dispels it or the caster dies.

**Manifestation**

Death level 3

*Ritual**Magic Gem Cost: 5**(cannot be cast under water)*

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. There is a 50 percent chance that a commander is deemed suitable for the Ashen Angel. If no suitable commander is found the Angel will return to the mage and kill him instead. A commander that is horror marked runs a greater risk of being chosen by the Angel.



Wild Growth

Nature level 4
Fatigue Cost: 40-
Range: 14+
Area of Effect: 10+
Precision: 0



Vines and roots sprout from the ground, grabbing all enemies within reach. Strong targets will soon break free from the vines, but weaker ones may remain stuck for a long time.

Faerie Court

Nature level 5
Magic Gem Cost: 40
(cannot be cast under water)



The caster summons a Faery Queen and tricks her into servitude. The Queen is accompanied by a court of sprites and can summon more if necessary. The Faery Queen is skilled in nature and air magics and is a master of illusions.

1.9 Conjuraton level 9**Call Abomination**

Astral level 4
 Water level 2
Ritual
Magic Gem Cost: 25



The caster summons an Abomination from the nether planes. The beast is huge and horrible to behold, capable of shredding the minds of weaker beings with its gaze.

Legion of Wights

Death level 6
Ritual
Magic Gem Cost: 30
Number of Effects: 20
(cannot be cast under water)



The necromancer summons twenty wights from the underworld to serve him. Wights are powerful undead warriors armed with bone blades and full chain armors.

Ghost Riders

Death level 4
Ritual
Magic Gem Cost: 5
Number of Effects: 33



This spell summons 33 undead horsemen led by a wraith lord of the netherworld. The horsemen will wreak havoc upon a province of the caster's choice. The horsemen are not under the control of their summoner.

Enchanted Forest

Nature level 7
Ritual
Magic Gem Cost: 90
(cannot be cast under water)



Creatures made from roots, vines and moss will rise in the forests. These Vine Men are ready to fight for the god that has awakened them. The effectiveness of the spell depends on the strength of the god's dominion and the growth rate in the province. The spell lasts until someone dispels it or the caster dies.

2 Alteration

The School of Alteration deals with change and control over physical reality.

Air Shield

Air level 1
Fatigue Cost: 10-
Area of Effect: Caster
(cannot be cast under water)



The air shield solidifies the air above the caster to protect him from incoming missiles.

Twist Fate

Astral level 1
Fatigue Cost: 20-
Area of Effect: Caster



The caster changes his future fate. Twist Fate negates the first successful strike against the one protected by this spell.

Hand of Dust

Death level 1
Fatigue Cost: 10-
Range: 1
Area of Effect: One person
Damage: 6+
(armor negating)



The left hand of the caster becomes deadly and turns anything it touches to ashes. The spell is limited in power but ignores armor. A successful attack roll is required to hit the target.

2.1 Alteration level 1**Fire Resistance**

Fire level 1
Fatigue Cost: 5-
Area of Effect: Caster



This spell makes the caster totally immune to all normal fire spells as well as most magical ones. It also negates the heat effects of fiery creatures such as Abyssians and salamanders.

Charge Body

Air level 1
Fatigue Cost: 5-
Area of Effect: Caster



When a charged body is struck in melee combat, electricity will strike both combatants. The damage caused by the electrical charge is deadly and bypasses the protection of armor. Once hit, the mage's body will become discharged and, if the mage survives, will need to be recharged.

Aim

Air level 1
Fatigue Cost: 5-
Range: 6+
Area of Effect: 1
Precision: 5



Those affected by this spell will get increased precision. This increases the chance of hitting with missile weapons or spells.

Resist Lightning

Air level 1
Fatigue Cost: 5-
Area of Effect: Caster



This spell makes the caster totally immune to lightning bolts and similar electrical effects.

False Fetters

Air level 2
Fatigue Cost: 10-
Range: 12+
Area of Effect: 2+
Precision: 0
(magic resistance negates)



Illusionary fetters form around the ankles of a limited number of units. The victims will not be able to move or fight until they have overcome the fetters' magic resistance.

Cold Resistance

Water level 1
Fatigue Cost: 5-
Area of Effect: *Caster*



This spell makes the caster totally immune to cold. It also negates the chill effect caused by some undead beings.

Resist Fire

Water level 1
 Earth level 1
Fatigue Cost: 10-
Area of Effect: *Caster*



This spell makes the caster totally immune to all normal fire spells as well as most magical ones. It also negates the heat effects of fiery creatures such as Abyssians and salamanders.

Fists of Iron

Earth level 1
Fatigue Cost: 30-
Range: 1
Area of Effect: *One person*
Number of Effects: 1+
Damage: 16+



The caster enchants his hands, transforming them into pistons able to strike down even the largest of foes. The assault lasts only one round and the targeted unit must be in reach. The magician attacks the target multiple times with increased skill. The damage of the spell increases with the strength of the caster.

Earth Grip

Earth level 1
Fatigue Cost: 10-
Range: 11+
Area of Effect: *One person*
Precision: 5



The mage orders the earth to swallow a single target. If the target is affected he will be unable to move unless he succeeds in breaking free.

Earth Might

Earth level 2
Fatigue Cost: 20-
Range: 12+
Area of Effect: 1
Precision: 0



Gives a small number of units increased strength.

Armor of Achilles

Earth level 1
Fatigue Cost: 40-
Range: 6+
Area of Effect: 1
Precision: 3



Totally destroys the target's armor. This spell does not affect magical armors.

Barkskin

Nature level 1
Fatigue Cost: 5-
Area of Effect: *Caster*



The skin of the caster is transformed into a rough, bark-like hide. The hide gives a basic protection of 10 or increases the protection by 1 if it is already 10 or above.

Luck

Astral level 1
Fatigue Cost: 20-
Range: 1
Area of Effect: 1



The caster changes the future fates of some soldiers close by. Those affected have a fifty percent chance of not being wounded from blows that would otherwise hurt them.

2.2 Alteration level 2**Combustion**

Fire level 1
Fatigue Cost: 10-
Range: 14+
Area of Effect: *One person*
Precision: 100
(cannot be cast under water)



The targeted enemy is set ablaze. The spell ignores enemy armor, but it is not always strong enough to kill the victim. Also, rain or snow will put out the flames very quickly.

Hand of Death

Death level 2
Fatigue Cost: 5-
Range: 1
Area of Effect: *One person*
Damage: 40+
(armor negating)



The left hand of the caster becomes deadly and destroys anything it touches. The power of the hand is strong enough to kill giants. A successful attack roll is required to hit the target.

Eagle Eyes

Nature level 1
Fatigue Cost: 5-
Area of Effect: *Caster*



This spell grants the mage superior vision and accuracy for both spell casting and archery.

Poison Touch

Nature level 1
Fatigue Cost: 5-
Range: 1
Area of Effect: *One person*



By touching a target the magician can poison him. A successful attack roll is required to hit the target, but armor offers no protection.

Resist Poison

Nature level 1
Fatigue Cost: 5-
Area of Effect: *Caster*



This spell makes the caster totally immune to poison. The spell does not neutralize poison already affecting the target.

Phantasmal Warrior

Air level 1
Fatigue Cost: 10-
Range: 1+



The illusionist creates a phantasmal warrior that attacks the enemy. These warriors move spasmodically, sometime moving far and sometime not moving at all.

Mirror Image

Air level 1
Fatigue Cost: 10-
Area of Effect: Caster



This spell creates illusionary images of the caster. A skilled air mage will get more images than a less skilled one. The images will surround the mage and make it hard for enemies to figure out which one to strike. The spell ends as soon as the mage is wounded.

Quickness

Water level 1
Fatigue Cost: 20-
Area of Effect: Caster



Quickness increases the speed of the caster and enhances his ability to dodge and evade incoming attacks. The quickened one can act twice every turn.

Earth Meld

Earth level 2
Fatigue Cost: 80-
Range: 22+
Area of Effect: 5
Precision: 3



The targeted soldiers start to sink into the ground. Affected troops must struggle to free themselves from the ground. During the struggle, they are unable to move or attack.

Stoneskin

Earth level 1
Fatigue Cost: 10-
Area of Effect: Caster



The skin of the caster is transformed into a rough, stone-like hide. The hide gives a basic protection of 15, or increases the protection by 2 if it is already 15 or above.

Body Ethereal

Astral level 1
Fatigue Cost: 30-
Range: 1
Area of Effect: 1



The caster's body becomes hazy and transparent. He can pass through obstacles and non-magical weapons have a seventy-five percent chance of missing him in combat.

2.3 Alteration level 3**Innolation**

Fire level 2
Fatigue Cost: 20-
Area of Effect: 7
Damage: 12+
(armor piercing)
(cannot be cast under water)



The caster bursts into white-hot flames, badly burning everyone within range. Armor offers little protection against the flames. The spell will consume the caster if he is unprotected.

Inner Sun

Fire level 1
 Astral level 1
Ritual
Magic Gem Cost: 1



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.

Misform

Air level 2
Fatigue Cost: 10-
Area of Effect: Caster



The mage's body becomes mist. Striking the mist that makes up the mage's body causes the mage very little damage. The misform will end if the mage gets hit exceptionally hard, or when hit by a magical weapon.

Ghost Wolves

Air level 3
Fatigue Cost: 10-
Range: 3+
Number of Effects: 2
Precision: 0



The illusionist creates two phantasmal wolves that attack the enemy.

Numbness

Water level 2
Fatigue Cost: 20-
Range: 15+
Area of Effect: 1
Precision: 100
(cannot be cast under water)



The caster freezes his enemies. Frozen units are slowed and suffer from fatigue each turn.

Ironskin

Earth level 1
Fatigue Cost: 40-
Area of Effect: Caster



The skin of the caster is transformed into a hard, metallic hide. The hide gives a basic protection of 20, or increases the protection by 3 if it is already 20 or above.

Protection

Nature level 1
Fatigue Cost: 20-
Range: 16+
Area of Effect: 1
Precision: 100



This spell works just like the Barkskin spell, except that it affects all units in an area and can be cast from long distance.

2.4 Alteration level 4**Blindness**

Fire level 1
Fatigue Cost: 20-
Range: 15+
Area of Effect: One person
Precision: 100
(magic resistance negates)



A very bright light flashes in the target's eyes. The target will be permanently blinded unless the spell is resisted.

Wind Guide

Air level 2
Fatigue Cost: 100-
Magic Gem Cost: 1
Range: 5

Area of Effect: *Battlefield*

Precision: 0
(cannot be cast under water)

**Blight**

Earth level 2
 Death level 1
Ritual
Magic Gem Cost: 5



The caster unleashes a blight upon a distant province.

Makes all friendly units shoot more accurately.

Woven Winter

Water level 3
Ritual
Magic Gem Cost: 5



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 on them.

Destruction

Earth level 3
Fatigue Cost: 40-
Range: 15+
Area of Effect: 6
Precision: 3



The armor of several soldiers are destroyed and fall to the ground in useless heaps. Magical armors are not affected.

Curse of Stones

Earth level 3
Fatigue Cost: 300-
Magic Gem Cost: 3

Area of Effect: *Battlefield*
(magic resistance negates easily)



The armaments of affected units grow heavy and cumbersome. Each step will exhaust the victims, and fighting can prove disastrous to heavily armed soldiers.

2.5 Alteration level 5**Incinerate**

Fire level 3
Fatigue Cost: 20-
Range: 25+

Area of Effect: *One person*

Damage: 18+
(armor negating)

Precision: 100



A single target is consumed by flames from the inside. Armor does not protect against this spell. It can target victims over long distances and it is one of the very few fire spells that can be used under water.

Phantasmal Army

Air level 4

Fatigue Cost: 400-
Magic Gem Cost: 4

Range: 4+

Number of Effects: 25+
Precision: 0



The illusionist creates a whole army of phantasmal warriors. The phantasms attack the enemy, but will sometimes move in unpredictable ways.

Bone Melter

Water level 3
 Nature level 2

Fatigue Cost: 20-

Range: 13+

Area of Effect: 1

Damage: *Death*

Precision: 3

(does not affect inanimate targets)

(magic resistance negates)



When affected by this spell the targets will melt and dissolve instantly, resulting in a quick and certain death. Ethereal units are nearly immune to this spell.

Invulnerability

Earth level 3
Fatigue Cost: 20-
Area of Effect: *Caster*



The flesh of the caster is made almost indestructible. Only the mightiest of giants and the most powerful of mages will be able to hurt the invulnerable one. The invulnerability gives the caster a basic protection value of 30.

Petrify

Earth level 4
Fatigue Cost: 40-
Range: 15+

Area of Effect: 1

Damage: *Death*

Precision: 3

(magic resistance negates)



The caster transforms some targets permanently into stone.

Baleful Star

Astral level 3

Ritual

Magic Gem Cost: 7

(cannot be cast under water)



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.

Arouse Hunger

Death level 3

Ritual

Magic Gem Cost: 5

Number of Effects: 9+

(cannot be cast under water)



The necromancer curses ten beings in a far away province with undead. The victims will become ghouls that serve the necromancer.

Mother Oak

Nature level 5
Ritual
Magic Gem Cost: 50
(cannot be cast under water)



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. The enchantment lasts until someone dispels it or the caster dies.

2.6 Alteration level 6**False Horror**

Air level 1
Fatigue Cost: 10-
Range: 5
Precision: -2



The illusionist creates a frightening illusion of a horror. Ordinary men will surely falter at the sight of a horror but those brave enough to fight the apparition will find it quite vulnerable.

Frozen Heart

Water level 1
Fatigue Cost: 20-
Range: 20+
Area of Effect: One person
Damage: 10+
Precision: 100
(does not affect inanimate targets)



The victim's heart is instantly frozen.

Iron Bane

Earth level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield



The armor of all soldiers on the battlefield will rust and become weakened. Weakened armors can be destroyed by a hard blow from a weapon. Magical armors are not affected.

Control

Astral level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Range: 15+
Area of Effect: One person
Precision: 100
(magic resistance negates)



The caster alters the nature of a magical being, making it serve him instead of its creator.

Soul Vortex

Death level 3
Fatigue Cost: 40-
Area of Effect: Caster



Anyone close to the necromancer will get his life force drained from him. The life force will be used by the necromancer to restore his own health and endurance.

Mass Protection

Nature level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Range: 5
Area of Effect: Battlefield
Precision: 0



This powerful spell gives Barkskin to all friendly units on the entire battlefield.

2.7 Alteration level 7**Phoenix Pyre**

Fire level 2
Fatigue Cost: 20-
Area of Effect: Caster
(cannot be cast under water)



This spell gives the mage limited immortality. When the mage is slain he will explode in a cloud of fire and reappear somewhere else on the battlefield. The spell lasts for the entire battle no matter how many times the mage is killed. However, being killed is exhausting, and the spell will not work while the mage is unconscious.

Phantasmal Attack

Air level 4
Fatigue Cost: 800-
Magic Gem Cost: 8
Area of Effect: Caster
Number of Effects: 25+



The mage projects an illusionary army at a province far away. The mage is able to control the army into killing any enemies located there. The illusionary army will dissolve once the attack has been completed or if there are no enemies in the targeted province.

Fog Warriors

Air level 5
Fatigue Cost: 300-
Magic Gem Cost: 3
Range: 1
Area of Effect: Battlefield



The bodies of all friendly troops become misty and almost impossible to damage. A unit's mist-form will end if it is hit by an exceptionally hard blow or by a magic weapon.

Sea of Ice

Water level 6
Ritual
Magic Gem Cost: 80



All lakes and seas 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 from sailing. The enchantment lasts until someone dispels it or the caster dies.

Marble Warriors

Earth level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Range: 5
Area of Effect: 25
Precision: 0



The caster transforms the skin of his friends into a hard marble-like hide. The warriors become marble white and almost impossible to damage.

Battle Fortune

Astral level 4
Fatigue Cost: 400-
Magic Gem Cost: 4
Range: 1
Area of Effect: Battlefield



The caster changes the fates of soldiers in battle. All friendly units receive unnatural luck for the rest of the battle. Each hit against a lucky unit has a fifty percent chance of not wounding him.

Transformation

Nature level 3
Ritual
Magic Gem Cost: 10
(does not affect inanimate targets)



The caster is transformed into a random creature. This is not without risk, however, as the caster's mind and body may be damaged in the process.

2.8 Alteration level 8

Fata Morgana

Air level 7

Ritual

Magic Gem Cost: 90



Phantasmal servants will appear throughout the nation and assist the population in everyday work as well as the defence of the provinces. The presence of the phantasms will decrease unrest and increase income and production in all provinces of the Nation. The enchantment lasts until it is dispelled or the caster dies.

Wizard's Tower

Earth level 4

Ritual

Magic Gem Cost: 50



The caster raises a mighty stone castle from the ground. The castle can only be raised in a friendly province.

Doom

Astral level 4

Fatigue Cost: 100-

Magic Gem Cost: 1

Area of Effect: Battlefield



Curses all enemy units on the battlefield. Cursed units have bad luck in combat. A curse can never be removed.

Disintegrate

Death level 2

Fatigue Cost: 10-

Range: 20+

Area of Effect: One person

Damage: Death

(armor negating)

Precision: 100

(magic resistance negates)



The necromancer points a bony finger at a target who instantly turns to dust.

Polymorph

Nature level 3

Fatigue Cost: 200-

Magic Gem Cost: 2

Range: 15+

Area of Effect: 10+

Precision: 5

(does not affect inanimate targets)

(magic resistance negates)



Many enemies are transformed into swine.

2.9 Alteration level 9

Wish

Astral level 9

Ritual

Magic Gem Cost: 100



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.

Utterdark

Death level 9

Ritual

Magic Gem Cost: 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. Undead and blind beings are unaffected by the darkness. All provinces have their incomes and resources reduced by 90 percent. The spell lasts until someone dispels it or the caster dies.

3 Evocation

The School of Evocation deals with the projection of raw magical power. Most Evocations are elemental in nature.

Fire Flies

Fire level 1
Fatigue Cost: 10-
Range: 15+
Area of Effect: One person
Number of Effects: 6
Damage: 6
(armor piercing)
Precision: -2
(cannot be cast under water)



Six burning sparks shoot forth from the wizard's hand. The sparks have very limited armor penetration and will be ineffective against armored troops.

Flying Shard

Earth level 1
Fatigue Cost: 30-
Range: 16+
Area of Effect: One person
Number of Effects: 4+
Damage: 10
Precision: 1
(cannot be cast under water)



The caster hurls several stones towards enemy units. The shards are not very powerful, but can severely damage lightly armored units. The number of shards hurled depends on the skill of the caster.

3.1 Evocation level 1

Burning Hands

Fire level 1
Fatigue Cost: 5-
Range: 1
Area of Effect: 1
Damage: 13+
(armor piercing)
(cannot be cast under water)



Flames will issue forth from the mage's hands, killing anyone in front of him.

Fire Darts

Fire level 1
Fatigue Cost: 20-
Range: 15+
Area of Effect: One person
Number of Effects: 3+
Damage: 10
(armor piercing)
Precision: 4
(cannot be cast under water)



With this spell a mage can fire many burning missiles towards his enemies. A powerful fire mage can fire the darts in rapid succession over long range. The spell is quite useless against heavily armored men and is best used to eliminate and scare away the most poorly armored troops.

Flame Bolt

Fire level 2
Fatigue Cost: 20-
Range: 25+
Area of Effect: One person
Damage: 22+
(armor piercing)
Precision: 2
(cannot be cast under water)



With this spell a mage can send a powerful bolt of flame towards a target.

Shocking Grasp

Air level 1
Fatigue Cost: 3-
Range: 1
Area of Effect: One person
Damage: 18+
(armor negating)



Shocking grasp causes a target at close range to spasm violently as energies pass from the casters hands through his body. The shocking grasp can cause considerable harm. Armor offers no protection.

Slime

Water level 1
Fatigue Cost: 20-
Range: 15+
Area of Effect: 1
Precision: 2
(magic resistance negates)
(cannot be cast under water)



The caster hurls a ball of sticky goo at his enemies. Enemies stuck in the slime will move more slowly and have trouble defending themselves.

Cold Bolt

Water level 2
Fatigue Cost: 20-
Range: 30+
Area of Effect: One person
Damage: 19+
Precision: 3
(cannot be cast under water)



A bolt of intense cold issues forth from the caster's hands. It can be hurled over very long distances.

Geyser

Water level 1
 Fire level 1
Fatigue Cost: 5-
Range: 10+
Area of Effect: 1
Damage: 6+
(armor piercing)
Precision: 3



A steaming hot bolt of water rushes from the casters hands. The water splashes upon impact and affects everyone in a small area. Armor can offer good protection from the boiling water.

Acid Spray

Water level 2
 Fire level 1
Fatigue Cost: 20-
Range: 2
Area of Effect: 3
Damage: 10
(armor piercing)
Precision: 0
(cannot be cast under water)



The mage extends his hands, spraying acid at his enemies. The acid sprinkles over quite a large area and the mage might also be hit if he is not careful.

Astral Projection

Astral level 1
 Ritual
Magic Gem Cost: 2



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 sery on one province. The use of extra magical gems increases the duration of the ritual.

Star Fires

Astral level 1
 Fatigue Cost: 5-
 Range: 26+
 Area of Effect: One person
 Number of Effects: 2
 Damage: 9+
 (armor negating)
 Precision: 5
 (cannot be cast under water)



The caster focuses the lights of several stellar bodies and projects them onto his enemies.

Sulphur Haze

Fire level 2
 Air level 1
 Fatigue Cost: 20-
 Range: 18+
 Area of Effect: 4+
 Precision: 0
 (cannot be cast under water)



This spell creates several clouds of toxic mist that remain on the battle field. Units passing through these mists will suffer from sore throats and poisoning.

3.2 Evocation level 2**Fire Blast**

Fire level 2
 Fatigue Cost: 20-
 Range: 5
 Area of Effect: 1
 Damage: 14+
 (armor piercing)
 Precision: 0
 (cannot be cast under water)



A powerful blast of fiery energies strike a small area close to the caster.

Flare

Fire level 3
 Fatigue Cost: 50-
 Range: 20+
 Area of Effect: 1
 Damage: 19+
 (armor piercing)
 Precision: 1
 (cannot be cast under water)



With this spell a mage can send a ball of flame towards his enemies. The flare can hit several targets.

Lightning Bolt

Air level 2
 Fatigue Cost: 10-
 Range: 20+
 Area of Effect: One person
 Damage: 14+
 (armor negating)
 Precision: 7



The mage hurls a bolt of lightning towards an enemy. The lightning bolt can be hurled quite accurately over long distances and is very useful for eliminating heavily armored targets.

Solar Rays

Astral level 2
 Fatigue Cost: 20-
 Range: 30+
 Area of Effect: 1
 Damage: 12+
 (armor piercing)
 Precision: 100
 (cannot be cast under water)



This spell invokes rays of solar fire that set undead targets ablaze.

Arcane Probing

Astral level 1
 Ritual
 Magic Gem Cost: 2



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.

3.3 Evocation level 3**Fireball**

Fire level 2
 Fatigue Cost: 20-
 Range: 20+
 Area of Effect: 1
 Damage: 16+
 (armor piercing)
 Precision: 1
 (cannot be cast under water)



The hallmark of fire magic, this spell allows the mage to throw a ball of flame toward his enemies. The ball is quite difficult to aim, but does considerable damage where it lands.

Shock Wave

Air level 2
 Fatigue Cost: 10-
 Range: 1
 Area of Effect: 6
 Damage: 9+
 (armor negating)



An electric shock wave will hit a large area in front of the caster. This is a very dangerous spell to cast, as an unlucky caster might also get killed by the electric shock.

Rust Mist

Earth level 2
 Water level 1
 Fatigue Cost: 30-
 Range: 15+
 Area of Effect: 6+
 Precision: 0
 (cannot be cast under water)



Highly corrosive mists appear on the battlefield. Troops passing through the mist will see their armor corrode and weaken. Weakened armors can be destroyed by a hard blow from a weapon.

Fire Cloud

Fire level 3
*Fatigue Cost: 20-
 Range: 20+
 Area of Effect: 3+
 Damage: 8
 (armor piercing)
 Precision: 1
 (cannot be cast under water)*



This spell creates three clouds of fire and smoke that remain on the battlefield. Units passing through these mists will be severely burned.

Storm

Air level 3
*Battle Enchantment
 Fatigue Cost: 100-
 Magic Gem Cost: 1
 (cannot be cast under water)*



Creates a rain or snow storm on the battlefield. Makes flying and shooting impossible. A rain storm will also make it more difficult to use fire magic.

Freezing Mist

Water level 3
 Air level 1
*Fatigue Cost: 20-
 Range: 20+
 Area of Effect: 4+
 Damage: 1
 (armor negating)
 Precision: 1
 (cannot be cast under water)*



This spell creates a large cloud of numbing cold that remains on the battlefield. Units passing through these mists will be badly hurt from the cold.

Acid Bolt

Water level 2
 Fire level 1
*Fatigue Cost: 30-
 Range: 15+
 Area of Effect: 1
 Damage: 16+
 (armor piercing)
 Precision: 3
 (cannot be cast under water)*



A gush of highly corrosive fluid flows from the mouth of the caster. The armor as well as the flesh of the target is burnt by the acid.

Magma Bolts

Earth level 1
 Fire level 1
*Fatigue Cost: 20-
 Range: 14+
 Area of Effect: One person
 Number of Effects: 3
 Damage: 21+
 Precision: 2
 (cannot be cast under water)*



Three bolts of magma shoot towards the enemy at high speed. Anyone struck by a bolt will most likely die unless protected by very heavy armor.

Magic Duel

Astral level 1
*Fatigue Cost: 20-
 Range: 27+
 Area of Effect: 1
 Precision: 100*



Challenges another astral mage to a mental duel. Only one of the mages can survive this duel. The most powerful astral mage is also the most likely winner.

Healing Light

Astral level 1
 Nature level 1
*Fatigue Cost: 20-
 Range: 15+
 Area of Effect: 1
 Precision: 100
 (cannot be cast under water)*



A cascade of warm and wonderful light showers the targets. Wounds close in the light and pains ease.

Sleep Cloud

Nature level 2
*Fatigue Cost: 20-
 Range: 17+
 Area of Effect: 3+
 Damage: 46+
 (armor negating)
 Precision: 3
 (magic resistance negates)
 (cannot be cast under water)*



This spell creates a cloud of sedative spores. Units caught in the cloud will fall asleep if they remain there for too long.

3.4 Evocation level 4**Holy Pyre**

Fire level 2
*Fatigue Cost: 20-
 Range: 25+
 Area of Effect: 3
 Damage: 7+
 (armor piercing)
 (triple damage vs undead)
 Precision: 1
 (cannot be cast under water)*



The holy pyre burns living targets and consumes undead ones. Undead beings take increased damage from the holy pyre.

Fate of Oedipus

Fire level 4
*Ritual
 Magic Gem Cost: 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 longer observe the world. This spell can only be cast if the Eyes of the God enchantment is active.

Thunder Strike

Air level 3
*Fatigue Cost: 50-
 Range: 40+
 Area of Effect: 1
 Damage: 26+
 (armor negating)
 Precision: 2*



A Thunder bolt strikes the battlefield. The mage can make the thunder bolt strike very far away. Even if it misses the shock wave is powerful enough to severely stun and damage anyone nearby.

Hurricane

Air level 3
*Ritual
 Magic Gem Cost: 5
 (cannot be cast under water)*



The caster unleashes a violent hurricane upon a province, devastating the countryside. The hurricane will appear as a natural event.

3.5 Evocation level 5

Acid Rain

Water level 3
Fire level 1
Fatigue Cost: 30-
Range: 25+
Area of Effect: 4+
Damage: 8
(*armor piercing*)
Precision: 3
(*cannot be cast under water*)



Highly acidic fluids pour down from the sky, showering a limited area with corrosive bile. The armor and flesh of those hit will suffer.

Blade Wind

Earth level 3
Fatigue Cost: 80-
Range: 20+
Area of Effect: One person
Number of Effects: 52+
Damage: 14
Precision: 10
(*cannot be cast under water*)



The caster throws a huge swarm of swirling blades towards his enemies. The blade wind is an excellent spell against light troops, but almost useless against heavily armored ones.

Nether Bolt

Astral level 1
Death level 1
Fatigue Cost: 15-
Range: 20+
Area of Effect: 1
Damage: 20+
(*armor piercing*)
Precision: 2
(*magic resistance negates*)



The mage fires a bolt of dark energies towards his enemies. Those who survive the bolt may become feeble-minded by the strange energies it releases.

Falling Fires

Fire level 3
Fatigue Cost: 30-
Range: 25+
Area of Effect: 3+
Damage: 12
(*armor piercing*)
Precision: 1
(*cannot be cast under water*)



This spell calls down a rain of searing flames on the enemy.

Falling Frost

Water level 3
Fatigue Cost: 20-
Range: 25+
Area of Effect: 5+
Damage: 17+
Precision: 0
(*cannot be cast under water*)



Bolts of breathtaking frost bombard an area. Cold resistance will protect the targets and agile units can also avoid the bolts.

Orb Lightning

Air level 1
Fatigue Cost: 10-
Range: 15+
Area of Effect: One person
Number of Effects: 1+
Damage: 13+
(*armor negating*)
Precision: 2



With this spell a powerful mage can fire a huge number of lightning bolts towards his enemies. The mage can cast one lightning bolt per skill level in the path of air.

Perpetual Storm

Air level 5
Ritual
Magic Gem Cost: 70



An enormous storm will blow constantly over the entire world. This will reduce the incomes of all land provinces. Supplies are scarce as transportation is difficult and sailing and flying is impossible. Shooting in battle is impossible and fire magic difficult to use. The enchantment lasts until it is dispelled or the caster dies.

Earthquake

Earth level 4
Fatigue Cost: 300-
Magic Gem Cost: 3
Area of Effect: Battlefield
Damage: 8
(*armor piercing*)
(*cannot be cast under water*)



With a thundering boom the ground heaves and erupts, throwing soldiers into crevices that close after a few seconds.

Gifts from Heaven

Earth level 3
Astral level 1
Fatigue Cost: 50-
Range: 40+
Area of Effect: 1
Number of Effects: 3
Damage: 50
Precision: -3
(*cannot be cast under water*)



A strange whizzing sound emanates from the heavens. Soon three meteors, glowing with astral fire, plummet from the stellar sphere onto battlefield.

Stellar Cascades

Astral level 2
Fatigue Cost: 20-
Range: 30+
Area of Effect: 5
Damage: 25
(*armor piercing*)
Precision: 100
(*cannot be cast under water*)



Light from a stellar body will shower down upon a group of enemies. Everyone caught in the shower of light will become exhausted as the light sucks energy through their skin.

Poison Cloud

Nature level 3
Fatigue Cost: 20-
Range: 26+
Area of Effect: 4+
Precision: -1
(*cannot be cast under water*)



The caster creates a cloud of noxious spores dangerous to men. The cloud remains on the battlefield for some time and everyone entering the cloud will be affected by its poison.

Healing Mists

Nature level 3
Air level 1
Fatigue Cost: 20-
Range: 13+
Area of Effect: 9+
Precision: 3
(*cannot be cast under water*)



A cloud of fine mist appears on the battlefield. Anyone inside the mist will have their wounds magically healed.

3.6 Evocation level 6

Flame Eruption

Fire level 2
Fatigue Cost: 30-
Range: 5
Area of Effect: 15
Damage: 14+
(armor piercing)
Precision: 0
(cannot be cast under water)



This spell works like the Burning Hands spell except that the flames cover a much larger area.

Wrathful Skies

Air level 3
Battle Enchantment
Fatigue Cost: 200-
Magic Gem Cost: 2
(cannot be cast under water)



The sky turns dark and lightning strikes all over the battlefield. This spell is most effective during a storm.

Magma Eruption

Earth level 3
 Fire level 1
Fatigue Cost: 30-
Range: 25+
Area of Effect: 5+
Damage: 23+
Precision: 0
(cannot be cast under water)



A shower of magma and rocks shoots out from the ground. Anyone standing near the eruption will find himself struck by the full force of the spell and only a very heavy armor can help him survive it.

Mind Hunt

Astral level 4
Ritual
Magic Gem Cost: 2



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.

Astral Fires

Astral level 3
 Fire level 1
Fatigue Cost: 20-
Range: 25+
Area of Effect: 4+
Damage: 13+
(armor negating)
Precision: 100
(magic resistance negates)



Astral fires consume the essence of materials as ordinary fires consume wood. Even stones will burn with the hazy blue flames characteristic of these otherworldly fires. This is the only fire that will burn under water.

The Wrath of God

Astral level 5
 Air level 3
Ritual
Magic Gem Cost: 70



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. The enchantment lasts until someone dispels it.

Cloud of Death

Death level 4
Fatigue Cost: 10-
Range: 25+
Area of Effect: 9+
Damage: 9+
(armor negating)
Precision: -3
(magic resistance negates)
(cannot be cast under water)



A large and deadly cloud will form upon the battlefield. The cloud will remain on the battlefield for some time before dissolving.

Bane Fire

Death level 3
 Fire level 1
Fatigue Cost: 30-
Range: 25+
Area of Effect: 1
Damage: 53+
(armor piercing)
Precision: 1
(cannot be cast under water)



The Bane Fire is a sickly greenish flame that is said to burn in the braziers of the underworld. The green flame consumes the life force of those burnt even after the original flame has gone out. Everyone close to the initial eruption may be affected by the decaying effects of the Bane Fire.

Waiting Winds

Death level 4
 Air level 1
Battle Enchantment
Fatigue Cost: 100-
Magic Gem Cost: 1
(cannot be cast under water)



The necromancer releases a wind of horrible screams and sighs. Everyone hearing the wailing will feel their spirits sink and have their hearts gripped with fear. The spell affects the whole battlefield until the battle is over.

3.7 Evocation level 7

Fire Storm

Fire level 5
Battle Enchantment
Fatigue Cost: 500-
Magic Gem Cost: 5
(cannot be cast under water)



A massive storm of fire is unleashed on the battlefield. Everyone on the battlefield will be burned to cinders within minutes. The storm lasts for the duration of the battle or until the fire mage dies.

Ice Strike

Water level 2
Fatigue Cost: 20-
Range: 20
Area of Effect: 2+
Damage: 18
Precision: 1
(cannot be cast under water)



The caster hurls a ball of ice at his enemies. When the ball strikes it explodes into thousands of ice shards. Cold resistance offers no protection against this spell, but heavy armor does.

Murdering Winter

Water level 5
Ritual
Magic Gem Cost: 30



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. There is still a very high chance that part of the enemy army will not be in the army camp when the blizzard strikes.

Acid Storm

Water level 4
 Fire level 1
Battle Enchantment
Fatigue Cost: 300-
Magic Gem Cost: 3
(cannot be cast under water)



The whole battlefield is showered in highly corrosive fluids pouring down from the heavens.

Shimmering Fields

Air level 6
Fatigue Cost: 100-
Magic Gem Cost: 1
Range: 15+
Area of Effect: 50
Damage: 10+
(armor negating)
Precision: 0



The caster unleashes a storm of electric discharges on the enemies. The shimmering field is not selective and can destroy friends as well as enemies if not used carefully.

Rain of Stones

Earth level 3
 Air level 1
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield
Damage: 14
(cannot be cast under water)



The sky blackens and rumbling sounds echo over the battlefield. Stones and rocks begin to fall from the heavens, striking down soldiers.

Wind of Death

Death level 4
 Air level 1
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield
(magic resistance negates easily)
(cannot be cast under water)



With this horrible spell the necromancer releases a wind thick with the stench of open graves. The wind is silent and icy cold and rends the flesh of living beings. With an effect similar to leprosy, the flesh of those affected turns pale and cracks open leaving bare bones. Only death will stop the process.

Nether Darts

Astral level 1
 Death level 1
Fatigue Cost: 15-
Range: 20+
Area of Effect: One person
Number of Effects: 15+
Damage: 20+
(armor piercing)
Precision: 0
(magic resistance negates)



The mage fires dark energies towards his enemies. Those who survive the bolt may become feeble-minded by the strange energies it releases. Even weak mages can fire a large number of the otherworldly darts.

3.8 Evocation level 8**Second Sun**

Fire level 8
Ritual
Magic Gem Cost: 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. This enchantment lasts until someone dispels it or the caster dies.

Maelstrom

Water level 6
Ritual
Magic Gem Cost: 80



A huge magical maelstrom is created in a sea. The maelstrom constantly sucks in huge amount of water and filters out its magical essence. This results in a huge amount of magic gems for the caster. The enchantment lasts until someone dispels it or the caster dies.

Astral Tempest

Astral level 5
Battle Enchantment
Fatigue Cost: 200-
Magic Gem Cost: 2



The caster unleashes an astral storm upon the battlefield. The storm is physically undetectable but every unit that is not mindless takes damage as the storm rips the very souls from their bodies.

3.9 Evocation level 9**Flames from the Sky**

Fire level 5
Ritual
Magic Gem Cost: 20
(cannot be cast under water)



With this spell the mage hurls a storm of flaming balls towards an enemy province. The flame storm will strike an enemy army camp within the province with enormous force. Most of the units present in the camp will probably 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.

Flame Storm

Fire level 4
Fatigue Cost: 200-
Magic Gem Cost: 2
Range: 15+
Area of Effect: 40
Damage: 14+
(armor piercing)
Precision: 0
(cannot be cast under water)



A shower of fire shoots out from the casters hands and strikes the enemy ranks. The flame storm is extremely powerful and can annihilate entire armies.

Volcanic Eruption

Fire level 3

Earth level 3

*Ritual**Magic Gem Cost: 15**(cannot be cast under water)*

The caster unleashes a volcanic eruption upon a distant province, destroying the lands and killing the people.

Tidal Wave

Water level 5

*Ritual**Magic Gem Cost: 15*

The caster unleashes a huge tidal wave upon a distant province, destroying the lands and killing the people.

4 Construction

The School of Construction deals with realizing the powers inherent in artistically crafted objects.

4.1 Construction level 1**Corpse Man Construction**

Air level 1

Death level 1

*Ritual**Magic Gem Cost: 1**(cannot be cast under water)*

A stream of lightning is channeled into a human corpse, reawakening it. The reawakened corpse is mindless and obeys its creator as best it can.

4.2 Construction level 3**Legions of Steel**

Earth level 3

*Fatigue Cost: 40-**Range: 10+**Area of Effect: 25**Precision: 0*

The armor of one whole unit of soldiers is tempered with magic making them more durable.

Construct Manikin

Nature level 1

Death level 1

*Ritual**Magic Gem Cost: 10**Number of Effects: 10**(cannot be cast under water)*

This ritual lets vines and roots animate human skeletons. The beings thus created are known as manikins. Manikin are undead and will fall apart if left on the battlefield without undead leadership.

4.3 Construction level 5**Crusher Construction**

Earth level 3

*Ritual**Magic Gem Cost: 15**(cannot be cast under water)*

Creates one Crusher. A Crusher is a magically animated rock construction of immense strength. It is almost invulnerable and strikes with stony fists. The Crusher is a magical construct and will fall apart if left on the battle field without magical leadership.

Wooden Construction

Nature level 3

*Ritual**Magic Gem Cost: 5**(cannot be cast under water)*

Creates one Lumber Construct, a magically animated wooden construction resembling a human. The construct will fall apart if left on the battlefield without magical leadership.

Construct Mandragora

Nature level 2

Death level 1

*Ritual**Magic Gem Cost: 10**Number of Effects: 5+**(cannot be cast under water)*

This ritual lets vines and roots animate human corpses. The wight-like beings thus created are known as mandragoras. Mandragoras are undead and will fall apart if left on the battlefield without undead leadership.

4.4 Construction level 7

Weapons of Sharpness

Earth level 5
*Fatigue Cost: 20-
 Range: 10+
 Area of Effect: 25
 Precision: 0*



A large number of friendly units are gifted with weapons so sharp that they can cut through armors and flesh with equal ease.

Forge of the Ancients

Earth level 5
*Ritual
 Magic Gem Cost: 80*



The ancient forge of the great one's servants is re-constructed. 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.

Mechanical Men

Earth level 2
*Ritual
 Magic Gem Cost: 15
 Number of Effects: 10
 (cannot be cast under water)*



The caster makes ten Mechanical Men to serve him. The fragile skeletal structure of the construct is covered with a full plate armor and is given a metal shield and a sword. The iron men are not affected by heat, cold, shock or poison. They are mindless, magical beings and will cease to function when left without magical leadership.

Golem Construction

Astral level 3
 Earth level 2
*Ritual
 Magic Gem Cost: 30
 (cannot be cast under water)*



The Golem is a clay construction that is given life by the divine names inscribed on its surface. The Golem is physically strong and skilled in astral magic. The Golem cannot command troops, however, nor will it retreat from battle.

4.5 Construction level 9

Iron Dragon

Earth level 3
*Ritual
 Magic Gem Cost: 20
 (cannot be cast under water)*



The caster makes a mechanical dragon covered with thick iron plates. The iron dragon is tremendously large, almost invulnerable, and unaffected by heat, cold, shock and poison. They are able to fly and can trample smaller beings. Iron Dragons are mindless, magical beings and will cease to function when left without magical leadership.

Mechanical Militia

Earth level 5
*Ritual
 Magic Gem Cost: 80*



Mechanical Men will help the local militia defend their provinces as long as this spell is in effect. 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.

5 Enchantment

The School of Enchantment focuses on bestowing magical properties to persons, objects, or entire worlds.

5.1 Enchantment level 1

Fire Shield

Fire level 1
*Fatigue Cost: 5-
 Area of Effect: Caster
 (cannot be cast under water)*



A wall of fire surrounds the mage. Anyone trying to strike the mage in melee combat will be burned by the fire shield first. The power of the fire shield is determined by the mage's skill in fire magic.

Flight

Air level 2
*Fatigue Cost: 20-
 Range: 5
 Area of Effect: One person
 Precision: 0
 (cannot be cast under water)*



Grants one unit the ability to fly.

Breath of Winter

Water level 2
*Fatigue Cost: 20-
 Area of Effect: Caster*



The caster is surrounded by extreme cold. Anyone close to the caster will suffer severe damage from the cold. The caster becomes immune to all cold effects when casting this spell. The Breath of Winter works best in cold provinces.

Resist Magic

Astral level 1
*Fatigue Cost: 20-
 Area of Effect: Caster*



The caster of this spell will have his magic resistance increased for the duration of the battle.

Animate Skeleton

Death level 1
*Fatigue Cost: 30-
 Range: 10+
 Precision: -2*



The necromancer enchants the bones of a fallen warrior giving him false life. Skeletons will fall apart if left on the battlefield without a commander.

Animate Dead

Death level 1
*Fatigue Cost: 20-
 Range: 5
 Precision: -2*



The necromancer animates a lifeless corpse to unholy service. The soulless will fall apart if left on the battlefield without undead leadership.

Reanimation

Death level 1
*Ritual
 Magic Gem Cost: 5
 Number of Effects: 10*



The necromancer enchants ten well-prepared corpses and gives them false life. Skeletons are undead and will fall apart if left on the battlefield without undead leadership.

Heal

Nature level 1
Fatigue Cost: 20-
Range: 1
Area of Effect: 1



This spell heals targets within reach of the caster. Every target in a small area is affected.

5.2 Enchantment level 2**Friendly Currents**

Water level 2
Battle Enchantment
Fatigue Cost: 100-
Magic Gem Cost: 1



This spell makes the water currents aid the caster and all his allies. Those aided by this spell can move further every turn, and are less exhausted by fighting. This spell can only be cast under water.

Astral Weapon

Astral level 1
Fatigue Cost: 20-
Area of Effect: Caster



The mage enchants his weapons with ethereal power. An ethereal weapon passes through armors and strikes the target's body directly.

Raise Skeletons

Death level 2
Fatigue Cost: 40-
Range: 5
Number of Effects: 5
Precision: +2



The necromancer enchants the bones of five warriors, giving them false life. Skeletons will fall apart if left on the battlefield without undead leadership.

Raise Dead

Death level 2
Fatigue Cost: 40-
Range: 5
Number of Effects: 5
Precision: -2



The necromancer animates five corpses to unholy service. Soulless will fall apart if left on the battlefield without undead leadership.

Revive King

Death level 1
Ritual
Magic Gem Cost: 3
(cannot be cast under water)



The king is dead, long live the king. With this ritual the necromancer revives a mound king and binds him to his service. The king is intelligent and shares his master's motives.

Personal Regeneration

Nature level 2
Fatigue Cost: 40-
Area of Effect: Caster
(does not affect inanimate targets)



Gives the caster regenerative powers. More powerful nature mages will regenerate faster than less powerful ones and inanimate mages cannot be affected by this spell at all.

5.3 Enchantment level 3**Mists of Deception**

Air level 3
Fatigue Cost: 20-
Range: 10+
Area of Effect: 1
Precision: -1



Creates a magic mist on the battlefield. From this mist phantasmal warriors emerge to battle nearby enemies.

Strength of Giants

Earth level 3
Fatigue Cost: 40-
Range: 10+
Area of Effect: 25
Precision: 0



Gives an entire squad increased strength.

Astral Shield

Astral level 1
Fatigue Cost: 20-
Area of Effect: Caster



A shield of astral energies forms around the mage. Anyone trying to strike through the shield will have their mind struck unconscious by the force of the shield. Magic resistance may negate the effect of the shield and allow enemies to strike the mage. The power of the astral shield is greater for mages that are highly skilled in astral magic.

Create Revenant

Death level 2
Ritual
Magic Gem Cost: 9
(cannot be cast under water)



The necromancer summons a spirit from the underworld and makes it possess a human corpse. The revenant thus created has some knowledge of death magic.

Regeneration

Nature level 3
Fatigue Cost: 40-
Range: 13+
Area of Effect: 1
Precision: 0
(does not affect inanimate targets)



This spell gives a small number of targets regenerative powers. It does not work on inanimate targets.

5.4 Enchantment level 4**Flaming Arrows**

Fire level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield
(cannot be cast under water)



The mage enchants the arrows of all friendly archers on the battlefield. The arrows burst into flame as they are fired, doing considerable damage to their targets. The flaming arrows are magical and will hurt ethereal beings.

Cloud Trapeze

Air level 2
Ritual
Magic Gem Cost: 3
(cannot be cast under water)



The caster swings himself up and away with incredible speed, landing in a province far away.

Thunder Ward

Air level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield



This spell makes all friendly units totally immune to damage and stun effects caused by lightning.

Seeking Arrow

Astral level 3
Ritual
Magic Gem Cost: 4



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.

Fire Ward

Water level 3
 Earth level 2
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield



This spell makes the entire army totally immune to all normal fires as well as most magical ones. It also negates the heat effect of hot creatures such as Abyssians and salamanders.

Astral Healing

Astral level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield



The mage summons astral power to activate the healing energies inherent in the soul of all living beings. The spell only affects friendly units and only light wounds will be fully healed.

Antimagick

Astral level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield



The mage seals the minds of all friendly units against malign spells. The units will receive increased magic resistance for the remainder of the battle.

Behemoth

Death level 3
Ritual
Magic Gem Cost: 10
(cannot be cast under water)



The necromancer has mastered a dark ritual enabling him to reanimate the largest of all beings. The former elephant is preserved in a state of perpetual decay by a revenant mage who constantly fuels the Behemoth with energies from the underworld. The most important part of the reanimation ritual is the binding of a mage's spirit to the Behemoth. This direct spiritual control of the Behemoth gives it high magic resistance. As all the mage's energies are used in controlling and preserving the beast, it is unable to cast spells.

Poison Ward

Nature level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield



Makes all friendly units immune to natural poisons.

5.5 Enchantment level 5**Fire Fend**

Fire level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield



This spell makes the caster's army totally immune to all normal fires as well as most magical ones. It also negates the effect of fiery creatures such as Abyssians and salamanders.

Arrow Fend

Air level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield
(cannot be cast under water)



The air itself will protect all friendly units from enemy projectiles.

Winter Ward

Water level 3
Fatigue Cost: 100-
Magic Gem Cost: 1
Area of Effect: Battlefield



This spell makes units totally immune to cold. It also negates the chill effect caused by some undead beings.

Enliven Gargoyle

Earth level 3
 Air level 1
Ritual
Magic Gem Cost: 10



A large and grotesque winged statue is given false life by this powerful enchantment. The gargoyle is very difficult to destroy, but will revert to an inanimate state if there are no mages left on the battlefield.

Ritual of Returning

Astral level 2
Ritual
Magic Gem Cost: 3



The mage will return to the home citadel at once if he is wounded while under the effect of this spell. The effect lasts until the mage 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.

The Eyes of God

Astral level 5
Ritual
Magic Gem Cost: 50



This enchantment enables the mage to see all provinces in the world. Dominions can be seen in great detail, but income can not be determined exactly and magical resources cannot be seen at all. Troop movements can be seen in great detail inside the god's own dominion. Patrolling units will find it much easier to detect enemy scouts and to quell unrest. The enchantment lasts until someone dispels it or the caster dies.

Pale Riders

Death level 3
Ritual
Magic Gem Cost: 10
Number of Effects: 20+
(cannot be cast under water)



The necromancer enchants the bones of dead warriors and their horses, giving them false life. Powerful mages can reanimate larger numbers of these horsemen.

Undead Horde

Death level 4
Fatigue Cost: 100-
Magic Gem Cost: 1
Range: 1
Number of Effects: 12+



The necromancer enchants the bodies of the dead and calls forth a horde of skeletal warriors and soulless. Skeletons and soulless are undead and will fall apart if left on the battlefield without undead leadership.

Faery Trod

Nature level 3
Ritual
Magic Gem Cost: 10



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 province. The destination province must be under the influence of the God's dominion for this spell to work.

Gift of Health

Nature level 5
Ritual
Magic Gem Cost: 40



This gift grants excellent health to all loyal subjects inside the God's dominion. The gifted ones receive extra hit points and may even heal permanent battle afflictions. The enchantment lasts until someone dispels it or the caster dies.

Foul Vapors

Nature level 3
 Water level 1
Battle Enchantment
Fatigue Cost: 100-
Magic Gem Cost: 1



Poisonous gas will begin to seep from the ground shortly after this spell is cast. The gas will rise over a large area, covering the entire battlefield, and will continue to seep for the duration of the battle.

5.6 Enchantment level 6**Eternal Pyre**

Fire level 6
Ritual
Magic Gem Cost: 80
(cannot be cast under water)



A huge blazing pyre lights up the landscape. The pyre never burns out and the heat is strong enough to create twenty magical gems imbued with fire power each season. The enchantment lasts until someone dispels it or the caster dies.

Heat from Hell

Fire level 4
Battle Enchantment
Fatigue Cost: 200-
Magic Gem Cost: 2
(cannot be cast under water)



The entire battlefield is struck by heat worse than the hottest of deserts. This heat soon renders all units on the battlefield unconscious, after which death is certain. This spell is most effective in warm provinces.

Dome of Solid Air

Air level 5
Ritual
Magic Gem Cost: 20
(cannot be cast under water)



A dome made out of air is created over the entire province that the mage is located 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. The dome has a 80 percent chance of stopping each spell that tries to pass through it.

Grip of Winter

Water level 4
Battle Enchantment
Fatigue Cost: 200-
Magic Gem Cost: 2



The entire battlefield is harrowed by enormous cold. This cold quickly renders all units on the battlefield unconscious, after which death is certain. The Grip of Winter is most effective in cold provinces.

Frost Dome

Water level 5
Ritual
Magic Gem Cost: 15



A frost dome is created over the entire province where the spell is cast. Any spells cast into this dome this 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.

Riches from Beneath

Earth level 5
Ritual
Magic Gem Cost: 70



Resources are much easier to come by in provinces under friendly dominion. This global enchantment will make it possible to produce military units much faster than before. The enchantment lasts until it is dispelled or the caster dies.

Enliven Statues

Earth level 3
Ritual
Magic Gem Cost: 20
Number of Effects: 10+



Ten or more statues are given false life by this powerful enchantment. Powerful mages can enchant more than fifteen statues with one casting of this spell. The statues are difficult to destroy but will revert to an inanimate state if there are no mages left on the battlefield.

Opposition

Astral level 3
Fatigue Cost: 20-
Range: 15+
Area of Effect: One person
Damage: Death
Precision: 100
(magic resistance negates)



The caster creates a supernatural force diametrically opposed to a target magical being. If the spell is powerful enough the magical being will be disenchanting and cease to exist.

Dome of Arcane Warding

Astral level 4
Ritual
Magic Gem Cost: 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 magical 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.

Twiceborn

Death level 2
Ritual
Magic Gem Cost: 10
(does not affect inanimate targets)



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. For the ritual to work the necromancer has to die within a friendly dominion.

Rigor Mortis

Death level 4
Battle Enchantment
Fatigue Cost: 100-
Magic Gem Cost: 1



The necromancer causes the joints of both friends and enemies stiffen as their bodies suffer the fate of the newly dead. There is no immediate cure for the spell, but it ends after the battle. Undead are not affected by the spell.

Reanimate Archers

Death level 2
 Fire level 1
Ritual
Magic Gem Cost: 5
Number of Effects: 10
(cannot be cast under water)



The necromancer enchants ten well-prepared corpses and gives them false life. The skeletons are then equipped with magic bows fueled by their eternal hate. Arrows fired from these bows will burst into the green flames of bane fire. Skeletons are undead and will fall apart if left on the battlefield without undead leadership.

Relief

Nature level 3
Fatigue Cost: 20-
Range: 13+
Area of Effect: Battlefield
Precision: 0



This spell reduces the fatigue of all friendly units on the battlefield.

5.7 Enchantment level 7**Dome of Flaming Death**

Fire level 4
Ritual
Magic Gem Cost: 8
(cannot be cast under water)



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 to cinders. The more magic gems put into the spell, the longer the dome lasts. If the mage that 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.

Mass Flight

Air level 4
Fatigue Cost: 200-
Magic Gem Cost: 2
Area of Effect: Battlefield
(cannot be cast under water)



The caster grants every friendly soldier on the battlefield the ability to fly.

Ghost Ship Armada

Water level 4
 Death level 3
Ritual
Magic Gem Cost: 60



This spell will awaken the dead Admiral Torgrim and make him fight for your cause. The Admiral will attack random coastal provinces that are controlled by your enemies. The enchantment lasts until it is dispelled, the caster dies, or the Admiral and his armada is defeated. If the Admiral is not completely defeated, the entire armada will be renewed for the next battle.

Earth Blood Deep Well

Earth level 6
Ritual
Magic Gem Cost: 80
(cannot be cast under water)



A well, deeper than any other, is created. This well does not bring water, but blood from the earth itself. The earth blood is then made into magic earth gems that can be used for magic rituals. This global enchantment lasts until it is dispelled or the caster dies.

Solar Brilliance

Astral level 5
Battle Enchantment
Fatigue Cost: 500-
Magic Gem Cost: 5
(cannot be cast under water)



The sun starts to shine with a brilliance that destroys the remains of all soldiers on the battlefield, and turns all undead units to cinders.

Stellar Focus

Astral level 5
Ritual
Magic Gem Cost: 30
(cannot be cast under water)



This spell focuses the light of the night sky into a crystal sphere. The light in the sphere is so intense and pure that a pearl will start to grow from it. The light is powerful enough to produce five magic astral gems per turn. The spell lasts until someone dispels it or the caster dies.

Carrion Reanimation

Death level 1
Ritual
Magic Gem Cost: 2
Number of Effects: 7+



The necromancer enchants several dead bodies, giving them false life. With this spell a powerful necromancer can create large numbers of undead servants for a very small cost in magic resources.

Life after Death

Death level 4
Fatigue Cost: 400-
Magic Gem Cost: 4
Area of Effect: Battlefield



This spell gives all friendly units a second chance to live. An affected unit that die will rise again as a soulless being and continue to fight. Undead units are not affected by this spell.

Awaken Treelord

Nature level 5

*Ritual**Magic Gem Cost: 50
(cannot be cast under water)*

The treelords are ancient living trees that were once alive and very powerful. Now they are dormant, becoming slower in mind and body every passing year. These dying treelords can be reawakened by the use of nature magic. A reawakened treelord will serve its awakener until the treelord dies. Treelords have very long lifespans.

Forest Dome

Nature level 5

*Ritual**Magic Gem Cost: 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 will catch fire and be destroyed. If the caster dies the dome will wither and die. The dome has a 30 percent chance of stopping each spell that passes through it.

5.8 Enchantment level 8**Wrath of the Sea**

Water level 5

*Ritual**Magic Gem Cost: 70*

The sea will rise and flood all coastal provinces. Provinces that are struck by the flood will have their income reduced. The enchantment lasts until someone dispels it or the caster dies.

Ritual of Rebirth

Death level 4

*Ritual**Magic Gem Cost: 15
(cannot be cast under water)*

Revives a previously slain hero by the ancient Ritual of Rebirth. The ritual mummifies the dead hero before bringing the hero 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.

Mass Regeneration

Nature level 4

*Fatigue Cost: 200-**Magic Gem Cost: 2**Area of Effect: Battlefield
(does not affect inanimate targets)*

Gives regenerative powers to all friendly units on the entire battlefield. Does not work on inanimate targets.

Haunted Forest

Nature level 5

Death level 1

*Ritual**Magic Gem Cost: 60**(cannot be cast under water)*

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. The enchantment lasts until someone dispels it or the caster dies.

5.9 Enchantment level 9**Thetis Blessing**

Water level 5

*Ritual**Magic Gem Cost: 50*

Allows all troops in the world to enter the sea. The enchantment lasts until someone dispels it or the caster dies.

Arcane Nexus

Astral level 8

*Ritual**Magic Gem Cost: 150*

This mighty enchantment absorbs magical energies worldwide and replenishes 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 will be collected by the owner of the enchantment. 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 magic energy from the world. The spell lasts until someone dispels it or the caster dies.

Army of the Dead

Death level 5

*Ritual**Magic Gem Cost: 10**Number of Effects: 39*

Animates an entire army of longdead warriors in a distant province. The army is under the control of the necromancer.

Lichcraft

Death level 5

*Ritual**Magic Gem Cost: 25
(cannot be cast under water)*

The death mage has discovered how to remove the viscera of another necromancer, making him immortal. The casting mage performs the ritual of lichcraft on a willing necromancer in return for his eternal servitude. The necromancer is then transformed into an immortal being of great magical power, known as a demilich. By removing the viscera of the necromancer and hiding it, the caster can ensure the immortality and loyalty of the subject. Should the body of the demilich be physically destroyed, a new one is formed from the dust of dead humans.

Gift of Nature's Bounty

Nature level 7

*Ritual**Magic Gem Cost: 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. The enchantment lasts until someone dispels it or the caster dies.

6 Thaumaturgy

The School of Thaumaturgy deals with the arcane fabric underneath physical reality. Mind-affecting spells as well as teleportation spells are examples of thaumaturgical rituals.

Touch of the Desert

Water level 1
Fatigue Cost: 20-
Range: 1
Area of Effect: 1
(does not affect inanimate targets)
(magic resistance negates)
(cannot be cast under water)



The Touch of the Desert will affect a small number of enemies with severe dehydration. The enemies must stand adjacent to the caster for the spell to take effect. The dehydrated targets will become more and more exhausted and may eventually lose consciousness. The duration of the dehydration depends on the magic resistance of the targets. Undead beings and constructs are not affected by this spell.

Sleep Touch

Nature level 1
Fatigue Cost: 10-
Range: 1
Area of Effect: One person
Damage: 115+
(stun)
(armor negating)
(does not affect inanimate targets)
(magic resistance negates)



By touching the target, the mage makes the target unnaturally tired.

6.1 Thaumaturgy level 1

Desiccation

Water level 2
Fatigue Cost: 20-
Range: 11+
Area of Effect: 1
Precision: 100
(does not affect inanimate targets)
(magic resistance negates)
(cannot be cast under water)



This spell will affect a small number of targets with severe dehydration. The dehydrated targets will become more and more exhausted and may eventually lose consciousness. The duration of the dehydration depends on the magic resistance of the targets. Undead beings and constructs are not affected by this spell.

Farstrike

Earth level 2
 Astral level 1
Fatigue Cost: 5-
Range: 34+
Area of Effect: One person
Damage: 17+
Precision: 5



The caster opens a rift in space and strikes through it with a fist as hard as steel. The strength of the caster adds to the damage of the spell.

Blink

Astral level 1
Fatigue Cost: 10-
Area of Effect: Caster



The caster creates an instability in space that transports him to another position on the battlefield.

Returning

Astral level 2
Fatigue Cost: 200-
Magic Gem Cost: 2
Area of Effect: Caster



The caster creates a rift in space that sucks him through, sweeping him back to the home citadel. This spell will not work if the home citadel is controlled by the enemy or if the mage is already in the province containing the home citadel.

Communion Master

Astral level 1
Fatigue Cost: 20-
Area of Effect: Caster



The mage who has cast this spell can use the magic power of the mages who have cast Communion Slave. The fatigue that comes from casting spells will be distributed among all communion members, and the communion master will also be able to cast more powerful spells than he could alone. While in communion, all spells that only affect the caster will also affect all the communion slaves. A communion with two communion slaves will grant all masters one extra level in all their paths, four slaves will grant two levels, eight slaves will grant three levels, and so on.

Communion Slave

Astral level 1
Fatigue Cost: 20-
Area of Effect: Caster



The caster opens his mind to allow other mages to guide his magic power. Mages who want to take advantage of the communion must cast the spell Communion Master (or carry an appropriate magic item). Being a communion slave can be dangerous if there are multiple communion masters, or if the master is more skilled than the slave. The communion master can continue to drain energy from the communion slaves even if they become unconscious. This can be fatal.

Horror Mark

Astral level 2
Fatigue Cost: 20-
Range: 20+
Area of Effect: One person
Precision: 100



The Horror Mark is an astral beacon only perceivable by horrors. Horrors, powerful astral beings, primarily attack marked people. This spell is the only way to direct Horrors and avoid disaster should one be summoned.

Dust to Dust

Death level 1
Fatigue Cost: 20-
Range: 20+
Area of Effect: 1
Damage: 22+
(armor negating)
Precision: 0



The mage destroys undead beings by unraveling the magic that holds them together. The spell affects all undead in a small area. Neither magic resistance nor armor offers any protection from this spell.

Decay

Death level 1
Fatigue Cost: 20-
Range: 15+
Area of Effect: One person
Precision: 3
(magic resistance negates)



This spell makes the flesh of living beings wither and decay, leaving bare bone.

Frighten

Nature level 1
Fatigue Cost: 5-
Range: 15+
Area of Effect: 1
Precision: 5



The spell fills the targeted unit with fear.

Seven Year Fever

Nature level 1
 Fire level 1
Fatigue Cost: 50-
Range: 15+
Area of Effect: 1
Precision: 2



(does not affect inanimate targets)
(magic resistance negates)

The caster curses some targets with a horrible fever that never ends. The victims will not be severely affected during combat but their wounds will never heal, and the victim will slowly die in the following years.

Curse

Nature level 1
 Astral level 1
Fatigue Cost: 30-
Range: 30+
Area of Effect: One person
Precision: 100



The mage curses the target with bad luck. The spell has long range and always hits the chosen target. There is no protection against being cursed and it can never be removed.

6.2 Thaumaturgy level 2**Bonds of Fire**

Fire level 1
Fatigue Cost: 20-
Range: 10+
Area of Effect: One person
Precision: 3
(cannot be cast under water)



Shackles of fire will trap the victim of this spell. If the victim tries to escape, the shackles become exceedingly hot. Otherwise the heat stays bearable. A high morale is required to fight the heat and escape. Trying to escape may very well kill a less sturdy man.

Augury

Fire level 2
 Ritual
Magic Gem Cost: 2
(cannot be cast under water)



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 powers in the province.

Auspex

Air level 2
 Ritual
Magic Gem Cost: 2
(cannot be cast under water)



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.

Gnome Lore

Earth level 2
 Ritual
Magic Gem Cost: 2



The caster bestows upon himself the knowledge of gnomes to find places of earth power. The spell will find all magic earth sites in a friendly province of the caster's choice.

Mind Burn

Astral level 2
Fatigue Cost: 20-
Range: 30+
Area of Effect: One person
Damage: 12+
(armor negating)
Precision: 100
(magic resistance negates)



The caster tries to overload the mind of the target. If successful, the target experiences overwhelming pain as his mind is damaged. The spell is very accurate and always finds its intended target.

Harpuspex

Nature level 2
 Ritual
Magic Gem Cost: 2



The caster opens the bellies of newly slaughtered animals and observes their livers. The state of the livers reveal distant locations of nature power.

Sleep

Nature level 2
Fatigue Cost: 20-
Range: 20+
Area of Effect: One person
Damage: 110+
(armor negating)
Precision: 4
(does not affect inanimate targets)
(magic resistance negates)



The target is made unnaturally tired by this enchantment.

6.3 Thaumaturgy level 3**Rage**

Fire level 2
Fatigue Cost: 20-
Range: 20+
Area of Effect: One person
Precision: 100
(magic resistance negates)



The spell fills the heart of a man with furious anger. The raging unit will attack anything nearby, even friends.

Sailors Death

Water level 3
Fatigue Cost: 20-
Range: 20+
Area of Effect: 1
Damage: 14+
(armor negating)
Precision: 1
(does not affect inanimate targets)
(magic resistance negates)



The lungs of a small number of targets are filled with water. Any target that cannot breathe water will take severe damage.

Astral Window

Astral level 2
Ritual
Magic Gem Cost: 3



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 sery on one province.

Teleport

Astral level 3
Ritual
Magic Gem Cost: 2



With this spell the mage can transport himself to any province in the world, no matter how far away it is.

Panic

Nature level 2
Fatigue Cost: 20-
Range: 15+
Area of Effect: 5+
Precision: 1



This spell will cause panic to spread among the enemies.

6.4 Thaumaturgy level 4**Prison of Fire**

Fire level 3
Fatigue Cost: 30-
Range: 15+
Area of Effect: 3+
Precision: 2
(cannot be cast under water)



This spell works like Bonds of Fire, but it affects a larger number of units.

Paralyze

Astral level 2
Fatigue Cost: 20-
Range: 29+
Area of Effect: One person
Damage: 150
(armor negating)
Precision: 100
(magic resistance negates)



The caster overloads the target's mind, rendering him unconscious.

Vengeance of the Dead

Astral level 3
 Death level 1
Ritual
Magic Gem Cost: 3
(magic resistance negates)



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 in that province will be targeted for the nightmare.

Terror

Death level 3
Fatigue Cost: 10-
Range: 15+
Area of Effect: 5+
Precision: 1



This spell will terrify the targets.

Gift of Reason

Nature level 4
Ritual
Magic Gem Cost: 20



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.

Soul Slay

Astral level 3
Fatigue Cost: 20-
Range: 30+
Area of Effect: One person
Damage: Death
Precision: 100
(magic resistance negates)



The caster attempts to rip the target's mind from his body. If successful, the spell will slay the target.

6.5 Thaumaturgy level 5**Raging Hearts**

Fire level 4
Ritual
Magic Gem Cost: 10



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.

Gateway

Astral level 3
Ritual
Magic Gem Cost: 10



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. The gateway closes when all the troops have passed through.

Confusion

Air level 3
Fatigue Cost: 10-
Range: 15+
Area of Effect: 1
Precision: 3
(magic resistance negates)



The spell will confuse the minds of a group of soldiers. The confused units can easily attack friends instead of enemies.

Burden of Time

Death level 5
Ritual
Magic Gem Cost: 70



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. Undead and inanimate beings are not affected. The spell lasts until someone dispels it or the caster dies.

Control the Dead

Death level 2
Fatigue Cost: 20-
Range: 10+
Area of Effect: 1
Precision: 0
(magic resistance negates)



The caster takes control over some undead beings. Powerful undead will be able to resist the necromancer.

Growing Fury

Nature level 4
Battle Enchantment
Fatigue Cost: 100-
Magic Gem Cost: 1



A growing fury will affect all friendly units on the battlefield. They will find themselves becoming more and more ferocious and will go berserk at the slightest provocation, even if they are not usually able to do so.

Vortex of Returning

Astral level 4
Fatigue Cost: 300-
Magic Gem Cost: 3
Area of Effect: Battlefield



The caster creates a rift in space that carries the entire army back to the home province on astral currents.

Wither Bones

Death level 3
Fatigue Cost: 50-
Range: 25+
Area of Effect: 6+
Damage: 16+
(armor negating)
Precision: -1



This spell is the nightmare of necromancers. The spell destroys undead beings by unraveling the magic that holds them together. The spell affects all undead in a large area. Neither magic resistance nor armor offer protection from this spell.

Leprosy

Death level 5
Ritual
Magic Gem Cost: 10
(does not affect inanimate targets)
(magic resistance negates)



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 and inanimate beings are not affected by this spell.

6.6 Thaumaturgy level 6**Enslave Mind**

Astral level 4
Fatigue Cost: 20-
Range: 15+
Area of Effect: One person
Precision: 100
(magic resistance negates)



The caster enslaves the body and mind of one target. The victim loses his will, along with his ability to command and cast magic. All the Pretender Gods are immune to this spell.

Foul Air

Death level 5
 Air level 1
Ritual
Magic Gem Cost: 75
(cannot be cast under water)



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 the entire world and will last until dispelled or the caster dies. Unrest will increase worldwide while the enchantment is active.

6.7 Thaumaturgy level 7**Purgatory**

Fire level 6
Ritual
Magic Gem Cost: 60
(cannot be cast under water)



Holy fire will strike undead enemy creatures in the god's dominion. The more powerful dominion the more undead will be killed. This enchantment lasts until someone dispels it or the caster dies.

Dark Skies

Air level 5
Ritual
Magic Gem Cost: 50
(cannot be cast under water)



Black clouds billow forth and cover the lands of your dominion. All enemies under your dominion will perceive the heavens as dark and oppressive. The stronger the dominion is the more fearful the skies. The dark skies severely lower the morale of those affected. The enchantment lasts until it is dispelled or the caster dies.

Lure of the Deep

Water level 6
Ritual
Magic Gem Cost: 70



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 strongest in a coastal or sea province with strong friendly dominion. Inland provinces, or provinces within an enemy dominion are not affected at all. This global enchantment can only be cast in an underwater laboratory and it will last until someone dispels it or the caster dies.

Telesic Animation

Astral level 3
Ritual
Magic Gem Cost: 5



The mage crafts a statue and places a golden plate inscribed with divine names within its head. The statue is thus animated by divine power and will speak the will of the Pretender God. The statue is imbued with great priestly powers, but is immobile.

Plague

Death level 4
Fatigue Cost: 100-
Magic Gem Cost: 1
Range: 10
Area of Effect: 1
Precision: 0
(does not affect inanimate targets)
(magic resistance negates)



With this spell the mage will bring a magic plague on some victims. The magic plague kills and spreads at an enormous rate. It does not take long to catch the disease from an infected friend, nor does it take long to die once you are infected. Undead beings are not affected by this magic plague.

Charm

Nature level 3
Fatigue Cost: 30-
Range: 13+
Area of Effect: One person
Precision: 100
(magic resistance negates)



The victim of a charm spell will become totally loyal to the caster of the spell. A charmed commander will retain all his special skills and magic items and use them for the benefit of his new master. All the Pretender Gods are immune to this spell.

6.8 Thaumaturgy level 8**Gale Gate**

Air level 5
Ritual
Magic Gem Cost: 60
(cannot be cast under water)



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. The enchantment lasts until it is dispelled or the caster dies.

Soul Drain

Astral level 5
 Death level 5
Battle Enchantment
Fatigue Cost: 500-
Magic Gem Cost: 5



The Caster creates a well of unlife on the battlefield and opens a channel between himself and the well. Every soul on the battlefield takes damage as their souls rush from their bodies into the well to heal and reinvigorate the caster.

Black Death

Death level 5
Ritual
Magic Gem Cost: 15



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.

6.9 Thaumaturgy level 9**Master Enslave**

Astral level 8
Fatigue Cost: 800-
Magic Gem Cost: 8
Area of Effect: Battlefield
(magic resistance negates easily)



The caster unleashes vast arcane powers, ripping the free will from his foes, turning them into loyal thralls. The thralls will aid the caster until they die. There is no way to break free once enslaved by this spell.

Undead Mastery

Death level 7
Fatigue Cost: 700-
Magic Gem Cost: 7
Area of Effect: Battlefield
(magic resistance negates easily)



The caster takes control over all undead beings on the entire battlefield. Powerful undead will be able to resist the spell.

7 Blood Magic

The School of Blood is banned in most societies. The School of Blood differs from the arcane Schools of Magic. The Path of Blood and the School of Blood are studied and practiced together. Blood magic spells are similar to conjurations but are set apart by the fact that they need sacrificial blood to work.

Blood Heal

Blood level 1
Fatigue Cost: 100-
Blood Slave Cost: 1
Area of Effect: Caster
(does not affect inanimate targets)
(cannot be cast under water)



The mage spills the blood of a blood slave and is healed in return.

Sabbath Master

Blood level 1
Fatigue Cost: 100-
Blood Slave Cost: 1
Area of Effect: Caster
(cannot be cast under water)



By casting this spell the mage can take command of a Sabbath and add the power of other mages to his own. This spell is similar to Communion Master and can be used to command a communion.

Sabbath Slave

Blood level 1
Fatigue Cost: 100-
Blood Slave Cost: 1
Area of Effect: Caster
(cannot be cast under water)



By casting this spell the mage allows his magic powers to be guided by a Sabbath master. This spell is similar to Communion Slave and can be used to participate in a communion.

Pain Transfer

Blood level 1
Fatigue Cost: 100-
Blood Slave Cost: 1
Area of Effect: Caster
(cannot be cast under water)



Wounds taken by the mage will be transferred to blood slaves in the vicinity.

Bleed

Blood level 1
Fatigue Cost: 100-
Blood Slave Cost: 1
Range: 15+
Area of Effect: One person
Precision: 0
(does not affect inanimate targets)
(magic resistance negates)



The bleed spell causes the victim's nose, ears, and mouth to pour out blood. The effect is a prolonged and painful death. Magic resistance can negate the effect.

7.1 Blood Magic level 1**Blood Burst**

Blood level 1
Fatigue Cost: 200-
Blood Slave Cost: 2
Range: 15+
Area of Effect: 1
Damage: 11+
(armor negating)
Precision: 5
(cannot be cast under water)



The bleed spell causes the victims' blood to explode. Neither armor nor magic resistance can protect the targets. The spell demands large quantities of sacrificial blood and will exhaust even the most powerful of mages.

Reinvigoration

Blood level 1

*Fatigue Cost: 100-**Blood Slave Cost: 1**Area of Effect: Caster**(cannot be cast under water)*

By sacrificing one blood slave the mage will remove all of his fatigue.

Summon Imp

Blood level 1

*Fatigue Cost: 100-**Blood Slave Cost: 1**Range: 1**Number of Effects: 5**(cannot be cast under water)*

The caster summons some imps to aid him in the battle. Imps are lowly devils summoned from inferno with blood sacrifices. Born in infernal fires, they are fire resistant but do not radiate the infernal heat of more powerful devils. Imps can fly.

Bind Spine Devil

Blood level 2

*Ritual**Blood Slave Cost: 3**(cannot be cast under water)*

The caster sacrifices several blood slaves to contact and bind a Spine Devil. Spine Devils are spine-covered, wingless demons that fight with two venomous claws. The spines covering their bodies are poisonous and anyone attacking them with short weapons might get poisoned.

Blood Boil

Blood level 1

Fire level 1

*Fatigue Cost: 50-**Range: 11+**Area of Effect: One person**Damage: 11+**(armor negating)**Precision: 3**(does not affect inanimate targets)**(magic resistance negates)*

Boils the blood of the chosen victim. This spell uses much power from the path of fire and is one of the few blood magic spells that doesn't require huge amounts of sacrificial blood.

Bind Bone Fiends

Blood level 2

Death level 1

*Ritual**Blood Slave Cost: 6**Number of Effects: 3**(cannot be cast under water)*

The caster sacrifices several blood slaves to summon and bind three Bone Fiends from the realms of the dead. Bone Fiends are strange skeletal demons believed to be the remains of dead devils.

7.2 Blood Magic level 2**Bowl of Blood**

Blood level 2

*Ritual**Blood Slave Cost: 2**(cannot be cast under water)*

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 in that province.

Agony

Blood level 2

*Fatigue Cost: 100-**Blood Slave Cost: 1**Range: 25+**Area of Effect: 4+**Damage: 1**(armor negating)**Precision: 2**(does not affect inanimate targets)**(magic resistance negates)**(cannot be cast under water)*

The mage kills one or more blood slaves in an extremely painful way and transfers their pain onto a large number of enemies. Being struck by this pain is unbearable and has a truly devastating effect on morale. Undeath units are not affected by this spell.

Bind Fiend

Blood level 2

*Ritual**Blood Slave Cost: 5**Range: 1**(cannot be cast under water)*

The caster sacrifices several blood slaves to contact and bind a Fiend of Darkness. Fiends of Darkness are coal-black demons summoned from the void. They fight with venomous claws and bat-like wings. Fiends of darkness are able to hide in the night and are stealthy.

Hell Power

Blood level 3

*Fatigue Cost: 300-**Blood Slave Cost: 3**Area of Effect: Caster**(cannot be cast under water)*

By sacrificing a large number of blood slaves the caster attracts attention from the Netherworlds. Fiends from beyond grant the caster tremendous physical and magical powers (magic bonus: 2) for one battle. The price for this power is unwanted attention from other horrors. For every minute the battle lasts, there is a chance that a horror will materialize in the vicinity of the caster.

7.3 Blood Magic level 3**Leeching Touch**

Blood level 1

*Fatigue Cost: 20-**Range: 1**Area of Effect: One person**Damage: 15+**(armor negating)**(does not affect inanimate targets)*

The mage tries to touch a target and will drain some of the target's life force if successful. The life force drained will be used to heal and reinvigorate the mage.

Bind Devil

Blood level 2
Fire level 2
Ritual
Blood Slave Cost: 7
(cannot be cast under water)



The caster sacrifices several blood slaves to contact and bind a Devil. Devils are infernal beings of great strength. They are born in the fires of inferno and are impervious to heat and flame. Their glowing bodies radiate heat and from their shoulders grow bat-like wings. Devils are armed with a trident and their barbed tails can sting opponents in close combat.

Awaken Dark Vines

Blood level 1
Nature level 3
Ritual
Blood Slave Cost: 12
(cannot be cast under water)



The caster spills sacrificial blood in the depths of dark forests to awaken forces that have slept since the coming of man. The Dark Vines are huge beasts composed of roots, vines, and blood-drenched moss.

7.4 Blood Magic level 4**Bind Frost Fiend**

Blood level 2
Water level 2
Ritual
Blood Slave Cost: 7
(cannot be cast under water)



The caster sacrifices several blood slaves to contact and bind a Frost Fiend. Frost Fiends are devils of the icy realms of inferno. In the constant wars of inferno the Frost Fiends are feared by all fiery devils. Frost Fiends wear robes of woven ice and are constantly surrounded by a icy wind. They wield ice rods and can unleash blasts of infernal cold upon their enemies.

Cross Breeding

Blood level 1
Nature level 1
Ritual
Blood Slave Cost: 15
Number of Effects: 20+
(cannot be cast under water)



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.

Bind Storm Demon

Blood level 2
Air level 2
Ritual
Blood Slave Cost: 7
(cannot be cast under water)



The caster sacrifices several blood slaves to contact and bind a Storm Demon. Storm Demons are devils of the tempest realm. The bodies of the Storm Demons consist partly of storm clouds. They are ethereal and can unleash blasts of infernal lightning upon their enemies.

Call Lesser Horror

Blood level 2
Astral level 2
Fatigue Cost: 200-
Blood Slave Cost: 2
Range: 5
Area of Effect: One person
Precision: -2
(cannot be cast under water)



The caster sacrifices human blood to attract a lesser horror. The being will feed on the fear and suffering of dying soldiers and will continue to attack everyone on the battlefield until slain.

Bind Ice Devil

Blood level 3
Water level 3
Ritual
Blood Slave Cost: 30
(cannot be cast under water)



The blood mage sacrifices several blood slaves to contact and bind an Ice Devil. Ice Devils are the rulers of the icy realms of inferno. Their large bodies are composed of ice and they are constantly surrounded by a wind of infernal cold. Ice Devils are powerful mages of water, but it is their physical might that sets them apart as generals of the infernal wars.

Rain of Toads

Blood level 3
Nature level 1
Ritual
Blood Slave Cost: 10
(cannot be cast under water)



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.

7.5 Blood Magic level 5**Hellbind Heart**

Blood level 2
Fatigue Cost: 100-
Blood Slave Cost: 1
Range: 25+
Area of Effect: One person
Precision: 100
(magic resistance negates)
(cannot be cast under water)



The caster binds an enemy soul to his service.

Bind Demon Knight

Blood level 2
Earth level 2
Ritual
Blood Slave Cost: 6
(cannot be cast under water)



The caster sacrifices several blood slaves to summon and bind a Demon Knight to his service. The demon knight is an armored demon riding a demonic steed with glowing red eyes. Demon knights are horrible to behold and their mere presence will cause panic among weaker troops.

Hellfire


Blood level 1
Fire level 2
Fatigue Cost: 100-
Blood Slave Cost: 1
Range: 20+
Area of Effect: 3
Number of Effects: 2
Damage: 9+
Precision: 0
(cannot be cast under water)



The caster opens a channel to inferno through which dark flames of the sulphur lake pour. Those burned by the hellish flames will suffer infernal pains.

Horde from Hell


Blood level 4
 Ritual
 Blood Slave Cost: 20
 Number of Effects: 25
 (cannot be cast under water)



The caster sends a horde of imps, led by a devil to a distant province. The horde remains after battle and may continue to wreak havoc in neighboring provinces.

Bloodletting


Blood level 4
 Fatigue Cost: 400-
 Blood Slave Cost: 4
 Area of Effect: Battlefield
 Damage: 1
 (armor negating)
 (magic resistance negates)
 (cannot be cast under water)



With this arduous spell the mage tries to drain blood from everyone in the vicinity. All drained blood will be added to the mage's life force.

Father Illearth


Blood level 3
 Earth level 4
 Ritual
 Blood Slave Cost: 50
 (cannot be cast under water)



The blood mage spills sacrificial blood on the ground to taint and bind a King of Elemental Earth to his service. The spirit is horribly tainted by the blood and loses some of its connection with the earth. In return, it gains knowledge of the power and cravings of blood.

Send Lesser Horror


Blood level 2
 Astral level 3
 Ritual
 Blood Slave Cost: 9
 (cannot be cast under water)



The caster sends a lesser horror to attack a distant province. The lesser horror will try to annihilate any army not hiding inside a fortress before disappearing.

7.6 Blood Magic level 6**Harm**


Blood level 2
 Fatigue Cost: 100-
 Blood Slave Cost: 1
 Range: 25+
 Area of Effect: 2+
 Precision: 100
 (does not affect inanimate targets)
 (magic resistance negates)
 (cannot be cast under water)



This spell causes severe damage to the victims' chests and stomachs. The unfortunate victims will start to cough up blood and will most likely never fully recover from the harm done to them. Inanimate beings are immune to this spell.

Bind Heliophagus


Blood level 5
 Ritual
 Blood Slave Cost: 55
 (cannot be cast under water)



The blood mage sacrifices several blood slaves to contact and bind a Heliophagus to serve him. Winged and powerful, the Heliophagii lead the armies of the Abyss. They are composed of darkness but their claws and horns are golden and enchanted. Their ability to become invisible in shadows makes them truly horrible. Heliophagii are skilled in blood magic.

Bind Arch Devil


Blood level 4
 Fire level 2
 Ritual
 Blood Slave Cost: 55
 (cannot be cast under water)



The blood mage sacrifices several blood slaves to contact and bind an Arch Devil to serve him. Arch Devils are the lords of fiery inferno. Winged and powerful, they lead the armies of inferno. They wield great tridents and can use their barbed tail to lash out at enemies, but it is their skill with fire magic that makes them truly fearsome. Arch Devils radiate heat and are impervious to heat and flames.

Bind Pazuzu


Blood level 4
 Air level 2
 Ritual
 Blood Slave Cost: 55
 (cannot be cast under water)



The blood mage sacrifices several blood slaves to contact and bind the lord of the Storm Demons. It is rumored that there only is one such lord. The Pazuzu is the lord of infernal storms. A huge feathered human with four great wings, it has legs of a hen, but no head. The demon has great powers over the air.

Illwinter


Blood level 5
 Water level 3
 Ritual
 Blood Slave Cost: 120
 (cannot be cast under water)



The caster sacrifices the blood of innocent virgins in an attempt to revive the old Rintursurs, ancient giants of terrible might and ancestors of Jotun. The giants are slow to awaken but their presence will cause blizzards and severe cold all over the world. The Illwinter is the most feared of all omens and unrest will increase worldwide. The spell lasts until someone dispels it or the caster dies.

Call Horror

Blood level 3
 Astral level 3
 Fatigue Cost: 300-
 Blood Slave Cost: 3
 Range: 5
 Area of Effect: One person
 Precision: -2
 (cannot be cast under water)



The caster sacrifices human blood to attract a horror. The being will feed on the fear and suffering of dying soldiers and will continue to attack everyone on the battlefield until all are dead.

Reascendence

Blood level 4
Astral level 1
Ritual
Blood Slave Cost: 50
(cannot be cast under water)



By sacrificing enough blood the caster shatters the infernal prison of a Fallen Angel, allowing it to reascend to the earthly spheres. The Fallen Angel will gladly serve its liberator and will use all its powers to further his goals. The Angel was a powerful user of fire magic before his fall from grace. Now it has learned to use blood magic as well.

Curse of Blood

Blood level 3
Death level 4
Ritual
Blood Slave Cost: 55
(cannot be cast under water)



The caster creates a Vampire Lord by cursing the blood of a suitable human servant. The Vampire Lord is an immortal being of great magic powers able to curse others with the curse of vampirism.

Blood Rite

Blood level 2
Death level 2
Ritual
Blood Slave Cost: 26
Range: 1
Number of Effects: 6+
(cannot be cast under water)



The caster curses six human thralls with vampirism. The vampires are immortal and almost impossible to harm without magical weapons.

Astral Corruption

Blood level 6
Astral level 6
Ritual
Blood Slave Cost: 166
(cannot be cast under water)



This horrible ritual is what caused blood magic to be banned in ancient times. With an awesome sacrifice, the fabric of astral space becomes tainted with blood. All spell casting uses the tainted arena 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. The spell lasts until someone dispels it or the caster dies.

7.7 Blood Magic level 7**Leech**

Blood level 1
Fatigue Cost: 100-
Blood Slave Cost: 1
Range: 20
Area of Effect: 1
Damage: 25+
(armor negating)
Precision: 0
(does not affect inanimate targets)
(cannot be cast under water)



The mage drains the life force of a small group of enemies. The life force drained will be used to heal and reinvigorate the mage.

Blood Rain

Blood level 3
Battle Enchantment
Fatigue Cost: 300-
Blood Slave Cost: 3
(cannot be cast under water)



Blood pours down over a large area causing panic in the enemy ranks. Undead beings are not affected by this spell.

7.8 Blood Magic level 8**Rush of Strength**

Blood level 3
Fatigue Cost: 100-
Blood Slave Cost: 1
Area of Effect: Battlefield
(cannot be cast under water)



By sacrificing a blood slave all friendly units receive increased physical strength for the duration of the battle.

Send Horror

Blood level 3
Astral level 4
Ritual
Blood Slave Cost: 15
(cannot be cast under water)



The caster sends a horror to attack a distant province. The horror will annihilate any army that is not hiding inside a fortress before disappearing.

Three Red Seconds

Blood level 5
Ritual
Blood Slave Cost: 120
(cannot be cast under water)



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.

7.9 Blood Magic level 9**Forces of Darkness**

Blood level 6
Ritual
Blood Slave Cost: 50
Number of Effects: 14+
(cannot be cast under water)



The caster summons and binds thirteen Friends of Darkness. Friends of Darkness are coal-black demons summoned from the void with human sacrifices. They fight with venomous claws and have bat-like wings. Friends of darkness are able to hide in the night and are stealthy.

The Looming Hell

Blood level 7
Ritual
Blood Slave Cost: 150
(cannot be cast under water)



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 them in the killing of their own commander. The strength of the threats depend 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. The spell lasts until someone dispels it or the caster dies.

Improved Cross Breeding

Blood level 2
Nature level 2
Ritual
Blood Slave Cost: 20
Number of Effects: 40+
(cannot be cast under water)



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.

Infernal Forces

Blood level 5
Fire level 2

Ritual

Blood Slave Cost: 50
Number of Effects: 7+
(cannot be cast under water)

The caster summons and binds eight Devils and twenty Imps. Devils are infernal beings of great strength. They are born in the fires of inferno and are impervious to heat and flame. Their glowing bodies radiate heat and bat-like wings grow from their shoulders. They are armed with a trident and their barbed tail can sting opponents in close combat.

**Forces of Ice**

Blood level 5
Water level 2

Ritual

Blood Slave Cost: 50
Number of Effects: 8+
(cannot be cast under water)

The caster summons and binds nine Frost Fiends. Frost Fiends are devils of the icy realms of inferno. In the constant wars of inferno the Frost Fiends are feared by all fiery devils. Frost Fiends wear robes of woven ice and are constantly surrounded by a icy wind. They wield ice rods and can unleash blasts of infernal cold upon their enemies.

**Infernal Tempest**

Blood level 5
Air level 2

Ritual

Blood Slave Cost: 50
Number of Effects: 7+
(cannot be cast under water)

The caster unleashes an infernal tempest. With the gale comes eight havoc-wreaking Storm Demons. The caster binds them to his service before they can destroy his laboratory. Storm Demons are devils of the tempest realm. The bodies of the Storm Demons consist partly of storm clouds. They are ethereal and can unleash blasts of infernal lightning upon their enemies.

**Infernal Crusade**

Blood level 5
Earth level 2

Ritual

Blood Slave Cost: 50
Number of Effects: 8+
(cannot be cast under water)

The caster summons and binds nine Demon Knights. Demon Knights are armored demons riding demonic steeds with glowing red eyes. Demon Knights are horrible to behold and their mere presence will cause panic among weaker troops.

**8 Divine****Banishment**

Priest level 2
Fatigue Cost: 0

Range: 20+

Area of Effect: 4+

Damage: 10+

(armor negating)

Precision: 0

(magic resistance negates)

With this prayer the priest can banish a large number of undead beings. The undeads will take severe damage unless they manage to resist the banishment.

**Sermon of Courage**

Priest level 3

Fatigue Cost: 0

Range: 10+

Area of Effect: 10

Precision: 100

Soldiers' fears can be removed with the help of this prayer. This prayer is only effective after the soldiers have actually become scared, which is likely to happen as soon as their friends start falling.

**Divine Blessing**

Priest level 4

Fatigue Cost: 0

Range: 12+

Area of Effect: Battlefield

Precision: 100

This is the same as the Blessing prayer, except that it affects all holy units on the entire battlefield.

**Blessing**

Priest level 2

Fatigue Cost: 0

Range: 15+

Area of Effect: 12+

Precision: 100

This prayer can be used to bless the priest or a group of holy warriors. Blessed units receive increased strength, morale and attack skill. The blessing lasts the entire battle.

**Fanaticism**

Priest level 4

Fatigue Cost: 0

Range: 1

Area of Effect: Battlefield

This prayer has the same effect as Sermon of Courage, but it affects all friendly units on the entire battlefield.

**Divine Armaments**

Priest level 3

Fatigue Cost: 0

Range: 10+

Area of Effect: 1

Precision: 0

This prayer will grant a small number of troops the ability to strike with fire and anyone hit by their weapons will also be burned by searing flame. The prayer will only affect sacred troops such as priests or flagellants. The effect lasts for the duration of the battle.

**Holy Avenger**

Priest level 4

Fatigue Cost: 0

Area of Effect: Caster

Any harm done to the casting priest will result in a divine bolt striking in the midst of the enemy.



Smite

Unholy priest level 5
Fatigue Cost: 0
Range: 10+
Area of Effect: One person
Damage: 20
Precision: 100
(armor negating)
(magic resistance negates)



A divine bolt will strike down from the sky and kill a heathen.

Unholy Power

Unholy priest level 1
Fatigue Cost: 0
Range: 10+
Area of Effect: 1
Precision: 100



With this prayer an unholy priest can grant extra speed and attack skill to a small number of undead beings.

Unholy Protection

Unholy priest level 1
Fatigue Cost: 0
Range: 10
Area of Effect: 1
Precision: 100



With this prayer an unholy priest grants magic resistance to a small number of undead beings. This extra magic resistance is very useful if the enemy has priests that can banish the undead.

Unholy Wrath

Unholy priest level 2
Fatigue Cost: 0
Range: 10+
Area of Effect: 1
Precision: 100



This prayer grants the power of fear to an unholy creature. The affected creature will spread fear to all enemies that are close to him. Unholy creatures that can be affected by this prayer are the Knights of the Unholy Sepulchre.

Anathema

Unholy priest level 3
Fatigue Cost: 0
Range: 25
Area of Effect: 1
Precision: 100



The Ermorian priest curses an enemy priest or a small group of holy enemy units. The cursed ones have a greatly increased chance of obtaining permanent battle afflictions if they are wounded.

Protection of the Sepulchre

Unholy priest level 4
Fatigue Cost: 0
Range: 10
Area of Effect: Battlefield
Precision: 100
(magic resistance negates easily)



With this prayer an unholy priest grants magic resistance to most undead beings on the battlefield. This extra magic resistance is very useful if the enemy has priests that can banish the undead.

Power of the Sepulchre

Unholy priest level 5
Fatigue Cost: 0
Area of Effect: Battlefield



The Ermorian priest fills all his subjects with the power of the unholy sepulchre. The effect is identical to Unholy Power but this prayer affects all undead beings in the battle.

Wrath of the Sepulchre

Unholy priest level 5
Fatigue Cost: 0
Area of Effect: Battlefield



The Ermorian priest grants the power of fear to all Knights of the Unholy Sepulchre on the battlefield.