

## 1 Magic Items

These are the magic items available for forging in the game, using a mage with the appropriate magic skill and requisite number of magic gems. Some magic items are not listed here which cannot be forged, only found by chance.

key	meaning
Path	Magic path skill required to forge (also determines cost)
Rng	Range
Att	Attack
Def	Defense
Dmg	Damage
Len	Length
Enc	Encumbrance
Prot	Protection
CR	Cold Resistance
FR	Fire Resistance
PR	Poison Resistance
SR	Shock Resistance
AP	Armor-Piercing (protection halved)
AN	Armor-Negating
Ldr	Leadership
RP	Research Points
Str	Strength
Prec	Precision
MR	Magic Resistance
+Path	Magic skill boost
Aff Res	Affliction Resistance

Forging costs: Path requirements determine the forging cost of magic items. If multiple paths are needed, gems of each type are used. 1 level = 5 gems/slaves, 2 levels = 10, 3 levels = 15, 4 levels = 20, 5 levels = 30, 6 levels = 40, 7 levels = 55, 8 levels = 70.

Example: The Sword of Many Colors (Earth 4, Astral 3) requires 25 Earth gems and 15 Astral gems to forge.

You will not be able to forge a unique item that is already in existence.

One handed weapons: Magical Trinkets (Construction level 0)							
Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Fire Sword	F1	0	1	1	10	1	
Ice Sword	W1	0	1	3	6	1	
Ice Lance	W1	0	1	2	3	3	Can only be used by fliers or mounted
Sling of Accuracy	A1	40	5	0	12	0	Str not added
Blacksteel Sword	E1	0	2	2	9	1	
Enchanted Sword	S1	0	1	2	8	1	
Enchanted Spear	S1	0	2	2	7	3	
Hardwood Club	N1	0	1	1	5	1	

One handed weapons: Lesser Magical Items (Construction level 2)							
Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Burning Blade	F1	0	2	1	12	1	On hit: Flames
Mace of Eruption	F2	0	2	0	11	1	On dmg: Flame Eruption
Sword of the Five Elements	F1W1	0	3	4	8	1	Reinvigoration 2, cost: 2 fire gems + 2 water gems, Nation restricted
Spear of the Morrigan	D1A1	0	3	2	6	3	Partial life drain, On dmg: Decay, Nation restricted
Mercybrand	F2	0	1	1	7	1	Fear +5, Inquisitor, Patrol Bonus 10, On dmg: Flames of Mercy, Nation restricted
Ice Mist Scimitar	W1A1	0	2	3	8	1	Cold Res +10, On strike: Ice Mist
Coral Blade	W1	0	2	2	9	1	Hit Points +8, On dmg: Draw Blood
Stinger	E1	0	2	1	7	3	AP

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

One handed weapons: Greater Magical Items (Construction level 4)							
Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Frost Brand	W1	0	1	2	8	1	Cold Res +5, On strike: Small Area Cold
Sword of Swiftess	W2	0	2	4	10	1	2 attacks
Elf Bane	E1S1	0	3	0	12	1	AP, On dmg: Slay Magic
Herald Lance	S2	0	1	1	6	3	Inspirational +1, Triple dmg vs undead and demons, spell: Solar Rays
Serpent Kryss	N1	0	2	1	4	0	AP, Poison Res +5, On dmg: Death Poison
Snake Bladder Stick	N1	0	0	1	5	2	AN, Str not added
Thistle Mace	N2	0	-1	-1	3	1	Nature Magic Bonus 1, On dmg: Strong Poison
Whip of Command	N1	0	3	0	1	4	Inspirational -2, Command 100, Task Master +3, Max 1 dmg
Rat Tail	N1	0	2	0	0	4	Animal Awe +4, Task Master +1, Max 1 dmg, On hit: Greater Fear
Summer Sword	N2E1	0	1	2	11	1	Supply Bonus 100, spell: Tangle Vines
Fire Bola	F1	-1	2	0	0	0	On hit: Fire Bonds
Wand of Wild Fire	F3	0	1	0	0	1	spell: Fireball
Cockerel Scepter	F2	0	2	1	6	1	Triple dmg vs undead and demons, spell: Holy Pyre, On hit: Cockerel Blindness, Nation restricted
Lightning Spear	A1	0	2	2	5	3	Shock Res +5, On hit: Shock
Vajra	S2	0	2	0	5	0	Shock Res +10, spell: Lightning Bolt, On hit: Shock, Nation restricted
Rune Smasher	W2F2	0	2	1	7	1	Penetration Bonus 2
Starfire Staff	S2	0	1	0	0	1	Astral Spell Range +25%, spell: Star Fires
Flesh Eater	B1	0	4	-1	14	1	On dmg: Chest Wound
Heart Finder Sword	B2	0	4	2	10	1	On dmg: Heart Finding

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

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

**One handed weapons: Unique Magical Artifacts (Construction level 8)**

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
O'al Kan's Sceptre	F2	0	0	0	0	1	Fire Spell Range +25%, Cold Res +5, Command 50, spell: Fireball, On strike: Small Area Fatigue
Unquenched Sword	F5	0	4	1	22	1	AP, casts: Heat from Hell, On strike: Small Area Fire
Ember	F2W2	0	5	4	15	1	Fire Res +10, Cold Res +10, On strike: Small Area Frost and Fire
Winter Bringer	W2	0	-2	0	-2	0	spell: Falling Frost
Dawn Fang	E1S1	0	3	3	10	2	Aff Res 1, Magic Res +1, Awe +1, Triple dmg vs undead and demons
The Summit	E4	0	12	6	28	1	AP
Mage Bane	E6	0	5	6	10	1	Magic Res +5, Tainted, On dmg: Unconsciousness
The Tartarian Chains	E4F2	0	3	-2	5	2	2 attacks, On hit: Enslavement
Twin Spear	S1B1	0	2	2	10	3	AP, Luck, Command 50, spell: Call Lesser Horror
Twin Spear	S1D1	0	2	2	10	3	AP, Luck, Command 50
The Sword of Aurgelmer	S6	0	2	2	13	1	Luck, Curses wielder, Morale +4, casts: Will of the Fates, On dmg: Curse
Rod of Death	D1	0	2	0	10	1	AN, Undead Command 20, Str not added, spell: Control the Dead
The Sickle whose Crop is Pain	D6	0	4	4	5	1	AP, On dmg: Decay
Sceptre of Dark Regency	D6	0	1	0	0	1	AP, Death Magic Bonus 2, Death Spell Range +50%, Fast Aging +3, On dmg: Major Life Drain
Sword of Injustice	D4	0	3	2	6	1	Priest Bonus 1, casts: Protection of the Sepulchre, On dmg: Decay
Woundflame	D4	0	4	5	8	1	Diseased, On dmg: Plague
Picus's Axe of Rulership	D2E1	0	5	-2	12	1	On hit: Armless
The Sharpest Tooth	N2S1	0	2	0	3	0	AP, Poison Res +25, Assassin Patience +2, On dmg: The Deadliest Poison
Sceptre of Corruption	B4	0	1	0	0	1	Cursed, Command 50, Tainted, spell: Bane Fire
Procas's Axe of Rulership	B2E1	0	3	-2	14	1	On hit: Armless
Dimensional Rod	S3	0	1	1	0	1	Quickness, Cursed, Astral Magic Bonus 1, Astral Spell Range +25%, Tainted, On hit: Dimensional Shift

**Two handed weapons: Magical Trinkets (Construction level 0)**

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

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

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

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

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

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

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Rime Hammer	W2A1	0	5	1	21	3	Cold Res +10, On strike: Freezing Mist
Treelord's Staff	N5	0	2	4	3	3	Awaken Vine Men Bonus 1, Nature Magic Bonus 2, Nature Spell Range +25%, Forest Survival
Staff of Elemental Mastery	F4W4	0	2	4	3	3	Elemental Bonus 1, Elemental Spell Range +25%, Fire Res +5, Cold Res +5
Carmine Cleaver	F2E1	0	4	1	18	2	AP, Fire Res +5, On dmg: Burn Flesh
Bow of War	A1	40	0	0	8	0	Mun, 13 attacks, Str not added
Staff of Storms	A5	0	2	4	3	3	Corpse construction Bonus 5, spell: Lightning Bolt, casts: Storm, On hit: Shock
Staff of Elemental Mastery	A4E4	0	2	4	3	3	Stoneskin, Elemental Bonus 1, Elemental Spell Range +25%, Shock Res +5
Demon Bane	W2	0	5	2	15	2	Fire Res +15, Hit Points +5, Double dmg vs demons
Wave Breaker	W3	0	3	3	10	3	Water Breathing, 3 attacks, casts: Friendly Currents
Gate Cleaver	E3	0	-1	-1	29	2	AN, Siege Strength +50
Moon Blade	S1	0	4	5	13	2	Double dmg vs magic beings
Ethereal Crossbow	S1	45	5	0	999	0	AN, MR

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Jellyberd	S1F1	0	2	3	0	3	Protective Force 20, On strike: Jellyberd Poison, Nation restricted
Banefire Crossbow	D1	45	2	0	10	0	AP, Curses wielder, Str not added, On strike: Area Decay
Ivory Bow	D3A1	50	2	0	12	0	AP, Undead Command 5, 3 attacks, Str not added, On dmg: Decay
Standard of the Damned	D4	0	-2	-3	1	4	Mun, Fear +5, spell: Drain Life
Banner of the Northern Star	S4	0	-2	-3	1	4	Mun, Magic Res -2, casts: Light of the Northern Star
Hell Sword	B2F2	0	5	1	14	2	Fire Res +10, Partial life drain

#### Two handed weapons: Unique Magical Artifacts (Construction level 8)

Name	Path	Rng	Att	Def	Dmg	Len	Special properties
Sword of Justice	F3S3	0	3	4	15	2	Priest Bonus 1, Fire Res +5, spell: Prison of Fire, On strike: Small Area Fire
Bow of the Titans	A3S2	100	100	0	22	0	AP, Air Spell Range +25%, Strength req 18, Str not added, spell: Seeking Arrow
Tempest	A5	0	5	6	15	2	Shock Res +15, spell: Thunder Strike, casts: Storm, On strike: Chain Lightning
Trident from Beyond	W3S2	0	2	3	13	3	Water Magic Bonus 1, On dmg: Soul Slay
The Stone Sword	E5	0	4	7	10	2	On strike: Area Petrification
Hammer of the Forge Lord	E5F3	0	1	0	20	2	Forge Bonus 4, On strike: Small Area Fire
The Sword of Many Colors	E4S3	0	3	5	17	2	Elemental Bonus 1, On strike: Killing Light
The Oath Rod of Kurgi	S2B2	0	3	5	5	3	Spell Range +25%, spell: Horror Mark, On dmg: Feeblemind
The Flailing Hands	D2	0	4	-1	10	2	Death Magic Bonus 1, Penetration Bonus 1, Magic Res +1, 2 attacks, On hit: Fear and Cold
Sun Slayer	D6	0	5	6	13	2	Death Magic Bonus 1, Fear +5, spell: Drain Life, casts: Darkness, On strike: Area Death
Harvest Blade	B3N1	0	10	-5	16	0	Gone Berserk, Cursed, Morale +2, Fear +5, On strike: Leg Chop
Infernal Sword	B1F1	0	4	4	14	2	AP, Fire Res +5, On dmg: Banish to Inferno
The Staff from the Sun	S5F1	0	3	3	4	3	Fire Magic Bonus 1, Fire Spell Range +50%, Fire Res +5, Temp Fire Gems 1, On strike: Area Fire

#### Shields: Magical Trinkets (Construction level 0)

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

#### Shields: Lesser Magical Items (Construction level 2)

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

**Shields: Greater Magical Items (Construction level 4)**

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

**Shields: Very Powerful Magical Items (Construction level 6)**

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

**Shields: Unique Magical Artifacts (Construction level 8)**

Name	Path	Prot	Def	Parry	Enc	Special properties
Immaculate Shield	F3S2	23	-1	9	1	Blessed, Priest Bonus 1, Awe +2
Barrier	E4	40	-2	11	2	Strength +4, Fire Res +15, Shock Res +15, Cannot be used by mounted units
The Aegis	E5	17	-1	7	1	Fear +5, Petrify Attacker 1 v MR
Shield of the Dawn	E3S2	30	-2	9	2	Aff Res 1, Magic Res +1, Fire Res +5, Awe +1

**Armors: Magical Trinkets (Construction level 0)**

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

**Armors: Lesser Magical Items (Construction level 2)**

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

**Armors: Greater Magical Items (Construction level 4)**

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

**Armors: Very Powerful Magical Items (Construction level 6)**

Name	Path	Prot	Def	Enc	Special properties
Armor of Knights	E1	23	-1	2	
Marble Armor	E2	16	-1	3	Stoneskin
Stymphalian Wings	E4	17	-4	3	Flying, Trample, Attack Skill -4, Fear +5, Cannot be used by mounted units
Rainbow Armor	A1N1	11	-1	1	Reinvigoration 3, Magic Res +2
Robe of the Magi	A5B5	3	0	0	Magic Bonus 1, Reinvigoration 5, Tainted
Robe of Invulnerability	D4	4	0	0	Invulnerability 25
Rime Hauberk	W2	16	-2	2	Cold Res +5, Ice Protection 1
Jade Armor	W2E1	16	-1	4	Quickness
Bone Armor	D4	7	-3	3	Soul Vortex, Cold Res +5
Hydra Skin Armor	N2	12	-1	1	Limited Regeneration 10%, Poison Res +15

**Armors: Unique Magical Artifacts (Construction level 8)**

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

**Helmets: Magical Trinkets (Construction level 0)**

Name	Path	Prot	Def	Enc	Special properties
Blacksteel Helmet	E1	24	0	0	
Enchanted Helmet	S1	15	0	0	

**Helmets: Lesser Magical Items (Construction level 2)**

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

**Helmets: Greater Magical Items (Construction level 4)**

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

**Helmets: Very Powerful Magical Items (Construction level 6)**

Name	Path	Prot	Def	Enc	Special properties
Spirit Helmet	A3	20	0	0	casts: Lightning Bolt
Iron Face	E4	23	0	0	Ironskin
Crown of the Titans	E2F1	9	0	0	Size +1, Inspirational +1, Command 50
Starshine Skullcap	S2	8	0	0	Astral Magic Bonus 1, Magic Res +2
Crown of the Magi	S4W2	9	0	0	Magic Command 10, Fast Casting 30
Skullface	D5	18	-1	0	Death Magic Bonus 1, Undead Command 10, spell: Horde of Skeletons
Wraith Crown	D5	9	0	0	Undead Command 50, Darkvision 100, Retinue 5d6 Longdead

**Helmets: Unique Magical Artifacts (Construction level 8)**

Name	Path	Prot	Def	Enc	Special properties
Crown of Overnight	F5E3	21	-3	2	Cursed, Strength +5, Inspirational +1, Command 100, Protective Force 30, casts: Charm
Amon Hotep	F5S4	9	0	0	Cursed, Magic Res +5, Fire Res +15, Awe +5, spell: Mummification
Helmet of Perfection	W3A3	25	0	0	Awe +5, Inspirational +3, Eye Vengeance 1 v MR
Helmet of the Dawn	E2S1	23	0	0	Aff Res 1, Magic Res +2, Awe +1
The Jade Mask	D6N3	20	0	0	Death Magic Bonus 2, Regeneration 5%, Magic Res +3, Poison Res +15, Fear +10, Darkvision 50, spell: Rigor Mortis, Nation restricted
Crown of the Ivy King	N2	0	0	0	Barkskin, Awaken Vine Men Bonus 2, Limited Regeneration 5%, Poison Res +15, Animal Awe +5, Forest Survival, spell: Awaken Vine Men
The Crown of Despair	D2	9	0	0	Cursed, Death Spell Range +25%, Fear +5, Death Gems 1/month, Divine Reanimation Bonus 2, Ritual Reanimation Bonus 4, Darkvision 100



Name	Path	Prot	Def	Enc	Special properties
Crown of the Fire King	F4	9	0	0	Cursed, Reinvigoration -1, Fire Res +25, Magic Command 25, Heat 3, Retinue 2 Fire Elemental
Fire Elemental x2	HP 14, Str 16, Prot 0, Att 10, Mor 50, Def 8, MR 16, Prec 5, Enc 0, MM 16, AP 8, Ethereal, Inanim, Magic, Mindless, NNEat, Aff Res 99, Fire Res +50, Cold Res -5, Poison Res +25, Spirit Sight, Heat 6, Wpn: Flame Strike				
Crown of the Frost King	W4	9	0	0	Cursed, Cold Res +25, Magic Command 25, Chill 25, Retinue 2 Ice Elemental
Ice Elemental x2	HP 31, Str 17, Prot 8, Att 10, Mor 50, Def 9, MR 16, Prec 5, Enc 0, MM 16, AP 10, Inanim, Magic, Mindless, Trample, Amph, NNEat, Aff Res 4, Cold Res +25, Poison Res +25, Spirit Sight, Ice Protection 1, Chill 4, Wpn: Fist				
The First Crown	S4F4	9	0	0	Cursed, Master Ritualist 1, Awe +5, Tainted

#### Boots: Magical Trinkets (Construction level 0)

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

#### Boots: Lesser Magical Items (Construction level 2)

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

#### Boots: Greater Magical Items (Construction level 4)

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

#### Boots: Very Powerful Magical Items (Construction level 6)

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

#### Boots: Unique Magical Artifacts (Construction level 8)

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

#### Misc: Magical Trinkets (Construction level 0)

Name	Path	Special properties
Ring of Fire	F1	Fire Res +15
Ring of Tamed Lightning	A1	Shock Res +15
Ring of Frost	W1	Cold Res +15
Bear Claw Talisman	E1N1	Morale +2, Strength +5

Name	Path	Special properties
Rabbit Foot Charm	S1	Twist Fate
Skull Talisman	D1	Undead Command 5, Retinue 1 Longdead
Longdead x1	HP 5, Str 10, Prot 8, Att 11, Mor 50, Def 12, MR 9, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, Mindless, PAmp, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Broad Sword	
Snake Ring	N1	Poison Res +30, spell: Poison Touch
Slave Collar	B1	Cursed, Morale +20, Assassin Patience +1

#### Misc: Lesser Magical Items (Construction level 2)

Name	Path	Special properties
Burning Pearl	F1	Attack Skill +4, Fire Res +5, Assassin Patience -1
Fire in a Jar	F1	Cold Res +5, Temp Fire Gems 1
Ring of Warning	A1	Warning 5, Patrol Bonus 10
Ring of Levitation	A1	Floating
Owl Quill	A1	Research Bonus 6
Eye of Aiming	A1	Cursed, Precision +8
Amulet of Missile Protection	A2	Air Shield
Amulet of Breathing	A2	Water Breathing
Gossamer Cloth	A2N1	Perceived Army Size -25 units
Ring of Water Breathing	W1	Water Breathing
Flask of Holy Water	W1	Bless (sacred units only)
Clam of Pearls	W1N1	Temp Astral Gems 2
Bracers of Protection	E1	Defence Skill +2, Protection +2
Lodestone Amulet	E1	Magic Res +2
Wound Fend Amulet	E1S1	Aff Res 2
The Pebble Pouch	E1	Size req 4, Strength req 20, Number of hands req 2, weapon: Boulder (att 0, def 0, dmg 8)
Stone Bird	E1A1	weapon: Stone Bird (att 0, def 2, dmg 9), 4 attacks, Str not added
Cat's Eye Amulet	E1	Darkvision 50, Stealth Boost +20
Pendant of Luck	S1	Luck
Champion's Skull	D2	Gain Experience 3/month
Effigy of War	D1N1	Perceived Army Size +50 units
Handful of Acorns	N1	Magic Command 1, Retinue 3 Vine Man
Vine Man x3	HP 17, Str 11, Prot 7, Att 9, Mor 50, Def 6, MR 5, Prec 3, Enc 0, MM 16, AP 8, FS, Magic, Mindless, PAmp, NNEat, BIR, PiR, Poison Res +15, Wpn: Fist, Fist	
Barkskin Amulet	N1	Barkskin
Cat Charm	N2	Defence Skill +4
Enormous Cauldron of Broth	N3	Supply Bonus 100
Ring of the Warrior	B1	Morale +2, Attack Skill +5
Imp Familiar	B1	Cursed, Research Bonus 3, Undead Command 1, No Forge Bonus, Retinue 1 Shadow Imp, Tainted
Shadow Imp x1	HP 7, Str 8, Prot 5, Att 11, Mor 9, Def 13, MR 13, Prec 10, Enc 1, MM 16, AP 7, Demon, NNEat, Stealthy, Stealth 20, Wpn: Pitchfork	
Soul Contract	B3F1	Cursed, Undead Command 10, No Forge Bonus, Summoner 1 Devil, Tainted, cost: 90 blood slaves + 5 fire gems

#### Misc: Greater Magical Items (Construction level 4)

Name	Path	Special properties
Medallion of Vengeance	F1	Explosion on Death 20 AP dmg (AoE 10)
Pills of Water Breathing	A2	Gift of Water Breathing 20 size points
Dancing Trident	A1	weapon: Dancing Trident (att 0, def 1, dmg 19), Str not added
Storm Spool	A1	Corpse construction Bonus 2, Shock Res +15, Overcharged 1 AN capped dmg
Wall Shaker	A3	Siege Strength +25, spell: Panic

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

#### Misc: Very Powerful Magical Items (Construction level 6)

Name	Path	Special properties
Lightless Lantern	F1	Research Bonus 12, Darkvision 100, Tainted
Skull of Fire	F1D1	Fire Magic Bonus 1, Cold Res -5
Barrel of Air	A4	Gift of Water Breathing 150 size points
Mirror of False Impressions	A4	Command -20, False Army
Water Bracelet	W1	Water Magic Bonus 1
Bottle of Living Water	W2	Magic Command 1, Retinue 1 Water Elemental
Water Elemental x1	HP 27, Str 18, Prot 0, Att 13, Mor 50, Def 13, MR 17, Prec 5, Enc 0, MM 16, AP 12, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Fire Res +12, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush, Crush	
Sea King's Goblet	W3	Gift of Water Breathing 100 size points

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

#### Misc: Unique Magical Artifacts (Construction level 8)

Name	Path	Special properties
The Ruby Eye	F3	Cursed, Fire Magic Bonus 1, Water Gems 2/month
Fever Fetish	F1N1	Diseased, Fire Gems 2/month
The Ark	F5S5	casts: Ark
Amulet of the Doppelganger	A2	Seduction Ability, Stealth 50
The Flying Ship	A5	Army Flight 500 size pnts, Fly Speed 26
Igor Könhelm's Tome	A2D2	Corpse construction Bonus 10
Tome of High Power	A2S2	Air Magic Bonus 1, Astral Magic Bonus 1, Spell Range +50%, Tainted
The Magic Lamp	A5F4	spell: Summon Jinn
Krupp's Bracers	E2	Reinvigoration 3
Draupnir	E5	Gold Production 200/month
The First Anvil	E6	Master Smith 1
Holger the Head	E1D1	Supply Bonus -3, casts: Grow Headless Hoburg
Percival the Pocket Knight	E2N1	casts: Grow Knight
Alchemist's Stone	E1F1	Fire Res +5, Cold Res +5, Alchemy Bonus 50
Gate Stone	E7S7	spell: Astral Travel
Atlas of Creation	E5S5	Earth Magic Bonus 1, Nature Magic Bonus 1, Astral Magic Bonus 1, Tainted, spell: Record of Creation
Bell of Cleansing	W2	Fire Res +5, casts: Cleansing Chime
Orb of Atlantis	W4E1	Water Magic Bonus 1, Magic Command 10, Gift of Water Breathing 200 size points, spell: Summon Lesser Water Elemental, casts: Friendly Currents
The Astral Harpoon	S5B1	spell: Astral Harpoon
The Forbidden Light	S5F5	Cursed, Fire Magic Bonus 2, Astral Magic Bonus 2, Fire Res +5, Cold Res +5, Fire Gems 1/month, Fast Aging +1, Tainted, casts: Solar Brilliance
Nethgul	S3W2	casts: Nethgul
The Black Mirror	S4B2	Curses wielder, Magic Res -4, spell: Mind Hunt, casts: Disbelieve
The Horror Harmonica	S5D4	Morale -2, Tainted, spell: Call Horror, casts: Wailing Winds
Tome of the Lower Planes	S3B2	Blood Magic Bonus 1
Carcator the Pocket Lich	D4	Research Bonus 4, Undead Command 20, casts: Grow Lich

Name	Path	Special properties
The Ankh	D5	Shock Res +5, Tainted, casts: Life after Death
Disease Grinder	D3F1	Convert Disease to Death Gems 1
The Black Book of Secrets	D2B2	Death Magic Bonus 1, Blood Magic Bonus 1, Fear +5
The Green Eye	N2	Cursed, Penetration Bonus 2, casts: Sleep
Wondrous Box of Monsters	N4	casts: Grow Monster
Fountain of Youth	N3F3	Slows Down Aging in Province 75%
Midget's Revenge	N1W1	Size +1, Attack Skill +3, Defence Skill +3, Strength +2, Hit Points +10, Invulnerability 20, Maximum size 1
Soulstone of the Wolves	N6E1	spell: Call of the Wild, casts: Howl
The Chalice	N5S3	Slows Down Aging 100%, Healing 5, spell: Banishment
The Tome of Gaia	N2E2	Earth Magic Bonus 1, Nature Magic Bonus 1
The Protection of Geryon	B3	Cursed, Banish Killer, No Forge Bonus, cost: 30 blood slaves
The Manual of Cross Breeding	B3N3	Adept Cross Breeder +20, Tainted
The Gift of Kurgi	B5	Flying, Cursed, Curses wielder, Fear +30, Protective Force 20, Storm Immunity, Tainted, spell: Send Lesser Horror, casts: Call Lesser Horror
Ardmon's Soul Trap	B3S1	Reinvigoration -1, Strength -2, casts: Open Soul Trap
Tome of the Forgotten Masons	E5B1	Cursed, Mason, Tainted

## 2 Battlefield Spells

These spells can only be cast in battle. Any summons gained through battle magic exist only as long as the battle lasts - they are not permanent. Stats for these summoned creatures are listed immediately below the spell statistics. Spells in the Divine school require no research. They are available to all nations with priests. The Holy level of the spell corresponds to the level of the priest needed to cast it. There are a few national spells (such as those of Ulm and Jomon) that require both skill in Holy magic and another magic path. In these cases, the caster must meet both requirements.

key	meaning
Fat	Fatigue
Rng	Range
AoE	Area of Effect
Pre	Precision
Dmg	Damage
NoE	Number of Effects
AN	Armor-Negating (ignores protection)
AP	Armor-Piercing (uses half protection)
NUW	Not castable underwater
MR	Magic Resistance negates
MR-	Magic Resistance negates easily (target gets +4 to roll)
BF	Entire battlefield affected
Mun	Mundane (non-magical for purposes of hitting ethereal beings)
BE	Battlefield enchantment. Battlefield enchantments are canceled if the caster dies or leaves the battle.
Und	Undead

Spells costing 100 fatigue or greater require one gem of the primary path. For every full 100 additional fatigue, a spell requires another gem. So for a spell costing 700 fatigue, like Arcane Domination, 7 gems are required (plus several more are probably advisable just for fatigue reduction).

Fire Spells									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 0	Fire Flies	F1	20	30+	0	-1	6	6	AP, NUW
Evo 1	Burning Hands	F1	5	1	1	0	13+	1	AP, NUW
Evo 1	Fire Darts	F1	20	30+	0	4	10	3+	AP, NUW
Alt 2	Combustion	F1	10	30	0	100	0	1	NUW
Alt 2	Resist Cold	F1	10	0	0	0	0	1	
Alt 6	Blindness	F1	20	20	0	100	0	1	MR
Conj 3	Summon Lesser Fire Elemental	F1	100	1	0	0	0	1	NUW
	Fire Elemental x1	HP 11, Str 14, Prot 0, Att 10, Mor 50, Def 8, MR 15, Prec 5, Enc 0, MM 16, AP 7, Ethereal, Inanim, Magic, Mindless, NNEat, Aff Res 99, Fire Res +50, Cold Res -5, Poison Res +25, Spirit Sight, Heat 5, Wpn: Flame Strike							
Conj 5	Will o' the Wisp	F1	100	0	0	0	0	2	NUW
	Will o' the Wisp x2	HP 3, Str 3, Prot 0, Att 20, Mor 50, Def 20, MR 12, Prec 5, Enc 0, MM 22, AP 22, SS, Float, Ethereal, Magic, Mindless, NNEat, Fire Res +15, Poison Res +15, Spirit Sight, Wpn: Flame Burst							
Ench 1	Protection from Fire	F1	5	0	0	0	0	1	
Ench 3	Fire Shield	F1	20	0	0	0	0	1	NUW
Thau 2	Bonds of Fire	F1	20	20	0	3	0	1	NUW
Evo 1	Flame Bolt	F2	20	45+	0	2	22+	1	AP, NUW
Evo 2	Fire Blast	F2	20	7+	1	0	14+	1	AP, NUW
Evo 2	Sulphur Haze	F2A1	20	30	4+	0	1	1	AN, NUW
Evo 3	Fireball	F2	20	35+	1	1	16+	1	AP, NUW
Evo 6	Flame Eruption	F2	30	7+	15	0	14+	1	AP, NUW
Evo 8	Pillar of Fire	F2	20	100	1	0	34+	1	AP, NUW
Alt 3	Immolation	F2	20	0	7	0	12+	1	AP, NUW
Alt 7	Phoenix Pyre	F2	20	0	0	0	0	1	NUW
Alt 8	Conflagration	F2	20	30	10	100	0	1	NUW
Conj 3	Phoenix Power	F2	20	0	0	0	0	1	NUW

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 5	Flame Ward	F2	100	15	15	0	0	1	
Thau 3	Rage	F2	20	30	0	100	0	1	MR, Mindless immune
Thau 8	Hydrophobia	F2	100	30	5	100	0	1	MR, Und immune, Inanim immune, Mindless immune, NUW
Evo 2	Flare	F3	50	45+	1	1	19+	1	AP, NUW
Evo 4	Fire Cloud	F3	20	30	3+	1	6	1	AP, NUW
Evo 5	Falling Fires	F3	20	30	3+	1	15	1	AP, NUW
Alt 5	Cold Resistance	F3	100	15	15	0	0	1	
Alt 5	Incinerate	F3	20	30	0	100	18+	1	AN
Alt 5	Solar Eclipse	F3S1	100	0	0	0	0	1	BE, NUW
Alt 6	Boil	F3W1	20	30	1	100	9+	1	AN, UW
Conj 5	Summon Fire Elemental	F3	100	1	0	0	0	1	NUW
	Fire Elemental x1	HP 20, Str 20, Prot 0, Att 10, Mor 50, Def 8, MR 18, Prec 5, Enc 0, MM 16, AP 10, Ethereal, Inanim, Magic, Mindless, NNEat, Aff Res 99, Fire Res +50, Cold Res -5, Poison Res +25, Spirit Sight, Heat 8, Wpn: Flame Strike							
Thau 4	Prison of Fire	F3	30	30	3+	2	0	1	NUW
Alt 8	Warriors of Muspelheim	F4	200	0	BF	0	0	1	
Conj 7	Living Fire	F4	200	1	0	0	0	4+	NUW
	Fire Elemental x4+	HP 14, Str 16, Prot 0, Att 10, Mor 50, Def 8, MR 16, Prec 5, Enc 0, MM 16, AP 8, Ethereal, Inanim, Magic, Mindless, NNEat, Aff Res 99, Fire Res +50, Cold Res -5, Poison Res +25, Spirit Sight, Heat 6, Wpn: Flame Strike							
Ench 4	Flaming Arrows	F4	100	0	BF	0	0	1	NUW
Ench 6	Heat from Hell	F4	200	0	0	0	0	1	BE, NUW
Ench 8	Fire Fend	F4	100	0	BF	0	0	1	
Evo 7	Fire Storm	F5	500	0	0	0	0	1	BE, NUW
Evo 9	Flame Storm	F5	100	40+	40	0	15+	1	AP, NUW

#### Air Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 0	Air Shield	A1	10	0	0	0	0	1	NUW
Evo 1	Shocking Grasp	A1	3	1	0	0	18+	1	AN
Alt 1	Charge Body	A1	5	0	0	0	0	1	
Alt 1	Aim	A1	5	5+	1	5	0	1	
Alt 2	Phantasmal Warrior	A1	10	5	0	0	0	1	
	Phantasmal Warrior x1	HP 1, Str 10, Prot 0, Att 10, Mor 50, Def 10, MR 10, Prec 10, Enc 0, MM 22, AP 12, Ethereal, Inanim, Magic, Mindless, Amph, NNEat, Poison Res +25, Spirit Sight, Wpn: Phantasmal Weapon							
Alt 2	Mirror Image	A1	10	0	0	0	0	1	AN
Conj 2	Summon Storm Power	A1	10	0	0	0	0	1	NUW
Conj 3	Summon Lesser Air Elemental	A1	100	1	0	0	0	1	NUW
	Air Elemental x1	HP 8, Str 9, Prot 0, Att 13, Mor 50, Def 13, MR 15, Prec 5, Enc 0, MM 34, AP 24, Fly, Ethereal, Inanim, Magic, Mindless, Trample, NNEat, Aff Res 99, Shock Res +15, Poison Res +25, Spirit Sight, Wpn: Lightning Swarm							
Ench 1	Windrunner	A1	10	0	0	0	0	1	AN
Ench 1	Protection from Lightning	A1	5	0	0	0	0	1	
Ench 2	Flight	A1	20	0	0	0	0	1	NUW
Thau 2	Steal Breath	A1	20	30	0	5	40+	1	AN, MR, Und immune, Inanim immune, NUW
Evo 2	Lightning Bolt	A2	10	40+	0	4	14+	1	AN
Evo 2	Shock Wave	A2	10	2	6	0	9+	1	AN
Evo 5	Orb Lightning	A2	20	20	0	0	5	1	AN
Alt 1	False Fetters	A2	10	15	2+	0	0	1	MR

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 3	Mistform	A2	10	0	0	0	0	1	
Alt 4	Wind Guide	A2	100	0	BF	0	0	1	NUW
Ench 3	Gift of Flight	A2	20	10	1	0	0	1	NUW
Ench 5	Thunder Ward	A2	100	15	15	0	0	1	
Evo 3	Mist	A3	100	0	0	0	0	1	BE, NUW
Evo 4	Thunder Strike	A3	50	100	1	2	26+	1	AN, NUW
Evo 9	Chain Lightning	A3	30	25	0	0	5+	3	AN
Alt 3	Ghost Wolves	A3	10	5	0	0	0	2	
	Phantasmal Wolf x2	HP 1, Str 9, Prot 0, Att 10, Mor 50, Def 10, MR 10, Prec 10, Enc 0, MM 22, AP 26, Ethereal, Inanim, Magic, Mindless, Amph, NNEat, Poison Res +25, Spirit Sight, Wpn: Phantasmal Weapon							
Alt 6	False Horror	A3	10	5	0	0	0	1	
	False Horror x1	HP 1, Str 10, Prot 0, Att 10, Mor 50, Def 13, MR 10, Prec 10, Enc 0, MM 28, AP 4, Fly, Ethereal, Inanim, Mindless, Amph, NNEat, Poison Res +25, Fear +5, Spirit Sight, Storm Immunity, Wpn: Phantasmal Claw, Phantasmal Claw							
Conj 5	Summon Air Elemental	A3	100	1	0	0	0	1	NUW
	Air Elemental x1	HP 14, Str 15, Prot 0, Att 16, Mor 50, Def 16, MR 18, Prec 5, Enc 0, MM 34, AP 30, Fly, Ethereal, Inanim, Magic, Mindless, Trample, NNEat, Aff Res 99, Shock Res +15, Poison Res +25, Spirit Sight, Wpn: Lightning Swarm							
Ench 6	Arrow Fend	A3	100	0	BF	0	0	1	NUW
Thau 5	Confusion	A3	10	30	1	3	0	1	MR, Mindless immune
Evo 5	Storm	A4	100	0	0	0	0	1	BE, NUW
Alt 5	Phantasmal Army	A4	100	4+	0	0	0	25+	
	Phantasmal Warrior x25+	HP 1, Str 10, Prot 0, Att 10, Mor 50, Def 10, MR 10, Prec 10, Enc 0, MM 22, AP 12, Ethereal, Inanim, Magic, Mindless, Amph, NNEat, Poison Res +25, Spirit Sight, Wpn: Phantasmal Weapon							
Conj 7	Living Clouds	A4	200	1	0	0	0	4+	NUW
	Air Elemental x4+	HP 10, Str 11, Prot 0, Att 14, Mor 50, Def 14, MR 16, Prec 5, Enc 0, MM 34, AP 26, Fly, Ethereal, Inanim, Magic, Mindless, Trample, NNEat, Aff Res 99, Shock Res +15, Poison Res +25, Spirit Sight, Wpn: Lightning Swarm							
Ench 7	Mass Flight	A4	200	0	BF	0	0	1	NUW
Ench 8	Thunder Fend	A4	100	0	BF	0	0	1	
Evo 6	Wrathful Skies	A5	200	0	0	0	0	1	BE, NUW
Alt 7	Fog Warriors	A5	300	1	BF	0	0	1	
Evo 7	Shimmering Fields	A6	200	25	50	0	10+	1	AN
Ench 8	Mists of Deception	A6	200	0	0	0	0	1	BE, NUW

### Water Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 0	Freezing Touch	W1	10	1	0	0	9+	1	AN, NUW
Evo 1	Slime	W1	20	30+	1	2	0	1	MR, NUW
Evo 1	Geysir	W1F1	5	20+	1	3	6+	1	AP
Evo 1	Water Strike	W1	20	35+	0	2	13+	1	UW
Alt 2	Resist Fire	W1	10	0	0	0	0	1	
Alt 2	Quicken Self	W1	20	0	0	0	0	1	
Alt 2	Ice Shield	W1	20	0	0	0	0	1	UW
Alt 4	Liquid Body	W1	20	0	0	0	0	1	
Alt 6	Frozen Heart	W1	20	25+	0	100	10+	1	AN, Inanim immune
Conj 2	Summon Water Power	W1	20	0	0	0	0	1	UW
Conj 3	Summon Lesser Water Elemental	W1	100	1	0	0	0	1	
	Water Elemental x1	HP 21, Str 14, Prot 0, Att 11, Mor 50, Def 11, MR 15, Prec 5, Enc 0, MM 16, AP 9, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Fire Res +6, Poison Res +25, Spirit Sight, Wpn: Crush, Crush							



School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 1	Protection from Cold	W1	5	0	0	0	0	1	
Ench 2	Water Shield	W1	20	0	0	0	0	1	UW
Ench 2	Breath of Winter	W1	20	0	0	0	0	1	
Ench 6	Water Ward	W1	100	15	25	0	0	1	UW
Evo 1	Cold Bolt	W2	20	50+	0	3	19+	1	NUW
Evo 1	Acid Spray	W2F1	20	2	3	0	10	1	AP, NUW
Evo 2	Cold Blast	W2	20	7+	1	0	19+	1	NUW
Evo 2	Rain	W2	100	0	0	0	0	1	BE, NUW
Evo 3	Acid Bolt	W2F1	30	35+	1	3	16+	1	AP, NUW
Evo 6	Cleansing Water	W2	20	30+	4+	0	5+	1	AN, NUW
Evo 7	Ice Strike	W2	20	30	22+	1	18	1	NUW
Alt 3	Numbness	W2	20	25	1	100	0	1	
Alt 4	Quickness	W2	20	20	1	1	0	1	
Alt 4	Slow	W2	20	30	1	100	0	1	MR
Alt 4	Encase in Ice	W2	20	25	1	100	0	1	UW
Alt 8	Quickening	W2	100	20	9+	0	0	1	
Conj 4	School of Sharks	W2	100	0	0	0	0	10+	UW
	Small Shark x10+	HP 2, Str 1, Prot 0, Att 13, Mor 30, Def 12, MR 4, Prec 5, Enc 3, MM 18, AP 14, Aqua, NNEat, Stealthy, Wpn: Bite							
Ench 5	Winter Ward	W2	100	15	15	0	0	1	
Thau 1	Desiccation	W2	20	30	1	100	0	1	AN, MR, Und immune, Inanim immune, NUW
Evo 3	Freezing Mist	W3A1	20	30	4+	1	1	1	AN, NUW
Evo 4	Acid Rain	W3F1	30	30	4+	3	12	1	AP, NUW
Evo 5	Falling Frost	W3	20	30	5+	0	17+	1	NUW
Alt 5	Fire Resistance	W3	100	15	15	0	0	1	
Alt 5	Bone Melter	W3N2	20	25	1	3	Death	1	Mun, MR
Alt 6	Wave Warriors	W3	100	15	5	0	0	1	
Alt 7	Prison of Sedna	W3	100	25	6+	100	0	1	UW
Conj 5	Summon Water Elemental	W3	100	1	0	0	0	1	
	Water Elemental x1	HP 30, Str 20, Prot 0, Att 14, Mor 50, Def 14, MR 18, Prec 5, Enc 0, MM 16, AP 14, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Fire Res +15, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush, Crush							
Conj 6	Shark Attack	W3	300	1	0	0	0	1	BE, UW
Ench 5	Friendly Currents	W3	100	0	0	0	0	1	BE, UW
Thau 3	Sailors' Death	W3	20	30	1	1	14+	1	AN, MR, Und immune, Inanim immune, NUW
Thau 4	Curse of the Desert	W3	30	30	5	100	0	1	AN, MR, Und immune, Inanim immune, NUW
Evo 7	Acid Storm	W4F1	300	0	0	0	0	1	BE, NUW
Alt 8	Liquify	W4	20	30	3	100	Death	1	MR-
Alt 8	Warriors of Niefelheim	W4	200	0	BF	0	0	1	
Conj 7	Living Water	W4	200	1	0	0	0	4+	
	Water Elemental x4+	HP 24, Str 16, Prot 0, Att 12, Mor 50, Def 12, MR 16, Prec 5, Enc 0, MM 16, AP 10, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Fire Res +9, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush							
Ench 5	Quagmire	W4	100	0	0	0	0	1	BE, NUW
Ench 6	Grip of Winter	W4	200	0	0	0	0	1	BE
Ench 8	Frost Fend	W4	100	0	BF	0	0	1	
Evo 9	Niefel Flames	W5	200	40+	25+	0	10	1	AN, NUW
Ench 9	Demon Cleansing	W5	100	0	0	0	0	1	BE

## Earth Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 0	Flying Shards	E1	30	30+	0	0	10	4+	Mun, NUW
Evo 3	Magma Bolts	E1F1	20	30+	0	2	25+	3	NUW
Alt 1	Fists of Iron	E1	30	1	0	5	16+	1+	
Alt 1	Earth Grip	E1	10	20	0	5	0	1	
Alt 2	Resist Lightning	E1	10	0	0	0	0	1	
Alt 2	Stoneskin	E1	10	0	0	0	0	1	
Alt 2	Armor of Achilles	E1	40	15	1	3	0	1	
Alt 3	Ironskin	E1	20	0	0	0	0	1	
Alt 4	Temper Flesh	E1	20	0	0	0	0	1	
Conj 3	Summon Lesser Earth Elemental	E1	100	1	0	0	0	1	
	Earth Elemental x1	HP 26, Str 15, Prot 7, Att 10, Mor 50, Def 9, MR 15, Prec 3, Enc 0, MM 16, AP 8, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist							
Ench 2	Flying Shield	E1A1	20	0	0	0	0	1	NUW
Thau 3	Iron Will	E1	20	25	1	100	0	1	Mindless immune
Evo 2	Rust Mist	E2W1	30	30	6+	0	0	1	NUW
Evo 6	Magma Eruption	E2F2	50	30	4+	0	22+	1	NUW
Alt 1	Earth Might	E2	20	20	1	0	0	1	
Alt 2	Earth Meld	E2	60	25	5	3	0	1	
Alt 5	Iron Warriors	E2	40	15	1	2	0	1	
Conj 3	Summon Earthpower	E2	20	0	0	0	0	1	
Thau 1	Farstrike	E2S1	5	50	0	5	17+	1	
Evo 4	Blade Wind	E3	80	35+	0	0	14	40+	Mun, NUW
Evo 5	Gifts from Heaven	E3S1	50	100	1	-3	150	3	NUW
Evo 7	Rain of Stones	E3A1	100	0	0	0	0	1	BE, NUW
Alt 4	Destruction	E3	40	30	6	3	0	1	
Alt 4	Curse of Stones	E3	300	0	BF	0	0	1	MR-
Alt 5	Lightning Resistance	E3	100	15	15	0	0	1	
Alt 5	Maws of the Earth	E3	100	30+	7+	3	15+	1	AP
Alt 5	Shatter	E3	20	15	0	100	35+	1	AN
Alt 6	Iron Bane	E3	100	0	BF	0	0	1	
Alt 7	Marble Warriors	E3	100	15	25	0	0	1	
Conj 5	Summon Earth Elemental	E3	100	1	0	0	0	1	
	Earth Elemental x1	HP 50, Str 24, Prot 10, Att 10, Mor 50, Def 8, MR 18, Prec 3, Enc 0, MM 16, AP 14, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist, Fist							
Cnst 3	Legions of Steel	E3	40	15	25	0	0	1	
Ench 3	Strength of Giants	E3	40	15	25	0	0	1	
Evo 5	Earthquake	E4	300	0	BF	0	8	1	Mun, AP, NUW
Alt 8	Ground Army	E4	200	0	BF	0	0	1	
Conj 7	Living Earth	E4	200	1	0	0	0	4+	
	Earth Elemental x4+	HP 34, Str 18, Prot 8, Att 10, Mor 50, Def 9, MR 16, Prec 3, Enc 0, MM 16, AP 10, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist							
Evo 9	Meteor Shower	E5S4	300	0	0	0	0	1	BE, NUW
Alt 6	Petrify	E5	40	30	1	100	Death	1	AN
Alt 9	Army of Gold	E5	300	0	BF	0	0	1	
Alt 9	Army of Lead	E5	300	0	BF	0	0	1	

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Cnst 7	Weapons of Sharpness	E5	20	15	25	0	0	1	

Astral Spells									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 0	Twist Fate	S1	10	0	0	0	0	1	
Evo 1	Star Fires	S1	20	35	0	2	5+	2	AN, NUW
Evo 3	Magic Duel	S1	100	100	1	100	Death	1	AN, Mindless immune
Evo 3	Healing Light	S1N1	20	30+	1	100	10	1	AN, Und immune, Inanim immune, Mindless immune, NUW
Evo 4	Nether Bolt	S1D1	15	35+	1	2	20+	1	AP, MR
Evo 7	Nether Darts	S1D1	15	30+	0	0	15+	15+	AP, MR
Alt 1	Personal Luck	S1	20	0	0	0	0	1	Und immune, Inanim immune
Alt 2	Cheat Fate	S1	20	10	1	0	0	1	
Alt 3	Luck	S1	20	10	1	2	0	1	Und immune, Inanim immune
Alt 4	Body Ethereal	S1	30	5	1	0	0	1	
Conj 3	Power of the Spheres	S1	100	0	0	0	0	1	
Ench 1	Resist Magic	S1	20	0	0	0	0	1	
Ench 3	Astral Shield	S1	20	0	0	0	0	1	
Thau 1	Blink	S1	10	0	0	0	30	1	
Thau 1	Communion Master	S1	20	0	0	0	0	1	
Thau 1	Communion Slave	S1	20	0	0	0	0	1	
Evo 1	Arcane Bolt	S2	20	40+	0	3	10+	1	AN
Evo 2	Solar Rays	S2	20	40+	1	100	12+	1	AP, NUW
Evo 5	Stellar Cascades	S2	20	35	5	100	25	1	AP, NUW
Thau 1	Horror Mark	S2	20	50	0	100	0	1	Mindless immune
Thau 2	Returning	S2	200	0	0	0	1	1	AN
Thau 2	Mind Burn	S2	20	100	0	100	12+	1	AN, MR, Mindless immune
Thau 4	Paralyze	S2	20	100	0	100	60+	1	AN, MR, Mindless immune
Evo 5	Astral Geyser	S3	20	50+	1	0	0	1	AN, Mindless immune
Evo 6	Astral Fires	S3F1	20	40+	4+	100	10	1	AN, MR
Alt 6	Control	S3	100	25	0	100	0	1	AN, MR
Alt 6	Battle Fortune	S3	100	15	5	5	0	1	Und immune, Inanim immune
Conj 4	Light of the Northern Star	S3	200	0	0	0	0	1	BE
Ench 4	Astral Healing	S3	100	0	BF	0	2	1	AN, Inanim immune, Mindless immune
Ench 4	Antimagic	S3	100	0	BF	0	0	1	
Ench 6	Opposition	S3	20	25	0	100	Death	1	MR
Thau 5	Soul Slay	S3	20	100	0	100	Death	1	MR, Mindless immune
Alt 7	Doom	S4	100	0	BF	0	0	1	
Alt 8	Will of the Fates	S4	400	0	BF	0	0	1	Und immune, Inanim immune
Thau 6	Enslave Mind	S4	20	100	0	100	0	1	AN, MR, Mindless immune
Thau 7	Vortex of Returning	S4	300	0	BF	0	1	1	AN
Evo 8	Astral Tempest	S5	200	0	0	0	0	1	BE
Ench 7	Solar Brilliance	S5	500	0	0	0	0	1	BE, NUW
Thau 8	Soul Drain	S5D5	500	0	0	0	0	1	Mindless immune, BE
Alt 8	Time Stop	S6	100	0	0	0	104	1	MR
Ench 8	Unraveling	S6	600	0	BF	0	0	1	MR
Alt 9	Arcane Domination	S7	700	0	BF	0	0	1	AN, MR-
Thau 9	Master Enslave	S8	800	0	BF	0	0	1	AN, MR-, Mindless immune

### Death Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 0	Hand of Dust	D1	10	1	0	0	6+	1	AN
Evo 4	Bane Fire Dart	D1F1	20	30+	0	4	15+	1	AP, NUW
Alt 1	Skeletal Body	D1	20	0	0	0	0	1	
Alt 2	Weakness	D1	20	25	0	3	3	1	AN, MR
Alt 4	Stygian Skin	D1W1	20	0	0	0	0	1	Inanim immune
Conj 1	Spirit Curse	D1	100	50	0	100	0	1	
Conj 5	Ghost Grip	D1	10	25	0	3	25+	5	
Conj 5	Corpse Candle	D1F1	100	0	0	0	0	3	NUW
	Corpse Candle x3		HP 4, Str 4, Prot 0, Att 19, Mor 50, Def 19, MR 13, Prec 5, Enc 0, MM 22, AP 20, SS, Float, Ethereal, Magic, Mindless, NNEat, PiR, Cold Res +15, Poison Res +15, Spirit Sight, Wpn: Bane Burst						
Ench 1	Animate Skeleton	D1	30	5	0	-2	0	1	
	Longdead x1		HP 5, Str 10, Prot 8, Att 11, Mor 50, Def 12, MR 9, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Broad Sword						
Ench 1	Animate Dead	D1	20	5	0	-2	0	1	
Thau 1	Dust to Dust	D1	20	30	1	0	22+	1	AN
Thau 1	Decay	D1	20	25	0	3	0	1	MR
Thau 1	Frighten	D1	5	50	1	5	0	1	AN
Evo 3	Shadow Bolt	D2	20	35+	0	3	10+	1	AN, MR, Und immune
Evo 4	Bolt of Unlife	D2	20	30+	0	1	20+	1	AN, MR, Und immune, Mindless immune
Evo 5	Shadow Blast	D2	100	35+	6+	0	20+	1	AN, MR, Und immune
Alt 1	Hand of Death	D2	5	1	0	0	40+	1	AN
Alt 5	Enfeeble	D2	100	25	6+	3	2	1	AN, MR
Alt 8	Disintegrate	D2	10	30	0	100	Death	1	AN, MR
Conj 4	Summon Lammashatas	D2	100	0	0	0	0	2	
	Lammashta x2		HP 15, Str 13, Prot 0, Att 13, Mor 30, Def 16, MR 15, Prec 13, Enc 0, MM 22, AP 12, Fly, Ethereal, Und, Amph, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Invulnerability 20, Wpn: Wraith Sword						
Ench 3	Raise Skeletons	D2	40	5	0	-2	0	3	
	Longdead x3		HP 5, Str 10, Prot 12, Att 11, Mor 50, Def 12, MR 9, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Broad Sword						
Ench 4	Raise Dead	D2	40	5	0	-2	0	10+	
Ench 5	Horde of Skeletons	D2	40	5	0	-2	0	6+	
	Longdead x6+		HP 5, Str 10, Prot 0, Att 11, Mor 50, Def 10, MR 9, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Broad Sword						
Thau 5	Control the Dead	D2	20	25	1	0	0	1	AN, MR
Evo 6	Blast of Unlife	D3	20	30+	1	0	15+	1	AN, MR, Und immune, Mindless immune
Evo 6	Bane Fire	D3F1	30	45+	1	1	55+	1	AP, NUW
Evo 7	Stygian Rains	D3W2	200	0	BF	0	0	1	Inanim immune, NUW
Alt 5	Invulnerability	D3	20	0	0	0	0	1	
Alt 6	Soul Vortex	D3	40	0	0	0	0	1	
Thau 4	Terror	D3	10	30	5+	1	0	1	AN
Thau 5	Leeching Darkness	D3	20	30	3+	1	6	1	AP, MR, NUW
Thau 6	Wither Bones	D3	50	30	6+	-1	16+	1	AN
Evo 6	Wailing Winds	D4A1	100	0	0	0	0	1	BE, NUW
Evo 7	Cloud of Death	D4	10	30	9+	-3	6+	1	AN, MR, Und immune, NUW
Evo 7	Wind of Death	D4A1	100	0	BF	0	0	1	MR-, NUW
Alt 5	Drain Life	D4	10	30	0	100	14+	1	AN, Inanim immune
Alt 6	Skeletal Legion	D4	100	0	BF	0	0	1	
Alt 6	Darkness	D4	400	0	0	0	0	1	BE, NUW

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Rigor Mortis	D4	100	0	0	0	0	1	BE
Ench 7	Life after Death	D4	400	0	BF	0	0	1	Mindless immune
Thau 7	Plague	D4	100	25	1	0	0	1	MR, Und immune, Inanim immune
Evo 8	Vortex of Unlife	D5	20	30+	5+	0	16+	1	AN, MR, Und immune, Mindless immune
Ench 9	Fields of the Dead	D5E2	100	0	0	0	0	1	BE
Alt 7	Bone Grinding	D7	100	0	BF	0	3	1	Mun, AN
Thau 9	Undead Mastery	D7	700	0	BF	0	0	1	AN, MR-

### Nature Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 0	Sleep Ray	N1	20	1	1	0	0	1	AN, MR, Und immune, Inanim immune, Mindless immune
Evo 1	Vine Arrow	N1	20	30+	0	0	14+	1	NUW
Evo 2	Web	N1	20	25+	2	2	0	1	Mun
Alt 1	Eagle Eyes	N1	5	0	0	0	0	1	
Alt 1	Poison Touch	N1	5	1	0	0	10+	1	AN
Alt 1	Resist Poison	N1	5	0	0	0	0	1	
Alt 1	Barkskin	N1	5	0	0	0	0	1	
Alt 3	Protection	N1	20	20	1	100	0	1	
Alt 3	Mossbody	N1W1	20	5	1	0	0	1	
Alt 4	Elemental Fortitude	N1	10	0	0	0	0	1	
Alt 4	Swarm	N1	100	0	0	0	0	20+	
	Large Ant x20+	HP 1, Str 1, Prot 1, Att 8, Mor 50, Def 10, MR 3, Prec 5, Enc 2, MM 10, AP 4, FS, Magic, Mindless, NNEat, Stealthy, Wpn: Sting							
Conj 1	Tangle Vines	N1	20	20	1	2	0	1	
Conj 4	Maggots	N1	100	25	0	100	50	1	Mun, AN
Conj 6	Summon Sprites	N1A1	100	1	0	0	0	6	NUW
	Sprite x6	HP 2, Str 3, Prot 0, Att 14, Mor 7, Def 18, MR 14, Prec 14, Enc 1, MM 22, AP 10, FS, SS, Fly, Glamour, Magic, NNEat, Stealthy, Wpn: Useless Kick, Elf Shot							
Ench 1	Poison Resistance	N1	5	0	0	0	0	1	
Ench 1	Healing Touch	N1	20	1	1	1	30+	1	AN, Inanim immune
Ench 2	Gift of the Hare	N1	20	15	1+	0	0	1	AN
Ench 3	Heal	N1	20	15	1	5	30+	1	AN, Inanim immune
Thau 1	Fascination	N1	20	15	0	100	100	1	AN, MR, Mindless immune
Thau 1	Seven Year Fever	N1F1	30	25	1	2	0	1	MR, Und immune, Inanim immune
Thau 1	Curse	N1S1	30	50	0	100	0	1	
Thau 4	Touch of Madness	N1	30	20	1	0	0	1	AN, Inanim immune, Mindless immune
Evo 3	Sleep Cloud	N2	20	30	3+	3	26+	1	AN, MR, Und immune, Inanim immune, Mindless immune
Evo 4	Breath of the Dragon	N2	20	20+	3	-1	5+	1	AN, NUW
Evo 7	Storm of Thorns	N2	20	35+	0	0	15+	7+	NUW
Alt 2	Enlarge	N2	20	10	1	0	0	1	
Alt 4	Shrink	N2	20	20+	1	0	0	1	MR
Alt 5	Wooden Warriors	N2	50	10	5	0	0	1	
Alt 7	Curse of the Frog Prince	N2	20	25	0	100	0	1	MR, Und immune, Inanim immune, Mindless immune
Ench 2	Personal Regeneration	N2	20	0	0	0	0	1	Inanim immune
Ench 4	Poison Ward	N2	100	15	15	0	0	1	
Thau 2	Sleep	N2	20	35	0	100	0	1	AN, MR, Und immune, Inanim immune, Mindless immune
Thau 3	Panic	N2	20	30	5+	1	0	1	AN

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 4	Rage of the Cornered Rat	N2	20	20	3+	0	0	1	AN, Animals only
Thau 5	Charm Animal	N2	20	20	0	100	0	1	MR, Animals only
Evo 5	Poison Cloud	N3	20	30	4+	-1	1	1	AN
Evo 5	Healing Mists	N3A1	20	30	9+	3	2	1	AN, Inanim immune, NUW
Evo 6	Stream of Life	N3	20	40+	1	2	40+	1	AN, MR, Und immune, Inanim immune
Alt 6	Army of Giants	N3	100	10	10	0	0	1	
Alt 7	Creeping Doom	N3	100	0	0	0	0	70+	NUW
	Frog x70+	HP 1, Str 1, Prot 1, Att 5, Mor 50, Def 10, MR 3, Prec 5, Enc 2, MM 10, AP 4, SS, Magic, Mindless, PAmph, NNEat, Stealthy, Wpn: Tiny Bite							
Alt 7	Mass Protection	N3	100	1	BF	0	0	1	
Alt 8	Polymorph	N3	200	25	10+	5	0	1	MR, Und immune, Inanim immune, Mindless immune
Conj 4	Strength of Gaia	N3E1	20	0	0	0	0	1	
Conj 5	Howl	N3	300	0	0	0	0	1	BE, NUW
Ench 3	Regeneration	N3	40	15	1	0	0	1	Inanim immune
Ench 4	Haste	N3	100	15	25	0	0	1	AN, Inanim immune
Ench 5	Foul Vapors	N3W1	100	0	0	0	0	1	BE
Thau 4	Wildness	N3	20	30	1	3	0	1	MR, Animals only
Thau 5	The Ravenous Swarm	N3	100	1	0	0	0	1	BE, NUW
Thau 7	Charm	N3	30	25	0	100	0	1	AN, MR, Mindless immune
Conj 8	Wild Growth	N4	40	20	10+	0	0	1	
Ench 7	Serpent's Blessing	N4	100	0	BF	0	0	1	
Ench 8	Mass Regeneration	N4	200	0	BF	0	0	1	Inanim immune
Thau 5	Growing Fury	N4	100	0	0	0	0	1	BE
Ench 6	Relief	N5	100	0	0	0	0	1	BE
Ench 9	Gaia's Blessing	N5E2	300	0	BF	0	0	1	
Thau 6	Syllable of Sleep	N5	20	30	25	0	0	1	AN, MR, Und immune, Inanim immune, Mindless immune
Thau 8	Beast Mastery	N6	400	0	BF	0	0	1	AN, MR-, Animals only
Alt 9	Army of Rats	N7	500	0	BF	0	0	1	MR

#### Blood Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Blood 0	Bleed	B1	100	30+	0	0	0	1	AN, MR, Und immune, Inanim immune
Blood 1	Blood Burst	B1	200	35	1	5	11+	1	AN, Und immune, Inanim immune, NUW
Blood 1	Blood Heal	B1	100	0	0	3	50	1	AN, Und immune, Inanim immune, NUW
Blood 1	Sabbath Master	B1	100	0	0	0	0	1	NUW
Blood 1	Sabbath Slave	B1	100	0	0	0	0	1	NUW
Blood 1	Reinvigoration	B1	100	0	0	0	200	1	AN, NUW
Blood 1	Summon Imps	B1	100	1	0	0	0	5	NUW
	Imp x5	HP 8, Str 9, Prot 6, Att 11, Mor 9, Def 15, MR 13, Prec 10, Enc 1, MM 22, AP 7, Fly, Demon, NNEat, Fire Res +15, Cold Res -5, Wpn: Claws							
Blood 1	Blood Boil	B1F1	50	25	0	3	11+	1	AN, MR, Und immune, Inanim immune
Blood 2	Banish Demon	B1	100	30	0	100	Death	1	MR, Und immune, NUW
Blood 3	Leeching Touch	B1	20	1	0	0	15+	1	AN, Inanim immune
Blood 4	Hellfire	B1F2	100	25+	3	0	9+	2	AP, NUW
Blood 7	Leech	B1	100	30	1	100	25+	1	AN, Inanim immune, NUW
Blood 9	Damage Reversal	B1	100	0	0	0	0	1	NUW
Blood 2	Agony	B2	100	40	4+	2	1	1	AN, MR, Und immune, Inanim immune, NUW
Blood 3	Pain Transfer	B2	20	0	0	0	0	1	NUW

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Blood 4	Blood Lust	B2	100	0	BF	0	0	1	Und immune, NUW
Blood 4	Call Lesser Horror	B2S2	200	5	0	-2	0	1	NUW
	Lesser Horror x1	HP 22, Str 12, Prot 15, Att 13, Mor 30, Def 13, MR 18, Prec 10, Enc 0, MM 100, AP 4, Ethereal, Magic, Amph, NNEat, Fear +10, Darkvision 100, Spirit Sight, Storm Immunity, Wpn: Life Drain, Astral Claw							
Blood 5	Hellbind Heart	B2	100	30	0	100	0	1	AN, MR, Mindless immune, NUW
Blood 5	Summon Illearth	B2E2	200	1	0	0	0	1	NUW
	Illearth x1	HP 50, Str 24, Prot 8, Att 10, Mor 50, Def 8, MR 18, Prec 0, Enc 0, MM 16, AP 14, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 15%, Poison Res +25, Spirit Sight, Wpn: Fist, Fist							
Blood 6	Harm	B2	100	50	4+	5	2+	1	AN, MR, Inanim immune, NUW
Blood 2	Hell Power	B3	300	0	0	0	0	1	NUW
Blood 6	Call Horror	B3S3	300	5	0	-2	0	1	NUW
	Mind Slime Horror x1	HP 28, Str 14, Prot 10, Att 18, Mor 30, Def 16, MR 18, Prec 10, Enc 0, MM 22, AP 6, Float, Ethereal, Magic, Amph, NNEat, Reinvigoration 2, Fear +10, Spirit Sight, Damage Reversal 2 vs MR, Invisibility, Mag: S5, Wpn: Weakness Tentacle, Weakness Tentacle, Weakness Tentacle, Weakness Tentacle							
Blood 7	Blood Rain	B3	300	0	0	0	0	1	BE, NUW
Blood 8	Rush of Strength	B3	100	0	BF	0	0	1	NUW
Blood 8	Life for a Life	B3	199	100	0	100	40+	1	AN, Inanim immune, NUW
Blood 9	Infernal Prison	B3F1	200	35	0	100	0	1	AN, NUW
Blood 9	Claws of Kokytos	B3W1	200	35	0	100	0	1	AN, NUW
Blood 5	Bloodletting	B4	400	0	BF	0	1	1	AN, MR, Und immune, Inanim immune, NUW
Blood 7	Purify Blood	B4N1	300	0	BF	0	0	1	NUW

#### Priest Spells

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

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Divine Channeling	H5	90	0	0	0	0	1	BE

#### National Spells: Marverni (age 1)

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

#### National Spells: Sauromatia (age 1)

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

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

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

#### National Spells: Abysia (age 1)

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

#### National Spells: Caelum (age 1)

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

#### National Spells: Pangaea (age 1)

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

#### National Spells: Agartha (age 1)

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

#### National Spells: Fomorïa (age 1)

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

#### National Spells: Vanheim (age 1)

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Str 11, Prot 13, Att 13, Mor 12, Def 16, MR 14, Prec 13, Enc 5, MM 28, AP 13, Fly, Glamour, Sacred, Stealthy, Spirit Sight, Wpn: Light Lance							



**National Spells: Helheim (age 1)**

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Str 11, Prot 13, Att 13, Mor 12, Def 16, MR 14, Prec 13, Enc 5, MM 28, AP 13, Fly, Glamour, Sacred, Stealthy, Spirit Sight, Wpn: Light Lance							

**National Spells: Kailasa (age 1)**

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

**National Spells: Yomi (age 1)**

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

**National Spells: Xibalba (age 1)**

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

**National Spells: Ermor (age 2)**

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

**National Spells: Sceleria (age 2)**

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

**National Spells: Ulm (age 2)**

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

**National Spells: Marignon (age 2)**

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

**National Spells: T'ien Ch'i (age 2)**

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

**National Spells: Abyssia (age 2)**

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

**National Spells: Caelum (age 2)**

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

**National Spells: Pangaea (age 2)**

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

**National Spells: Asphodel (age 2)**

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

**National Spells: Vanheim (age 2)**

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Str 11, Prot 13, Att 13, Mor 12, Def 16, MR 14, Prec 13, Enc 5, MM 28, AP 13, Fly, Glamour, Sacred, Stealthy, Spirit Sight, Wpn: Light Lance							

**National Spells: Bandar Log (age 2)**

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

**National Spells: Ashdod (age 2)**

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

**National Spells: Xibalba (age 2)**

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

**National Spells: Pythium (age 3)**

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

**National Spells: Lemuria (age 3)**

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

**National Spells: Ulm (age 3)**

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

**National Spells: Marignon (age 3)**

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

**National Spells: T'ien Ch'i (age 3)**

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

**National Spells: Jomon (age 3)**

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

**National Spells: Agartha (age 3)**

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

**National Spells: Aaysia (age 3)**

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

**National Spells: Caelum (age 3)**

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

**National Spells: C'tis (age 3)**

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

**National Spells: Pangaea (age 3)**

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

**National Spells: Midgård (age 3)**

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Str 11, Prot 13, Att 13, Mor 12, Def 16, MR 14, Prec 13, Enc 5, MM 28, AP 13, Fly, Glamour, Sacred, Stealthy, Spirit Sight, Wpn: Light Lance							

**National Spells: Gath (age 3)**

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

**National Spells: Ragma (age 3)**

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

National Spells: Xibalba (age 3)

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

### 3 Summoning Rituals

The following spells summon one or more creatures as their main effect. The important statistics for each creature are listed, along with the path, school, and gem requirements for each spell, as well as any special information. All of these spells are rituals. Spells that summon creatures during battle are not rituals and are listed under Battlefield Spells. The section entitled "Nationals" means that the spells listed can only be cast by the indicated nation. Spells which are available to more than one nation are repeated under each nation.

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

Fire Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Bind Scorpion Beast	F1E1	2	-	-	NUW
	Scorpion Beast x1					HP 44, Str 16, Prot 16, Att 12, Mor 15, Def 7, MR 5, Prec 3, Enc 2, MM 10, AP 8, WS, Poison Res +15, Darkvision 100, Wpn: Claw, Scorpion Tail
Ench 4	Terracotta Army	F1E1	10	-	-	
	Terracotta Soldier x10+					HP 7, Str 10, Prot 10, Att 10, Mor 50, Def 10, MR 12, Prec 5, Enc 0, MM 22, AP 6, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Fire Res +20, Poison Res +25, Spirit Sight, Wpn: Spear
Conj 2	Summon Fire Ants	F2N1	10	-	-	NUW
	Fire Ant x10+					HP 21, Str 14, Prot 14, Att 11, Mor 50, Def 8, MR 5, Prec 4, Enc 2, MM 22, AP 14, WS, Magic, Mindless, NNEat, Stealthy, Poison Res +15, Wpn: Sting
Conj 4	Summon Fire Drake	F2	7	-	-	NUW
	Fire Drake x1					HP 28, Str 15, Prot 10, Att 10, Mor 14, Def 7, MR 13, Prec 8, Enc 4, MM 10, AP 9, WS, Fire Res +15, Wpn: Bite, Drake Fire

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Summon Flame Jelly	F2	6	-	-	UW
	Flame Jelly x10+					HP 25, Str 7, Prot 0, Att 5, Mor 50, Def 5, MR 20, Prec 5, Enc 0, MM 10, AP 4, Float, Magic, Mindless, Aqua, NNEat, BiR, PiR, Fire Res +15, Poison Res +15, Wpn: Flame Sting Tentacles
Conj 6	Summon Fire Snakes	F2	9	-	-	NUW
	Fire Snake x5+					HP 25, Str 13, Prot 9, Att 13, Mor 13, Def 7, MR 15, Prec 10, Enc 5, MM 12, AP 8, WS, Magic, Fire Res +25, Poison Res +15, Heat 3, Wpn: Fire Flare, Venomous Fangs
Conj 5	Summon Summer Lions	F3	20	-	-	NUW
	Summer Lion x5+					HP 44, Str 17, Prot 0, Att 14, Mor 50, Def 11, MR 15, Prec 5, Enc 0, MM 22, AP 20, WS, Ethereal, Magic, Mindless, NNEat, Fire Res +50, Poison Res +15, Spirit Sight, Heat 3, Wpn: Bite, Claw
Conj 6	Summon Flame Spirit	F3	30	-	-	NUW
	Flame Spirit x1					HP 15, Str 12, Prot 0, Att 12, Mor 18, Def 12, MR 15, Prec 12, Enc 0, MM 16, AP 12, Float, Ethereal, Magic, NNEat, Fire Res +50, Cold Res -10, Poison Res +15, Spirit Sight, Heat 4, Retinue 1d6 Will o' the Wisp, Ldr 40, MagLdr 10, Mag: F3, Wpn: Flame Strike
Conj 8	King of Elemental Fire	F5	50	-	-	NUW
	King of Flames (x1)					HP 54, Str 20, Prot 0, Att 15, Mor 30, Def 9, MR 18, Prec 10, Enc 0, MM 16, AP 14, Ethereal, Magic, NNEat, Fire Res +50, Poison Res +15, Darkvision 100, Spirit Sight, Heat 10, Ldr 80, MagLdr 40, Wpn: Flame Strike

#### Air Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 1	Corpse Man Construction	A1D1	1	-	-	NUW
	Corpse Construct x1					HP 25, Str 15, Prot 0, Att 8, Mor 50, Def 5, MR 4, Prec 5, Enc 0, MM 18, AP 6, Inanim, Und, Mindless, PAmp, NNEat, Shock Res +15, Cold Res +15, Poison Res +25, Overcharged 1 AN capped dmg, Wpn: Fist
Conj 3	Call of the Winds	A2	10	5	-	NUW
	Black Hawk x41					HP 5, Str 5, Prot 0, Att 8, Mor 8, Def 12, MR 5, Prec 8, Enc 3, MM 22, AP 4, FS, MS, Fly, Wpn: Talons
Conj 3	Summon Amphiptere	A2N1	3	-	-	NUW
	Amphiptere x1					HP 45, Str 17, Prot 11, Att 14, Mor 14, Def 9, MR 14, Prec 10, Enc 3, MM 28, AP 10, Fly, Poison Res +15, Wpn: Venomous Fangs, Spray Poison
Conj 4	Summon Wyverns	A2	4	-	-	NUW
	Wyvern x2					HP 35, Str 15, Prot 12, Att 13, Mor 13, Def 11, MR 14, Prec 10, Enc 3, MM 22, AP 7, MS, WS, Fly, Shock Res +15, Poison Res +15, Wpn: Bite, Barbed Tail
Conj 4	Summon Gryphons	A2	10	-	-	NUW
	Gryphon x5+					HP 44, Str 16, Prot 7, Att 14, Mor 15, Def 10, MR 13, Prec 10, Enc 3, MM 22, AP 15, MS, WS, Fly, Wpn: Bite, Claw
Conj 5	Summon Spring Hawks	A3	20	-	-	NUW
	Spring Hawk x5+					HP 7, Str 6, Prot 0, Att 15, Mor 50, Def 15, MR 15, Prec 5, Enc 0, MM 34, AP 2, MS, Fly, Ethereal, Magic, Mindless, NNEat, Shock Res +15, Poison Res +15, Spirit Sight, Storm Immunity, Wpn: Lightning Swarm
Conj 5	Contact Draconians	A3	45	-	-	NUW
	Draconian Chief x1					HP 52, Str 19, Prot 10, Att 13, Mor 14, Def 13, MR 14, Prec 10, Enc 3, MM 22, AP 10, MS, Fly, Poison Res +15, Ldr 40, Wpn: Venomous Bite
Conj 6	Summon Great Eagles	A3	10	-	-	NUW
	Great Eagle x5+					HP 52, Str 18, Prot 7, Att 12, Mor 18, Def 11, MR 14, Prec 14, Enc 3, MM 40, AP 8, MS, Fly, Siege Strength +10, Patrol Bonus 10, Wpn: Talons, Beak
Ench 5	Watcher	A3E1	5	-	-	
	Watcher x1					HP 75, Str 20, Prot 20, Att 5, Mor 50, Def 0, MR 14, Prec 25, Enc 0, MM 0, AP 2, Inanim, Magic, Mindless, PAmp, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 50, Wpn: Lightning
Alt 7	Phantasmal Attack	A4	8	4	-	Anonymous

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Phantasmal Warrior x25+	HP 1, Str 10, Prot 0, Att 10, Mor 50, Def 10, MR 10, Prec 10, Enc 0, MM 22, AP 12, Ethereal, Inanim, Magic, Mindless, Amph, NNEat, Poison Res +25, Spirit Sight, Wpn: Phantasmal Weapon				
Conj 8	Queen of Elemental Air	A5	50	-	-	NUW
	Queen of Clouds (x1)	HP 45, Str 14, Prot 0, Att 13, Mor 30, Def 15, MR 18, Prec 13, Enc 0, MM 40, AP 30, Fly, Ethereal, Glamour, Magic, NNEat, Shock Res +15, Poison Res +15, Spirit Sight, Ldr 80, MagLdr 40, Wpn: Thunder Fist, Lightning Swarm				

### Water Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 3	Claymen	W1E1	5	-	-	
	Clayman x5+	HP 15, Str 13, Prot 6, Att 10, Mor 50, Def 9, MR 10, Prec 5, Enc 0, MM 22, AP 6, Inanim, Magic, Mindless, PAmph, NNEat, BIR, PiR, Regeneration 10%, Poison Res +25, Spirit Sight, Wpn: Hammer				
Alt 6	Manifest Vitriol	W2F1	2	-	-	NUW
	Green Lion x1	HP 34, Str 16, Prot 7, Att 14, Mor 50, Def 11, MR 16, Prec 12, Enc 0, MM 22, AP 18, Ethereal, Magic, Mindless, NNEat, Fire Res +15, Poison Res +15, Spirit Sight, Wpn: Bite, Claw, Vitriol Breath				
Conj 3	Summon Yetis	W2A1	15	-	-	NUW
	Yeti x5+	HP 46, Str 22, Prot 8, Att 13, Mor 15, Def 8, MR 13, Prec 8, Enc 2, MM 16, AP 14, MS, Cold Res +25, Chill 3, Wpn: Rock, Sticks and Stones				
Conj 3	Summon Cave Cows	W2E2	4	-	-	NUW
	Cave Cow x5+	HP 32, Str 15, Prot 4, Att 10, Mor 10, Def 8, MR 7, Prec 10, Enc 3, MM 10, AP 8, NNEat, Darkvision 100, Wpn: Bite, Corrosive Spit				
Conj 4	Summon Ice Drake	W2	7	-	-	NUW
	Ice Drake x1	HP 41, Str 17, Prot 13, Att 10, Mor 14, Def 7, MR 13, Prec 8, Enc 4, MM 10, AP 8, Cold Res +15, Wpn: Bite, Drake Frost				
Conj 4	Summon Sea Serpent	W2	5	-	-	UW
	Sea Serpent x1	HP 70, Str 18, Prot 10, Att 15, Mor 14, Def 11, MR 8, Prec 10, Enc 4, MM 16, AP 20, Aqua, Poison Res +15, Fear +5, Wpn: Venomous Fangs				
Ench 4	Vile Water	W2	4	-	-	NUW
	Gelatinous Cube x1	HP 50, Str 16, Prot 0, Att 8, Mor 50, Def 5, MR 13, Prec 0, Enc 0, MM 10, AP 2, Magic, Mindless, Trample, Amph, NNEat, Stealthy, BIR, SiR, PiR, Aff Res 99, Fire Res +15, Cold Res +5, Poison Res +15, Stealth 25, Wpn: Acid				
Conj 3	Call Kraken	W3	3	-	-	UW
	Kraken x1	HP 60, Str 16, Prot 8, Att 10, Mor 13, Def 7, MR 5, Prec 6, Enc 3, MM 10, AP 8, Recup, Aqua, Stealthy, BIR, Darkvision 100, Stealth 20, Wpn: Tentacle, Tentacle, Tentacle, Tentacle				
Conj 5	Contact Sea Trolls	W3	15	-	-	
	Sea Troll x5+	HP 52, Str 22, Prot 8, Att 9, Mor 12, Def 10, MR 14, Prec 8, Enc 2, MM 16, AP 14, Amph, NNEat, Regeneration 10%, Poison Res +15, Darkvision 50, Wpn: Claw				
Conj 5	Summon Winter Wolves	W3	10	-	-	NUW
	Winter Wolf x5+	HP 13, Str 11, Prot 0, Att 12, Mor 50, Def 11, MR 15, Prec 5, Enc 0, MM 22, AP 26, MS, Ethereal, Magic, Mindless, NNEat, Cold Res +25, Poison Res +15, Spirit Sight, Chill 6, Wpn: Bite				
Conj 5	Contact Naiad	W3N1	35	-	-	
	Naiad x1	HP 10, Str 9, Prot 0, Att 10, Mor 10, Def 9, MR 18, Prec 10, Enc 2, MM 16, AP 12, Recup, Amph, Stealthy, Awe +6, Gift of Water Breathing 30 size points, Ldr 40, Mag: W3N3, Wpn: Fist				
Conj 5	Naiad Warriors	W3N1	30	-	-	
	Kydnid x15	HP 10, Str 9, Prot 15, Att 11, Mor 12, Def 13, MR 15, Prec 10, Enc 6, MM 16, AP 12, Recup, Amph, Awe +4, Wpn: Bronze Sword				
Conj 6	Summon Bishop Fish	W3	15	-	-	UW
	Bishop Fish x1	HP 17, Str 9, Prot 3, Att 7, Mor 9, Def 5, MR 16, Prec 7, Enc 4, MM 10, AP 10, Sacred, Aqua, Darkvision 50, Ldr 40, Mag: H3, Wpn: Fist				
Conj 6	Sea King's Court	W3	55	-	-	



School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Sea King x1	HP 63, Str 24, Prot 10, Att 11, Mor 14, Def 12, MR 17, Prec 8, Enc 2, MM 16, AP 14, Amph, NNEat, Regeneration 15%, Poison Res +15, Water Gems 1/month, Darkvision 50, Gift of Water Breathing 30 size points, Ldr 40, MagLdr 10, Mag: W3, Wpn: Mace				
Conj 7	Summon Asp Turtle	W3	13	-	-	UW
	Asp Turtle x1	HP 91, Str 25, Prot 22, Att 9, Mor 18, Def 6, MR 13, Prec 5, Enc 2, MM 16, AP 14, Trample, Aqua, Fear +5, Wpn: Bite				
Conj 7	Summon Catoblepas	W3D2	15	-	-	NUW
	Catoblepas x1	HP 75, Str 24, Prot 8, Att 8, Mor 16, Def 6, MR 15, Prec 5, Enc 3, MM 10, AP 6, SS, Poison Res +25, Fear +10, Spirit Sight, Wpn: Hoof, Gore, Gaze of Death				
Ench 6	Hidden in Snow	W3D1	75	-	-	NUW
	Unfrozen Lord x1	HP 30, Str 17, Prot 11, Att 13, Mor 18, Def 14, MR 16, Prec 10, Enc 0, MM 22, AP 9, Und, NNEat, PiR, Cold Res +25, Poison Res +25, Chill 3, Ldr 40, UndLdr 80, Wpn: Bane Blade				
	Unfrozen Mage x1	HP 20, Str 15, Prot 14, Att 12, Mor 18, Def 14, MR 18, Prec 10, Enc 0, MM 22, AP 9, Und, NNEat, PiR, Cold Res +25, Poison Res +25, Chill 3, Ldr 10, UndLdr 10, Mag: D1?4, Wpn: Quarterstaff				
	Unfrozen Warrior x10	HP 28, Str 16, Prot 11, Att 12, Mor 18, Def 12, MR 16, Prec 10, Enc 0, MM 22, AP 9, Und, NNEat, PiR, Cold Res +25, Poison Res +25, Chill 3, Wpn: Flint Sword				
	Unfrozen x15	HP 25, Str 16, Prot 11, Att 11, Mor 18, Def 10, MR 16, Prec 10, Enc 0, MM 22, AP 9, Und, NNEat, PiR, Cold Res +25, Poison Res +25, Chill 3, Wpn: Stone Spear				
Conj 6	Streams from Hades	W4D1	40	-	-	
	Kokythiad x1	HP 10, Str 9, Prot 0, Att 10, Mor 10, Def 9, MR 18, Prec 10, Enc 2, MM 16, AP 12, Recup, Amph, Stealthy, Fear +5, Darkvision 100, Spirit Sight, Invulnerability 15, Ldr 40, Mag: W3D3, Wpn: Fist				
Conj 8	Queen of Elemental Water	W5	50	-	-	UW
	Queen of the Sea (x1)	HP 65, Str 18, Prot 0, Att 15, Mor 30, Def 15, MR 18, Prec 12, Enc 0, MM 16, AP 10, Recup, Magic, Aqua, NNEat, BIR, SIR, PiR, Cold Res +15, Poison Res +15, Spirit Sight, Ldr 80, MagLdr 40, Wpn: Crush				
Conj 9	Call Ancient Presence	W6N4	25	-	-	NUW
	Ancient Presence x1	HP 197, Str 26, Prot 6, Att 16, Mor 30, Def 7, MR 18, Prec 10, Enc 0, MM 22, AP 8, SS, Und, Magic, NNEat, BIR, PiR, Regeneration 20%, Fire Res -10, Poison Res +25, Fear +10, Wpn: Devour, Steal Strength				

Earth Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 1	Summon Cave Grubs	E1	8	-	-	NUW
	Cave Grub x5+	HP 52, Str 17, Prot 6, Att 10, Mor 18, Def 7, MR 7, Prec 5, Enc 5, MM 10, AP 5, Magic, NNEat, Siege Strength +10, Wpn: Corrosive Bite				
Conj 2	Summon Ogres	E1	10	-	-	NUW
	Ogre x5+	HP 26, Str 18, Prot 11, Att 10, Mor 14, Def 9, MR 8, Prec 8, Enc 3, MM 16, AP 14, MS, Cold Res +5, Wpn: Great Club				
Conj 3	Summon Cave Crab	E1W1	2	-	-	
	Cave Crab x1	HP 54, Str 20, Prot 22, Att 11, Mor 15, Def 9, MR 4, Prec 5, Enc 2, MM 16, AP 10, Amph, Darkvision 100, Wpn: Crab Claw				
Conj 4	Summon Cave Drake	E2	5	-	-	NUW
	Cave Drake x1	HP 58, Str 19, Prot 22, Att 8, Mor 14, Def 6, MR 12, Prec 5, Enc 5, MM 10, AP 7, MS, Darkvision 50, Wpn: Bite				
Cnst 3	Clockwork Soldiers	E2	8	-	-	NUW
	Clockwork Soldier x5+	HP 7, Str 11, Prot 18, Att 10, Mor 50, Def 11, MR 12, Prec 5, Enc 0, MM 22, AP 10, Inanim, Magic, Mindless, PAmph, NNEat, Reinvigoration -15, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Darkvision 1000, Wpn: Broad Sword				
Cnst 5	Clockwork Horrors	E2	10	-	-	NUW
	Clockwork Horror x10+	HP 5, Str 12, Prot 18, Att 12, Mor 50, Def 10, MR 12, Prec 5, Enc 0, MM 22, AP 18, Inanim, Magic, Mindless, PAmph, NNEat, Reinvigoration -15, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Darkvision 100, Wpn: Blade Hand, Blade Hand				
Cnst 7	Mechanical Men	E2	15	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Mechanical Man x10+					HP 8, Str 12, Prot 18, Att 10, Mor 50, Def 14, MR 12, Prec 5, Enc 0, MM 22, AP 8, Inanim, Magic, Mindless, PAmp, NNEat, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Broad Sword
Alt 6	Iron Pigs	E3N1	10	-	-	NUW
	Iron Pig x7					HP 15, Str 12, Prot 20, Att 8, Mor 8, Def 7, MR 5, Prec 5, Enc 5, MM 22, AP 10, FS, Trample, Shock Res -5, Wpn: Bite
Conj 5	Summon Fall Bears	E3	15	-	-	NUW
	Fall Bear x5+					HP 53, Str 19, Prot 0, Att 10, Mor 50, Def 8, MR 15, Prec 5, Enc 0, MM 22, AP 14, FS, Ethereal, Magic, Mindless, NNEat, Regeneration 10%, Poison Res +15, Spirit Sight, Wpn: Claw
Conj 5	Contact Trolls	E3	15	-	-	NUW
	Troll x5+					HP 35, Str 22, Prot 15, Att 10, Mor 12, Def 9, MR 14, Prec 8, Enc 3, MM 16, AP 14, MS, NNEat, Regeneration 10%, Fire Res -10, Darkvision 50, Wpn: Great Club
Conj 6	Contact Hill Giant	E3	3	-	-	NUW
	Hill Giant x1					HP 106, Str 28, Prot 12, Att 13, Mor 16, Def 6, MR 9, Prec 8, Enc 3, MM 22, AP 18, MS, Wpn: Grab and Swallow, Great Club
Conj 6	Troll King's Court	E3	55	-	-	NUW
	Troll King x1					HP 42, Str 24, Prot 24, Att 11, Mor 14, Def 7, MR 17, Prec 8, Enc 4, MM 16, AP 14, MS, NNEat, Regeneration 15%, Fire Res -10, Darkvision 50, Ldr 40, MagLdr 10, Mag: E3, Wpn: Maul
Cnst 5	Crusher Construction	E3	15	-	-	NUW
	Crusher x1					HP 110, Str 25, Prot 24, Att 8, Mor 50, Def 7, MR 12, Prec 5, Enc 0, MM 22, AP 6, Inanim, Magic, Mindless, PAmp, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Wpn: Stone Fist
Cnst 9	Siege Golem	E3	20	-	-	NUW
	Siege Golem x1					HP 165, Str 30, Prot 24, Att 9, Mor 50, Def 9, MR 12, Prec 5, Enc 0, MM 22, AP 10, Inanim, Magic, Mindless, PAmp, NNEat, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Siege Strength +100, Wpn: Shatterfist, Shatterfist
Ench 5	Enliven Gargoyles	E3A1	10	-	-	
	Gargoyle x5+					HP 12, Str 13, Prot 20, Att 10, Mor 50, Def 10, MR 12, Prec 5, Enc 0, MM 28, AP 8, Fly, Inanim, Magic, Mindless, PAmp, NNEat, SIR, PiR, Poison Res +25, Wpn: Claw, Claw
Ench 6	Enliven Statues	E3	20	-	-	
	Living Statue x10+					HP 15, Str 15, Prot 20, Att 12, Mor 50, Def 14, MR 12, Prec 5, Enc 0, MM 22, AP 10, Inanim, Magic, Mindless, PAmp, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Wpn: Stone Spear
Ench 6	Hidden in Sand	E3D1	75	-	-	NUW
	Dust King x1					HP 30, Str 17, Prot 10, Att 13, Mor 18, Def 16, MR 16, Prec 10, Enc 0, MM 22, AP 10, WS, Sacred, Und, NNEat, PiR, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Ldr 40, UndLdr 80, Wpn: Kopesh
	Dust Priest x1					HP 20, Str 15, Prot 7, Att 12, Mor 18, Def 15, MR 18, Prec 10, Enc 0, MM 22, AP 10, WS, Sacred, Und, NNEat, PiR, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Ldr 10, UndLdr 40, Mag: E1D2H2?3, Wpn: Quarterstaff
	Dust Warrior x10					HP 28, Str 16, Prot 10, Att 12, Mor 18, Def 15, MR 16, Prec 10, Enc 0, MM 22, AP 10, WS, Und, NNEat, PiR, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Wpn: Kopesh
	Dust Walker x15					HP 25, Str 16, Prot 10, Att 11, Mor 18, Def 14, MR 16, Prec 10, Enc 0, MM 22, AP 10, WS, Und, NNEat, PiR, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Wpn: Spear
Ench 6	Hidden Underneath	E3D1	75	-	-	NUW
	Released King x1					HP 12, Str 17, Prot 26, Att 13, Mor 18, Def 15, MR 16, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, PAmp, NNEat, PiR, Fire Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 40, UndLdr 80, Wpn: Fossilized Hatchet
	Released Sage x1					HP 8, Str 16, Prot 20, Att 11, Mor 18, Def 11, MR 18, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, PAmp, NNEat, PiR, Fire Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 10, Mag: E1D2?2, Wpn: Magic Sceptre
	Released Warrior x10					HP 10, Str 16, Prot 27, Att 12, Mor 18, Def 11, MR 16, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, PAmp, NNEat, PiR, Fire Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Fossilized Sword, Fossilized Hatchet

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Released One x15					HP 8, Str 16, Prot 27, Att 11, Mor 18, Def 13, MR 16, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, PAmph, NNEat, PiR, Fire Res +15, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Stone Spear
Cnst 9	Iron Dragon	E4F2	30	-	-	NUW
	Iron Dragon x1					HP 150, Str 25, Prot 24, Att 12, Mor 50, Def 7, MR 12, Prec 10, Enc 0, MM 28, AP 7, Fly, Inanim, Magic, Mindless, Trample, PAmph, NNEat, Fire Res +15, Shock Res +15, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Wpn: Bite, Tail Sweep, Dragon Fire
Conj 8	King of Elemental Earth	E5	50	-	-	
	King of Mountains (x1)					HP 130, Str 27, Prot 20, Att 13, Mor 30, Def 8, MR 18, Prec 9, Enc 0, MM 16, AP 10, MS, Magic, PAmph, NNEat, Regeneration 5%, Poison Res +15, Spirit Sight, Ldr 80, MagLdr 40, Wpn: Fist

#### Astral Rituals

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

#### Death Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Spirit Mastery	D1	4	-	-	
	Dispossessed Spirit x15+					HP 1, Str 1, Prot 0, Att 8, Mor 30, Def 8, MR 11, Prec 10, Enc 0, MM 18, AP 12, Float, Ethereal, Und, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Paralyze
Ench 1	Reanimation	D1	3	-	-	
	Longdead x10					HP 5, Str 10, Prot 0, Att 11, Mor 50, Def 12, MR 9, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spear
Ench 2	Revive King	D1	3	-	-	NUW
	Mound King x1					HP 7, Str 12, Prot 12, Att 12, Mor 30, Def 15, MR 14, Prec 10, Enc 0, MM 22, AP 25, Inanim, Und, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 40, UndLdr 80, Wpn: Light Lance, Hoof
Conj 1	Black Servant	D2	5	-	-	
	Black Servant x1					HP 18, Str 13, Prot 0, Att 11, Mor 15, Def 11, MR 11, Prec 8, Enc 0, MM 22, AP 12, Ethereal, Und, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Stealth 20, Wpn: Life Drain

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Summon Shades	D2	8	-	-	
	Shade x5+					HP 10, Str 10, Prot 0, Att 10, Mor 15, Def 12, MR 13, Prec 10, Enc 0, MM 22, AP 12, Float, Ethereal, Und, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Steal Strength
Conj 3	Revive Wights	D2	20	-	-	
	Wight x5					HP 20, Str 16, Prot 19, Att 12, Mor 17, Def 14, MR 14, Prec 10, Enc 0, MM 22, AP 10, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Bane Blade
Conj 3	Revive Bane	D2	7	-	-	
	Bane x1					HP 23, Str 17, Prot 19, Att 13, Mor 18, Def 13, MR 15, Prec 10, Enc 0, MM 22, AP 10, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 40, UndLdr 120, Wpn: Bane Blade
Conj 6	Summon Ghosts	D2	14	-	-	
	Ghost x5+					HP 20, Str 12, Prot 0, Att 10, Mor 18, Def 15, MR 15, Prec 12, Enc 0, MM 22, AP 12, Float, Ethereal, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Life Drain
Ench 3	Create Revenant	D2	9	-	-	NUW
	Revenant x1					HP 15, Str 12, Prot 0, Att 9, Mor 30, Def 7, MR 14, Prec 5, Enc 0, MM 18, AP 6, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 80, Mag: D1, Wpn: Fist
Ench 6	Reanimate Archers	D2F1	5	-	-	NUW
	Longdead Archer x10					HP 5, Str 10, Prot 0, Att 11, Mor 50, Def 8, MR 9, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Fist, Banefire Bow
Alt 4	Arouse Hunger	D3	8	5	-	NUW
	Ghoul x19+					HP 10, Str 11, Prot 0, Att 10, Mor 18, Def 10, MR 8, Prec 8, Enc 0, MM 22, AP 10, Und, NNEat, Poison Res +25, Darkvision 50, Wpn: Poisoned Claw
Conj 4	Summon Shade Beasts	D3	15	-	-	
	Shade Beast x15+					HP 12, Str 11, Prot 3, Att 11, Mor 30, Def 8, MR 12, Prec 0, Enc 0, MM 28, AP 18, Ethereal, Und, PAmph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Reanimating Bite
Conj 6	Summon Spectre	D3	22	-	-	
	Spectral Mage x1					HP 25, Str 13, Prot 0, Att 10, Mor 18, Def 16, MR 16, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 10, UndLdr 10, Mag: D1?2, Wpn: Life Drain
Conj 7	Summon Mound Fiend	D3	28	-	-	NUW
	Mound Fiend x1					HP 20, Str 12, Prot 0, Att 10, Mor 15, Def 15, MR 15, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Sacred, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 10, UndLdr 80, Mag: D3H2, Wpn: Life Drain
Conj 8	King of Banefires	D3F4	50	-	-	NUW
	King of Banefires (x1)					HP 54, Str 20, Prot 0, Att 15, Mor 30, Def 9, MR 18, Prec 10, Enc 0, MM 16, AP 14, Ethereal, Und, Magic, NNEat, Fire Res +25, Poison Res +25, Fear +5, Spirit Sight, Heat 5, Ldr 80, MagLdr 40, Wpn: Banefire Strike
Ench 4	Behemoth	D3	10	-	-	NUW
	Behemoth x1					HP 104, Str 22, Prot 7, Att 7, Mor 30, Def 6, MR 13, Prec 0, Enc 0, MM 22, AP 12, Inanim, Und, Trample, PAmph, NNEat, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Wpn: Tusk
Ench 5	Pale Riders	D3	10	-	-	NUW
	Longdead Horseman x20+					HP 5, Str 10, Prot 10, Att 11, Mor 50, Def 14, MR 10, Prec 10, Enc 0, MM 22, AP 25, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Light Lance, Hoof
Ench 6	Ziz	D3A2	5	-	-	NUW
	Ziz x1					HP 78, Str 20, Prot 5, Att 13, Mor 30, Def 8, MR 13, Prec 13, Enc 0, MM 22, AP 6, Fly, Inanim, Und, NNEat, Shock Res +15, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 10, Siege Strength +10, Patrol Bonus 10, Storm Immunity, Wpn: Beak, Talons
Ench 7	Carrion Reanimation	D3	10	5	-	

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Soulless x100	HP 15, Str 12, Prot 0, Att 5, Mor 50, Def 3, MR 5, Prec 4, Enc 0, MM 18, AP 6, Inanim, Und, Mindless, PAmph, NNEat, Cold Res +15, Poison Res +25, Wpn: Fist				
Ench 7	Leviathan	D3W1	12	-	-	UW
	Leviathan x1	HP 143, Str 28, Prot 19, Att 6, Mor 30, Def 3, MR 13, Prec 5, Enc 0, MM 16, AP 10, Inanim, Und, Trample, Amph, NNEat, Cold Res +15, Poison Res +25, Fear +10, Spirit Sight, Wpn: Bite				
Conj 5	Revive Bane Lord	D4	12	-	-	
	Bane Lord x1	HP 42, Str 19, Prot 20, Att 14, Mor 18, Def 14, MR 16, Prec 10, Enc 0, MM 22, AP 10, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 40, UndLdr 160, Wpn: Bane Blade				
Conj 7	Harvester of Sorrows	D4	20	-	-	
	Harvester of Sorrows x1	HP 66, Str 18, Prot 0, Att 12, Mor 30, Def 15, MR 18, Prec 10, Enc 0, MM 34, AP 8, Fly, Ethereal, Und, PAmph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Fear +15, Spirit Sight, Reaper 10, Stealth 25, Wpn: Life Drain				
Cnst 9	Poison Golem	D4E2	35	-	-	
	Poison Golem x1	HP 85, Str 25, Prot 18, Att 8, Mor 50, Def 7, MR 18, Prec 7, Enc 0, MM 22, AP 10, Inanim, Magic, Mindless, PAmph, NNEat, Fire Res +15, Poison Res +25, Spirit Sight, Reaper 10, Wpn: Fist				
Conj 7	Call Wraith Lord	D5	40	-	-	
	Wraith Lord x1	HP 33, Str 15, Prot 22, Att 16, Mor 30, Def 15, MR 17, Prec 10, Enc 0, MM 22, AP 13, Ethereal, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 80, UndLdr 120, Mag: D3, Wpn: Bane Blade				
Ench 8	Lichcraft	D5	30	-	-	NUW
	Lich x1	HP 15, Str 13, Prot 8, Att 10, Mor 30, Def 10, MR 18, Prec 12, Enc 0, MM 22, AP 8, Inanim, Und, PAmph, NNEat, PiR, Fire Res -10, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 80, Mag: D4, Wpn: Magic Sceptre				
Ench 9	Army of the Dead	D5	10	3	-	
	Longdead x40+	HP 5, Str 10, Prot 0, Att 11, Mor 50, Def 12, MR 9, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spear				
Conj 9	Ghost Riders	D6	5	4	-	Anonymous
	Longdead Horseman x33	HP 5, Str 10, Prot 10, Att 11, Mor 50, Def 14, MR 10, Prec 10, Enc 0, MM 22, AP 25, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Light Lance, Hoof				
Conj 9	Legion of Wights	D6	30	-	-	NUW
	Wight x20+	HP 20, Str 16, Prot 19, Att 12, Mor 17, Def 14, MR 14, Prec 10, Enc 0, MM 22, AP 10, Und, PAmph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Bane Blade				

#### Nature Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 1	Summon Sea Dogs	N1W1	3	-	-	
	Sea Dog x5+	HP 14, Str 10, Prot 7, Att 11, Mor 11, Def 10, MR 6, Prec 5, Enc 2, MM 16, AP 12, Amph, Wpn: Bite				
Conj 1	Summon Crocodiles	N1W1	4	-	-	NUW
	Crocodile x5+	HP 23, Str 14, Prot 12, Att 10, Mor 14, Def 6, MR 5, Prec 5, Enc 3, MM 10, AP 7, SS, Wpn: Bite				
Conj 2	Pack of Wolves	N1	2	-	-	NUW
	Wolf x10+	HP 8, Str 9, Prot 2, Att 11, Mor 12, Def 10, MR 5, Prec 5, Enc 2, MM 22, AP 26, FS, MS, Stealthy, Wpn: Bite				
Conj 2	Summon Horned Serpents	N1	4	-	-	NUW
	Horned Serpent x5+	HP 29, Str 13, Prot 11, Att 14, Mor 13, Def 7, MR 13, Prec 10, Enc 3, MM 12, AP 8, FS, SS, Poison Res +15, Wpn: Venomous Fangs				
Conj 3	Awaken Vine Men	N1	1	-	-	NUW
	Vine Man x3	HP 17, Str 11, Prot 7, Att 9, Mor 50, Def 6, MR 5, Prec 3, Enc 0, MM 16, AP 8, FS, Magic, Mindless, PAmph, NNEat, BIR, PiR, Poison Res +15, Wpn: Fist, Fist				

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Awaken Algae Men	N1	1	-	-	UW
	Algae Man x3					HP 12, Str 11, Prot 14, Att 9, Mor 50, Def 6, MR 5, Prec 3, Enc 0, MM 16, AP 8, FS, Magic, Mindless, Amph, NNEat, BiR, PiR, Poison Res +15, Wpn: Fist, Fist
Cnst 3	Construct Manikin	N1D1	12	-	-	NUW
	Manikin x10+					HP 12, Str 11, Prot 0, Att 7, Mor 50, Def 7, MR 12, Prec 5, Enc 0, MM 22, AP 6, FS, Inanim, Und, Magic, Mindless, PAmph, NNEat, PiR, Poison Res +25, Spirit Sight, Wpn: Sleep Vines, Claw
Conj 1	Summon Animals	N2	10	-	-	
	Wolf x15+					HP 8, Str 9, Prot 2, Att 11, Mor 12, Def 10, MR 5, Prec 5, Enc 2, MM 22, AP 26, FS, MS, Stealthy, Wpn: Bite
Conj 2	Summon Killer Mantis	N2	8	-	-	NUW
	Killer Mantis x5+					HP 18, Str 14, Prot 10, Att 13, Mor 50, Def 9, MR 5, Prec 4, Enc 2, MM 22, AP 16, WS, Magic, Mindless, NNEat, Stealthy, Poison Res +15, Wpn: Mantis Claw, Mantis Claw
Conj 3	Pride of Lions	N2	10	-	-	NUW
	Great Lion x10+					HP 20, Str 15, Prot 4, Att 13, Mor 13, Def 10, MR 5, Prec 5, Enc 3, MM 22, AP 20, Darkvision 50, Wpn: Bite, Claw
Conj 3	Summon Sea Lions	N2W1	10	-	-	UW
	Leocampus x10+					HP 27, Str 16, Prot 5, Att 13, Mor 13, Def 10, MR 6, Prec 5, Enc 3, MM 22, AP 22, Aqua, Wpn: Bite, Claw
Conj 3	Summon Bog Beasts	N2W2	8	-	-	NUW
	Bog Beast x5+					HP 32, Str 15, Prot 8, Att 10, Mor 10, Def 8, MR 7, Prec 10, Enc 3, MM 10, AP 8, SS, Poison Res +25, Wpn: Venomous Bite, Poison Spit
Conj 4	Summon Leogryphs	N2	12	-	-	NUW
	Leogryph x10+					HP 23, Str 16, Prot 5, Att 14, Mor 14, Def 10, MR 12, Prec 5, Enc 3, MM 22, AP 22, Wpn: Bite, Claw
Conj 4	Summon Swamp Drake	N2W1	8	-	-	NUW
	Swamp Drake x1					HP 44, Str 17, Prot 14, Att 10, Mor 14, Def 7, MR 13, Prec 8, Enc 4, MM 10, AP 8, SS, Poison Res +15, Poison Barbs 5 AN dmg, Wpn: Venomous Bite, Drake Gas
Conj 5	Summon Manticore	N2E2	5	-	-	NUW
	Manticore x1					HP 62, Str 20, Prot 11, Att 13, Mor 14, Def 11, MR 14, Prec 12, Enc 2, MM 28, AP 18, MS, WS, Fly, Poison Res +15, Fear +5, Wpn: Stinger, Claw, Flick Barbs
Cnst 5	Construct Mandragora	N2D1	10	-	-	NUW
	Mandragora x5+					HP 25, Str 15, Prot 5, Att 9, Mor 50, Def 9, MR 14, Prec 5, Enc 0, MM 22, AP 6, FS, Inanim, Und, Magic, Mindless, PAmph, NNEat, PiR, Poison Res +25, Spirit Sight, Wpn: Sleep Vines, Sleep Vines, Claw
Conj 4	Awaken Vine Ogres	N3	3	-	-	NUW
	Vine Ogre x2					HP 55, Str 18, Prot 9, Att 12, Mor 50, Def 5, MR 5, Prec 4, Enc 0, MM 16, AP 12, FS, Magic, Mindless, PAmph, NNEat, BiR, PiR, Poison Res +15, Wpn: Fist, Fist
Conj 4	Summon Kithaironic Lion	N3E1	5	-	-	NUW
	Kithaironic Lion x1					HP 31, Str 18, Prot 18, Att 14, Mor 15, Def 11, MR 13, Prec 5, Enc 1, MM 22, AP 22, FS, Magic, SiR, PiR, Darkvision 50, Wpn: Bite, Claw, Weak Poison
Conj 5	Spirits of the Wood	N3	8	-	-	NUW
	Woodland Spirit x10+					HP 10, Str 9, Prot 0, Att 10, Mor 10, Def 10, MR 15, Prec 10, Enc 3, MM 16, AP 12, FS, Ethereal, Recup, NNEat, Stealthy, Regeneration 20%, Poison Res +15, Awe +4, Spirit Sight, Wpn: Steal Strength
Conj 5	Contact Forest Trolls	N3	10	-	-	NUW
	Forest Troll x5+					HP 26, Str 19, Prot 11, Att 10, Mor 11, Def 9, MR 14, Prec 8, Enc 3, MM 16, AP 14, FS, NNEat, Regeneration 10%, Fire Res -5, Darkvision 50, Wpn: Great Club
Conj 6	Forest Troll Tribe	N3	37	-	-	NUW
	Troll Shaman x1					HP 26, Str 19, Prot 11, Att 10, Mor 11, Def 11, MR 16, Prec 8, Enc 3, MM 16, AP 14, FS, NNEat, Regeneration 10%, Fire Res -5, Darkvision 50, Ldr 10, Mag: D1N1?1, Wpn: Quarterstaff
Conj 6	Contact Forest Giant	N3	2	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Forest Giant x1					HP 66, Str 24, Prot 10, Att 11, Mor 15, Def 9, MR 9, Prec 8, Enc 3, MM 22, AP 16, FS, Wpn: Great Club
Conj 6	Contact Lamias	N3	5	-	-	NUW
	Lamia x5+					HP 14, Str 12, Prot 5, Att 11, Mor 15, Def 9, MR 13, Prec 10, Enc 3, MM 16, AP 12, FS, SS, Regeneration 50%, Poison Res +15, Wpn: Claw, Life Drain
Cnst 5	Wooden Construction	N3	5	-	-	NUW
	Lumber Construct x1					HP 70, Str 20, Prot 12, Att 8, Mor 50, Def 7, MR 12, Prec 5, Enc 0, MM 22, AP 7, Inanim, Magic, Mindless, PAmph, NNEat, BIR, PiR, Poison Res +25, Spirit Sight, Wpn: Fist
Conj 3	Call of the Wild	N4	15	4	-	NUW
	Wolf x30					HP 8, Str 9, Prot 2, Att 11, Mor 12, Def 10, MR 5, Prec 5, Enc 2, MM 22, AP 26, FS, MS, Stealthy, Wpn: Bite
Conj 5	Awaken Sleeper	N4	10	-	-	NUW
	Sleeper x1					HP 26, Str 17, Prot 18, Att 15, Mor 18, Def 19, MR 15, Prec 15, Enc 5, MM 16, AP 15, Recup, Inspirational +1, Ldr 120, UndLdr 40, MagLdr 80, Wpn: Enchanted Spear, Javelin of Flight
Conj 7	Animal Horde	N4	25	-	-	NUW
	Wolf x100					HP 8, Str 9, Prot 2, Att 11, Mor 12, Def 10, MR 5, Prec 5, Enc 2, MM 22, AP 26, FS, MS, Stealthy, Wpn: Bite
Conj 7	Awaken Ivy King	N4	30	-	-	NUW
	Ivy King x1					HP 63, Str 19, Prot 7, Att 13, Mor 16, Def 7, MR 16, Prec 8, Enc 0, MM 16, AP 12, FS, Magic, PAmph, NNEat, BIR, PiR, Awaken Vine Men Bonus 3, Poison Res +15, Animal Awe +5, Ldr 40, MagLdr 40, Mag: N3, Wpn: Fist, Fist
Conj 6	Contact Lamia Queen	N5D2	25	-	-	NUW
	Lamia Queen x1					HP 15, Str 12, Prot 6, Att 11, Mor 15, Def 14, MR 17, Prec 10, Enc 3, MM 16, AP 12, FS, SS, Regeneration 50%, Poison Res +15, Ldr 40, Mag: D2N1?2, Wpn: Oath Rod
Conj 8	Faerie Court	N5	40	-	-	NUW
	Faery Queen x1					HP 15, Str 11, Prot 0, Att 12, Mor 7, Def 11, MR 18, Prec 15, Enc 1, MM 22, AP 12, FS, Fly, Glamour, Recup, Magic, Stealthy, Disease Healing 1, Ldr 40, MagLdr 40, Mag: A3N3, Wpn: Fist
Ench 7	Awaken Treelord	N5	35	4	-	NUW
	Treelord (x1)					HP 250, Str 15, Prot 20, Att 8, Mor 30, Def 0, MR 18, Prec 8, Enc 0, MM 0, AP 2, FS, NNEat, BIR, PiR, Awaken Vine Men Bonus 3, Fire Res -5, Retinue 2d6 Dire Wolf, Ldr 10, Wpn: Branch, Branch, Branch
Thau 8	Call the Worm That Walks	N5	30	-	-	
	Worm Mage x1					HP 10, Str 12, Prot 0, Att 11, Mor 30, Def 10, MR 18, Prec 11, Enc 0, MM 16, AP 6, FS, Recup, Amph, NNEat, SIR, PiR, Reinvigoration 2, Regeneration 10%, Poison Res +5, Invulnerability 15, Ldr 10, Mag: N3, Wpn: Fist
Conj 9	Awaken Tarrasque	N6	25	-	-	NUW
	Tarrasque x1					HP 245, Str 27, Prot 19, Att 13, Mor 30, Def 8, MR 18, Prec 10, Enc 4, MM 10, AP 8, SS, Recup, Regeneration 10%, Supply Bonus -10, Poison Res +25, Fear +10, Wpn: Bite, Claw, Tail Sweep, Dragon Gas

Blood Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 1	Bind Shadow Imp	B1	4	-	-	NUW
	Shadow Imp x1					HP 7, Str 8, Prot 5, Att 11, Mor 9, Def 13, MR 13, Prec 10, Enc 1, MM 16, AP 7, Demon, NNEat, Stealthy, Stealth 20, Wpn: Pitchfork
Blood 1	Bind Fiery Imps	B1F1	2	-	-	NUW
	Fiery Imp x5+					HP 7, Str 8, Prot 5, Att 12, Mor 9, Def 12, MR 13, Prec 11, Enc 1, MM 16, AP 7, Demon, NNEat, Fire Res +15, Cold Res -5, Wpn: Pitchfork, Throw Flames
Blood 2	Bind Bone Fiends	B1D1	3	-	-	NUW
	Bone Fiend x5+					HP 15, Str 15, Prot 0, Att 13, Mor 50, Def 13, MR 13, Prec 5, Enc 0, MM 22, AP 10, Inanim, Und, Mindless, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Claw, Claw
Blood 4	Bind Serpent Fiend	B1	2	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Serpent Fiend x1					HP 22, Str 12, Prot 8, Att 12, Mor 16, Def 12, MR 16, Prec 10, Enc 2, MM 22, AP 14, SS, WS, Fly, Demon, NNEat, Poison Res +15, Wpn: Venomous Fangs
Blood 5	Awaken Dark Vines	B1N3	12	-	-	NUW
	Dark Vines x2					HP 126, Str 19, Prot 9, Att 10, Mor 50, Def 5, MR 15, Prec 0, Enc 0, MM 10, AP 4, FS, Magic, Mindless, NNEat, BIR, PiR, Poison Res +15, Wpn: Tentacle, Tentacle, Tentacle
Blood 2	Bind Spine Devil	B2	3	-	-	NUW
	Spine Devil x1					HP 25, Str 15, Prot 13, Att 12, Mor 30, Def 12, MR 16, Prec 5, Enc 2, MM 16, AP 15, Demon, NNEat, Poison Barbs 5 AN dmg, Wpn: Venomous Claw, Venomous Claw
Blood 2	Bind Fiend	B2	5	-	-	NUW
	Fiend of Darkness x1					HP 30, Str 15, Prot 10, Att 13, Mor 30, Def 13, MR 17, Prec 10, Enc 1, MM 22, AP 13, Fly, Demon, NNEat, Stealthy, Wpn: Venomous Claw, Venomous Claw
Blood 3	Bind Devil	B2F2	7	-	-	NUW
	Devil x1					HP 35, Str 14, Prot 8, Att 14, Mor 30, Def 13, MR 17, Prec 12, Enc 2, MM 22, AP 12, WS, Fly, Demon, NNEat, Fire Res +25, Cold Res -5, Heat 3, Wpn: Trident, Barbed Tail
Blood 3	Bind Frost Fiend	B2W2	6	-	-	NUW
	Frost Fiend x1					HP 25, Str 12, Prot 5, Att 12, Mor 30, Def 17, MR 17, Prec 13, Enc 2, MM 22, AP 12, Fly, Demon, NNEat, Fire Res -5, Cold Res +25, Ice Protection 1, Chill 3, Wpn: Ice Rod, Frost Blast
Blood 4	Bind Storm Demon	B2A2	7	-	-	NUW
	Storm Demon x1					HP 20, Str 12, Prot 5, Att 10, Mor 30, Def 14, MR 17, Prec 14, Enc 2, MM 34, AP 12, Fly, Ethereal, Demon, NNEat, Shock Res +15, Wpn: Thunder Fist, Lightning
Blood 5	Bind Demon Knight	B2E2	8	-	-	NUW
	Demon Knight x1					HP 20, Str 15, Prot 22, Att 13, Mor 30, Def 17, MR 15, Prec 10, Enc 1, MM 22, AP 28, Demon, NNEat, Fire Res +15, Fear +5, Wpn: Lance, Broad Sword, Hoof
Blood 5	Send Lesser Horror	B2S3	9	6	-	Tainted, NUW, Anonymous
	Belly Maw Horror x1					HP 27, Str 15, Prot 10, Att 14, Mor 30, Def 14, MR 18, Prec 10, Enc 0, MM 22, AP 10, Magic, PAmph, NNEat, Fear +5, Darkvision 100, Spirit Sight, Wpn: Weakness Tentacle, Weakness Tentacle, Weakness Tentacle, Belly Maw
Blood 7	Blood Rite	B2D2	11	-	-	NUW
	Vampire x1					HP 12, Str 13, Prot 0, Att 11, Mor 15, Def 11, MR 15, Prec 11, Enc 0, MM 22, AP 14, Fly, Und, NNEat, Stealthy, BIR, SIR, Regeneration 10%, Fire Res -5, Cold Res +15, Poison Res +25, Darkvision 100, Invulnerability 25, Wpn: Life Drain
Blood 6	Bind Ice Devil	B3W3	88	-	-	NUW
	Ice Devil (x1)					HP 76, Str 20, Prot 15, Att 14, Mor 30, Def 18, MR 18, Prec 10, Enc 1, MM 16, AP 14, Demon, Fire Res -5, Cold Res +25, Ice Protection 3, Chill 3, Ldr 120, UndLdr 80, Wpn: Magic Staff, Barbed Tail
Blood 7	Father Illearth	B3E4	85	-	-	NUW
	Father Illearth (x1)					HP 130, Str 27, Prot 13, Att 13, Mor 30, Def 8, MR 18, Prec 9, Enc 0, MM 16, AP 10, MS, Magic, NNEat, Regeneration 15%, Poison Res +15, Fear +5, Spirit Sight, Ldr 80, MagLdr 40, Wpn: Fist
Blood 7	Curse of Blood	B3D4	77	-	-	NUW
	Vampire Lord x1					HP 15, Str 15, Prot 0, Att 13, Mor 15, Def 13, MR 17, Prec 13, Enc 0, MM 22, AP 14, Fly, Und, NNEat, Stealthy, BIR, SIR, Regeneration 10%, Fire Res -5, Cold Res +15, Poison Res +25, Darkvision 100, Invulnerability 25, Dominion Summoner 1+ Thrall, Ldr 80, UndLdr 80, Mag: D3B3, Wpn: Life Drain
Blood 5	Horde from Hell	B4	44	4	-	NUW
	Imp x25					HP 8, Str 9, Prot 6, Att 11, Mor 9, Def 15, MR 13, Prec 10, Enc 1, MM 22, AP 7, Fly, Demon, NNEat, Fire Res +15, Cold Res -5, Wpn: Claws
Blood 5	Bind Succubus	B4	66	-	-	NUW
	Succubus x1					HP 30, Str 15, Prot 0, Att 13, Mor 30, Def 13, MR 17, Prec 13, Enc 1, MM 28, AP 13, Fly, Demon, NNEat, Stealthy, Spirit Sight, Invisibility, Ldr 40, UndLdr 40, Wpn: Life Drain
Blood 7	Bind Arch Devil	B4F2	99	-	-	NUW



School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Arch Devil (x1)	HP 62, Str 19, Prot 12, Att 15, Mor 30, Def 14, MR 18, Prec 13, Enc 1, MM 28, AP 14, WS, Fly, Demon, Fire Res +25, Cold Res -5, Heat 3, Ldr 120, UndLdr 160, Wpn: Fire Brand, Barbed Tail				
Blood 9	Send Horror	B4S5	20	6	-	Tainted, NUW, Anonymous
	Mind Slime Horror x1	HP 28, Str 14, Prot 10, Att 18, Mor 30, Def 16, MR 18, Prec 10, Enc 0, MM 22, AP 6, Float, Ethereal, Magic, Amph, NNEat, Reinvigoration 2, Fear +10, Spirit Sight, Damage Reversal 2 vs MR, Invisibility, Mag: S5, Wpn: Weakness Tentacle, Weakness Tentacle, Weakness Tentacle				
Blood 6	Ritual of Five Gates	B5	28	-	-	NUW
	Fiend of Darkness x1	HP 30, Str 15, Prot 10, Att 13, Mor 30, Def 13, MR 17, Prec 10, Enc 1, MM 22, AP 13, Fly, Demon, NNEat, Stealthy, Wpn: Venomous Claw, Venomous Claw				
Blood 7	Plague of Locusts	B5	88	4	-	NUW
	Demonic Locust x9	HP 29, Str 14, Prot 19, Att 15, Mor 16, Def 8, MR 16, Prec 12, Enc 1, MM 28, AP 14, WS, Fly, Demon, NNEat, Fire Res +5, Poison Res +5, Heretic 1, Wpn: Stinger				
Blood 8	Bind Heliophagus	B5	111	-	-	NUW
	Heliophagus (x1)	HP 55, Str 17, Prot 10, Att 14, Mor 30, Def 16, MR 18, Prec 14, Enc 1, MM 28, AP 14, Fly, Demon, NNEat, Stealthy, Poison Res +15, Fear +5, Spirit Sight, Reaper 5, Invisibility, Ldr 10, UndLdr 80, Wpn: Bane Blade, Barbed Tail				
Blood 9	Infernal Forces	B5F2	50	-	-	NUW
	Devil x7+	HP 35, Str 14, Prot 8, Att 14, Mor 30, Def 13, MR 17, Prec 12, Enc 2, MM 22, AP 12, WS, Fly, Demon, NNEat, Fire Res +25, Cold Res -5, Heat 3, Wpn: Trident, Barbed Tail				
Blood 9	Infernal Tempest	B5A2	50	-	-	NUW
	Storm Demon x7+	HP 20, Str 12, Prot 5, Att 10, Mor 30, Def 14, MR 17, Prec 14, Enc 2, MM 34, AP 12, Fly, Ethereal, Demon, NNEat, Shock Res +15, Wpn: Thunder Fist, Lightning				
Blood 9	Forces of Ice	B5W2	50	-	-	NUW
	Frost Fiend x8+	HP 25, Str 12, Prot 5, Att 12, Mor 30, Def 17, MR 17, Prec 13, Enc 2, MM 22, AP 12, Fly, Demon, NNEat, Fire Res -5, Cold Res +25, Ice Protection 1, Chill 3, Wpn: Ice Rod, Frost Blast				
Blood 9	Infernal Crusade	B5E2	50	-	-	NUW
	Demon Knight x10+	HP 20, Str 15, Prot 22, Att 13, Mor 30, Def 17, MR 15, Prec 10, Enc 1, MM 22, AP 28, Demon, NNEat, Fire Res +15, Fear +5, Wpn: Lance, Broad Sword, Hoof				
Blood 9	Forces of Darkness	B6	50	-	-	NUW
	Fiend of Darkness x14+	HP 30, Str 15, Prot 10, Att 13, Mor 30, Def 13, MR 17, Prec 10, Enc 1, MM 22, AP 13, Fly, Demon, NNEat, Stealthy, Wpn: Venomous Claw, Venomous Claw				
Blood 9	Bind Demon Lord	B8	150	-	-	NUW
	Lord of Hell (x1)	HP 177, Str 30, Prot 13, Att 15, Mor 30, Def 12, MR 18, Prec 13, Enc 1, MM 28, AP 10, Fly, Demon, NNEat, Fire Res +15, Poison Res +15, Fear +10, Blood Slaves 3/month, Spirit Sight, Heretic 5, Summoner 5 Slave of Belphegor, Ldr 160, UndLdr 40, Wpn: Fist				

#### National Rituals: Arcoscephale (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Str 13, Prot 18, Att 8, Mor 30, Def 0, MR 18, Prec 8, Enc 0, MM 0, AP 2, FS, Magic, NNEat, BiR, PiR, Research Bonus -4, Fire Res -5, Retinue 3d6 Harpy, Ldr 10, MagLdr 40, Mag: N3, Wpn: Branch				

#### National Rituals: Ermor (age 1)

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

**National Rituals: Marverni (age 1)**

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

**National Rituals: Sauromatia (age 1)**

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

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Heavenly Fires	F1S1	10	-	-	NUW
	Demon of Heavenly Fires x3	HP 24, Str 15, Prot 0, Att 13, Mor 15, Def 10, MR 15, Prec 13, Enc 1, MM 28, AP 12, Fly, Sacred, Magic, NNEat, Fire Res +25, Spirit Sight, Heat 3, Wpn: Flaming Fist, Flaming Wheel				
Conj 4	Celestial Hounds	A1S1	5	-	-	NUW
	Celestial Hound x2	HP 25, Str 17, Prot 7, Att 14, Mor 15, Def 10, MR 14, Prec 5, Enc 1, MM 28, AP 20, Fly, Sacred, Magic, NNEat, Shock Res +15, Spirit Sight, Patrol Bonus 10, Wpn: Bite, Claw				
Conj 6	Call Celestial Soldiers	A2S1	15	-	-	NUW
	Celestial Soldier x5	HP 38, Str 18, Prot 18, Att 15, Mor 15, Def 14, MR 15, Prec 15, Enc 4, MM 16, AP 16, Sacred, Magic, NNEat, Spirit Sight, Wpn: Glaive				
Conj 3	Heavenly Rivers	W1S1	12	-	-	NUW
	Demon of Heavenly Rivers x3	HP 32, Str 20, Prot 15, Att 12, Mor 15, Def 11, MR 15, Prec 10, Enc 1, MM 16, AP 12, Sacred, Magic, Amph, NNEat, Spirit Sight, Wpn: Great Club				
Conj 1	Celestial Servant	E1S1	3	-	-	NUW
	Celestial Servant x1	HP 48, Str 24, Prot 4, Att 9, Mor 14, Def 8, MR 14, Prec 9, Enc 1, MM 16, AP 12, Sacred, Magic, NNEat, Supply Bonus -3, Spirit Sight, Wpn: Rake				
Conj 6	Contact Huli Jing	N2	30	-	-	NUW
	Huli Jing x1	HP 11, Str 9, Prot 0, Att 11, Mor 8, Def 12, MR 18, Prec 13, Enc 2, MM 16, AP 8, FS, Stealthy, Stealth 40, Mag: N3?1, Wpn: Dagger				
Conj 3	Ambush of Tigers	N2	10	-	-	NUW
	Tiger x10+	HP 21, Str 15, Prot 4, Att 13, Mor 13, Def 10, MR 5, Prec 5, Enc 3, MM 22, AP 20, FS, Darkvision 50, Wpn: Bite, Claw				
Conj 3	Herd of Buffaloes	N2	10	-	-	NUW
	Buffalo x5+	HP 43, Str 22, Prot 5, Att 8, Mor 13, Def 7, MR 5, Prec 5, Enc 3, MM 18, AP 18, Trample, Wpn: Hoof, Gore				

**National Rituals: Machaka (age 1)**

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

National Rituals: Mictlan (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Summon Jade Serpent	W2	5	-	-	
	Jade Serpent x1					HP 62, Str 17, Prot 12, Att 14, Mor 15, Def 8, MR 15, Prec 10, Enc 3, MM 16, AP 10, FS, SS, Sacred, Amph, Poison Res +15, Wpn: Venomous Fangs
Conj 7	Summon Tlaloque	W4	60	-	-	NUW
	Tlaloque of the East (x1)					HP 48, Str 19, Prot 5, Att 12, Mor 30, Def 15, MR 18, Prec 12, Enc 1, MM 16, AP 16, Sacred, Demon, NNEat, Supply Bonus 50, Spirit Sight, Ldr 40, UndLdr 40, Wpn: Quarterstaff
Conj 1	Summon Jaguar Toad	N1H1	1	-	-	NUW
	Jaguar Toad x1					HP 21, Str 11, Prot 3, Att 7, Mor 12, Def 6, MR 5, Prec 5, Enc 3, MM 16, AP 6, SS, Sacred, Trample, Poison Res +15, Wpn: Claw, Poison Spit
Conj 6	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1					HP 20, Str 11, Prot 5, Att 14, Mor 14, Def 9, MR 17, Prec 12, Enc 3, MM 28, AP 10, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 40, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 3	Summon Jaguars	N2H1	25	-	-	NUW
	Jaguar x17					HP 19, Str 15, Prot 4, Att 13, Mor 13, Def 10, MR 8, Prec 5, Enc 3, MM 22, AP 20, FS, Sacred, Stealthy, Darkvision 50, Wpn: Bite, Claw
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1					HP 57, Str 17, Prot 6, Att 7, Mor 14, Def 6, MR 5, Prec 5, Enc 3, MM 16, AP 7, SS, Sacred, Trample, Poison Res +25, Wpn: Claw
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3					HP 19, Str 12, Prot 4, Att 11, Mor 12, Def 13, MR 15, Prec 5, Enc 2, MM 28, AP 3, FS, Fly, Sacred, Demon, NNEat, Stealthy, Wpn: Venomous Fangs
Blood 4	Bind Jaguar Fiends	B1F1	13	-	-	NUW
	Ozelotl x3					HP 33, Str 16, Prot 6, Att 13, Mor 30, Def 11, MR 16, Prec 5, Enc 2, MM 28, AP 25, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw
Blood 5	Contact Civateteo	B2D2	36	-	-	NUW
	Civateteo x1					HP 20, Str 13, Prot 0, Att 12, Mor 30, Def 12, MR 16, Prec 12, Enc 0, MM 22, AP 14, Ethereal, Sacred, Und, NNEat, Stealthy, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Ldr 80, UndLdr 80, Mag: D1B1H2, Wpn: Life Drain
Blood 6	Bind Tzitzimitl	B2S2	10	-	-	NUW
	Tzitzimitl x1					HP 43, Str 18, Prot 6, Att 13, Mor 30, Def 13, MR 18, Prec 13, Enc 1, MM 20, AP 16, Fly, Sacred, Demon, NNEat, Spirit Sight, Wpn: Pincer, Scorpion Tail, Stellar Bolt
Blood 6	Contact Tlahuelpuchi	B3	42	-	-	NUW
	Tlahuelpuchi x1					HP 17, Str 13, Prot 0, Att 12, Mor 13, Def 12, MR 16, Prec 12, Enc 0, MM 28, AP 14, Fly, NNEat, Stealthy, Darkvision 100, Assassin Ability, Assassin Patience +2, Stealth 10, Mag: D1N1B2, Wpn: Life Drain
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1					HP 31, Str 14, Prot 6, Att 12, Mor 14, Def 11, MR 18, Prec 5, Enc 2, MM 28, AP 15, FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood Searcher 2, Retinue 2 Beast Bat, Dominion Summoner 1+ Beast Bat, Ldr 80, UndLdr 40, MagLdr 10, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+					HP 33, Str 16, Prot 6, Att 13, Mor 30, Def 11, MR 16, Prec 5, Enc 2, MM 28, AP 25, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw

**National Rituals: Alysia (age 1)**

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

**National Rituals: Caelum (age 1)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1					HP 14, Str 11, Prot 0, Att 13, Mor 13, Def 12, MR 16, Prec 12, Enc 1, MM 22, AP 12, Fly, Sacred, Recup, Magic, Amph, NNEat, BLR, SLR, PiR, Cold Res +5, Poison Res +15, Awe +2, Spirit Sight, Disease Healing 1, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 10, Mag: W2H1, Wpn: Fist
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6					HP 16, Str 12, Prot 16, Att 13, Mor 14, Def 14, MR 14, Prec 12, Enc 3, MM 22, AP 14, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1					HP 35, Str 13, Prot 0, Att 13, Mor 18, Def 13, MR 18, Prec 13, Enc 1, MM 34, AP 4, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Awe +4, Mag: A3S2H3, Wpn: Sacred Circlet
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of Justice x1					HP 16, Str 12, Prot 0, Att 13, Mor 14, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 12, Fly, Sacred, Magic, Fire Res +15, Shock Res +10, Cold Res +5, Awe +3, Spirit Sight, Ldr 80, MagLdr 10, Mag: F3S3H2, Wpn: Fist
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Plants (x1)					HP 39, Str 13, Prot 7, Att 14, Mor 18, Def 13, MR 18, Prec 14, Enc 1, MM 28, AP 16, Fly, Sacred, Magic, NNEat, Shock Res +15, Awe +5, Spirit Sight, Invulnerability 15, Ldr 120, MagLdr 80, Wpn: Fist
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x3					HP 16, Str 12, Prot 12, Att 13, Mor 14, Def 14, MR 14, Prec 12, Enc 3, MM 22, AP 14, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Wpn: Magic Lance
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1					HP 14, Str 15, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 13, Fly, Sacred, Demon, NNEat, Stealthy, Fire Res +5, Spirit Sight, Stealth 20, Ldr 40, UndLdr 40, Wpn: Claw
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Pairika x1					HP 14, Str 15, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 13, Fly, Sacred, Demon, NNEat, Stealthy, Fire Res +5, Fear +5, Spirit Sight, Stealth 20, Ldr 40, UndLdr 40, Mag: F2D2B3H2, Wpn: Claw
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Evil Intentions (x1)					HP 44, Str 14, Prot 0, Att 14, Mor 18, Def 18, MR 18, Prec 14, Enc 1, MM 28, AP 16, Fly, Sacred, Demon, NNEat, Fire Res +15, Fear +5, Spirit Sight, Invulnerability 15, Stealth 25, Ldr 120, UndLdr 80, Wpn: Magic Staff

**National Rituals: C'tis (age 1)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1					HP 42, Str 14, Prot 21, Att 14, Mor 15, Def 13, MR 17, Prec 12, Enc 5, MM 22, AP 12, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear
Conj 7	Contact Couatl	N1S1	40	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Couatl x1					HP 20, Str 11, Prot 5, Att 14, Mor 14, Def 9, MR 17, Prec 12, Enc 3, MM 28, AP 10, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 40, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 4	Sacred Crocodile	N2W2	8	-	-	NUW
	Sacred Crocodile x1					HP 73, Str 21, Prot 14, Att 11, Mor 15, Def 6, MR 5, Prec 5, Enc 3, MM 10, AP 7, SS, Sacred, Wpn: Bite
Conj 5	Summon Monster Toads	N2	8	-	-	NUW
	Monster Toad x3					HP 57, Str 17, Prot 6, Att 7, Mor 14, Def 6, MR 5, Prec 5, Enc 3, MM 16, AP 7, SS, Sacred, Trample, Poison Res +25, Wpn: Claw

#### National Rituals: Pangaea (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1					HP 110, Str 13, Prot 18, Att 8, Mor 30, Def 0, MR 18, Prec 8, Enc 0, MM 0, AP 2, FS, Magic, NNEat, BIR, PiR, Research Bonus -4, Fire Res -5, Retinue 3d6 Harpy, Ldr 10, MagLdr 40, Mag: N3, Wpn: Branch

#### National Rituals: Agartha (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Rhuax Pact	F1E1	2	-	-	
	Magma Child x5					HP 17, Str 12, Prot 8, Att 10, Mor 50, Def 8, MR 14, Prec 10, Enc 0, MM 16, AP 10, Magic, Mindless, NNEat, Fire Res +25, Poison Res +15, Spirit Sight, Heat 3, Wpn: Flame Strike
Ench 5	Living Mercury	W1E1	5	-	-	
	Living Mercury x1					HP 48, Str 28, Prot 0, Att 14, Mor 50, Def 14, MR 18, Prec 5, Enc 0, MM 16, AP 14, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush
Conj 3	Barathrus Pact	E2	2	-	-	
	Earth Elemental x1					HP 34, Str 18, Prot 8, Att 10, Mor 50, Def 9, MR 16, Prec 3, Enc 0, MM 16, AP 10, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist
Conj 3	Bind Penumbral	D1E1	1	-	-	
	Penumbral x1					HP 30, Str 15, Prot 0, Att 10, Mor 18, Def 10, MR 14, Prec 8, Enc 0, MM 22, AP 12, Ethereal, Und, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain
Conj 3	Revive Cavern Wights	D1E1	8	-	-	NUW
	Cavern Wight x3					HP 31, Str 17, Prot 16, Att 11, Mor 17, Def 11, MR 15, Prec 7, Enc 0, MM 20, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Bronze Glaive
Conj 5	Bind Umbral	D2E1	2	-	-	
	Umbral x1					HP 68, Str 22, Prot 0, Att 12, Mor 18, Def 12, MR 16, Prec 8, Enc 0, MM 22, AP 14, Ethereal, Und, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Contact Cu Sidhe	N2	8	-	-	NUW
	Cu Sidhe x7					HP 26, Str 15, Prot 7, Att 13, Mor 14, Def 11, MR 14, Prec 5, Enc 2, MM 22, AP 28, FS, Sacred, Stealthy, Darkvision 50, Wpn: Bite

#### National Rituals: Fomorria (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Summon Black Dogs	D2	8	-	-	NUW
	Black Dog x20					HP 14, Str 13, Prot 4, Att 12, Mor 13, Def 9, MR 13, Prec 5, Enc 2, MM 22, AP 24, Stealthy, Darkvision 100, Stealth 20, Wpn: Bite
Conj 4	Summon Barghests	D2	10	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Barghest x9	HP 28, Str 16, Prot 6, Att 13, Mor 14, Def 10, MR 15, Prec 5, Enc 2, MM 22, AP 26, Sacred, Stealthy, Darkvision 100, Curses attacker, Stealth 20, Wpn: Venomous Bite				
Conj 6	Summon Morrigan	D2A1	4	-	-	NUW
	Morrigan x1	HP 17, Str 13, Prot 14, Att 15, Mor 30, Def 20, MR 16, Prec 15, Enc 0, MM 22, AP 14, Fly, Glamour, Sacred, Und, NNEat, Stealthy, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Wpn: Spear of the Morrigan				

#### National Rituals: Vanheim (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3	HP 30, Str 14, Prot 15, Att 12, Mor 17, Def 14, MR 14, Prec 10, Enc 0, MM 22, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword				

#### National Rituals: Helheim (age 1)

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

#### National Rituals: Nifelheim (age 1)

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

#### National Rituals: Rus (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Firebird	F1S1	2	-	-	NUW
	Firebird x1	HP 8, Str 7, Prot 2, Att 12, Mor 13, Def 13, MR 15, Prec 14, Enc 3, MM 28, AP 6, FS, MS, Fly, Magic, Fire Res +15, Wpn: Claw, Flame Burst				
Conj 5	Summon Zmey	F2	8	-	-	NUW
	Zmey x1	HP 45, Str 16, Prot 13, Att 13, Mor 15, Def 9, MR 14, Prec 12, Enc 3, MM 28, AP 7, MS, Fly, Fire Res +15, Wpn: Bite, Bite, Bite, Fire Breath				
Conj 2	Summon Simargl	A1	1	-	-	NUW
	Simargl x1	HP 13, Str 11, Prot 7, Att 12, Mor 13, Def 10, MR 12, Prec 5, Enc 2, MM 28, AP 12, Fly, Patrol Bonus 10, Wpn: Bite				
Conj 5	Send Lady Midday	A1D1	10	5	-	NUW
	Lady Midday x1	HP 7, Str 9, Prot 0, Att 10, Mor 10, Def 10, MR 15, Prec 10, Enc 2, MM 22, AP 20, Fly, Ethereal, Magic, Stealthy, Fear +5, Assassin Ability, Assassin Patience +2, Stealth 20, Storm Immunity, Wpn: Plague Scythe				
Conj 7	Contact Cloud Vila	A4	40	-	-	NUW
	Cloud Vila x1	HP 15, Str 11, Prot 0, Att 12, Mor 13, Def 13, MR 17, Prec 13, Enc 2, MM 28, AP 14, MS, Fly, Sacred, Stealthy, Shock Res +15, Cold Res +5, Seduction Ability, Healing 1, Stealth 10, Storm Immunity, Mag: A3S1N2, Wpn: Fist, Lightning Strike				
Conj 4	Summon Rusalka	W1D1	16	-	-	NUW

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

#### National Rituals: Kailasa (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Apsaras	S2	3	-	-	NUW
	Apsara x3					HP 20, Str 13, Prot 1, Att 11, Mor 13, Def 15, MR 14, Prec 11, Enc 1, MM 22, AP 14, Sacred, Magic, Awe +4, Wpn: Kick
Conj 5	Summon Gandharvas	S2	18	-	-	NUW
	Gandharva x6					HP 25, Str 15, Prot 18, Att 13, Mor 15, Def 12, MR 16, Prec 11, Enc 5, MM 16, AP 14, Sacred, Magic, Awe +2, Wpn: Falchion, Kick
Conj 6	Summon Kinnara	S3	25	-	-	NUW
	Kinnara x1					HP 30, Str 15, Prot 3, Att 11, Mor 13, Def 11, MR 17, Prec 11, Enc 1, MM 28, AP 14, Fly, Sacred, Magic, Awe +3, Inspirational +1, Ldr 40, MagLdr 10, Mag: A2S2H2, Wpn: Kick
Conj 7	Summon Siddha	S4	35	-	-	NUW
	Siddha x1					HP 20, Str 13, Prot 0, Att 9, Mor 15, Def 9, MR 18, Prec 11, Enc 2, MM 100, AP 14, Sacred, Magic, Awe +3, Spirit Sight, Ldr 40, MagLdr 10, Mag: A2S3H3, Wpn: Fist, Kick
Conj 8	Summon Devata	S5	45	-	-	NUW
	Devata x1					HP 28, Str 17, Prot 18, Att 14, Mor 18, Def 12, MR 18, Prec 11, Enc 5, MM 16, AP 14, Sacred, Magic, Awe +5, Spirit Sight, Ldr 120, MagLdr 10, Mag: A3S2H3, Wpn: Spear, Falchion, Axe, Kick

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 9	Summon Devala	S5	55	-	-	NUW
	Devala x1					HP 20, Str 13, Prot 1, Att 12, Mor 18, Def 15, MR 18, Prec 12, Enc 1, MM 22, AP 14, Sacred, Magic, Awe +4, Inspirational +1, Spirit Sight, Ldr 40, MagLdr 10, Mag: S3H4, Wpn: Kick
Conj 9	Summon Rudra	S5	55	-	-	NUW
	Rudra x1					HP 32, Str 18, Prot 18, Att 15, Mor 18, Def 13, MR 18, Prec 13, Enc 5, MM 34, AP 14, Fly, Sacred, Magic, Research Bonus -20, Forge Bonus -5, Fire Res +15, Shock Res +15, Fear +5, Mag: F3A3D3H1, Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning
Conj 4	Contact Yaksha	N2E1	25	-	-	NUW
	Yaksha x1					HP 28, Str 17, Prot 4, Att 13, Mor 15, Def 11, MR 17, Prec 11, Enc 2, MM 16, AP 14, Sacred, Magic, Awe +1, Ldr 40, MagLdr 10, Mag: E3N1H1?1, Wpn: Falchion, Kick
Conj 4	Contact Yakshini	N2W1	25	-	-	NUW
	Yakshini x1					HP 23, Str 15, Prot 1, Att 11, Mor 13, Def 12, MR 17, Prec 11, Enc 2, MM 16, AP 14, Sacred, Magic, Awe +2, Ldr 40, MagLdr 10, Mag: W3N1H1?1, Wpn: Fist, Kick



**National Rituals: Lanka (age 1)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Host of Ganas	D1	12	-	-	NUW
	Gana x20					HP 10, Str 10, Prot 0, Att 10, Mor 15, Def 13, MR 12, Prec 10, Enc 0, MM 22, AP 12, Ethereal, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spectral Club
Conj 5	Summon Vetalas	D2	10	-	-	NUW
	Possessed Corpse x10					HP 22, Str 16, Prot 12, Att 12, Mor 18, Def 9, MR 14, Prec 9, Enc 0, MM 22, AP 9, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Mace
Blood 1	Summon Rakshasas	B1	10	-	-	NUW
	Rakshasa x3					HP 28, Str 19, Prot 5, Att 13, Mor 14, Def 10, MR 13, Prec 9, Enc 2, MM 16, AP 10, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Wpn: Claw, Claw
Blood 2	Feast of Flesh	B1N1	50	-	-	NUW
	Praghasa x15					HP 35, Str 22, Prot 4, Att 13, Mor 14, Def 10, MR 13, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, Supply Bonus -7, Fire Res -5, Wpn: Mace
Blood 3	Summon Asrapas	B2	11	-	-	NUW
	Asrapa x3					HP 19, Str 13, Prot 1, Att 12, Mor 14, Def 13, MR 14, Prec 11, Enc 2, MM 16, AP 14, Sacred, Demon, Mag: B1H1, Wpn: Athame, Kick
Blood 4	Summon Rakshasa Warriors	B2	25	-	-	NUW
	Rakshasa Warrior x5					HP 30, Str 20, Prot 15, Att 13, Mor 15, Def 10, MR 13, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Wpn: Iron Cudgel
Blood 5	Summon Sandhyabalas	B2D1	30	-	-	NUW
	Sandhyabala x3					HP 30, Str 20, Prot 15, Att 14, Mor 15, Def 13, MR 14, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, NNEat, Stealthy, Supply Bonus -4, Fire Res -10, Wpn: Moon Blade
Blood 7	Summon Samanishada	B3D1	35	-	-	NUW
	Samanishada x1					HP 30, Str 20, Prot 15, Att 14, Mor 15, Def 12, MR 15, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, NNEat, Stealthy, Supply Bonus -4, Fire Res -10, Assassin Ability, Stealth 20, Ldr 10, UndLdr 40, Wpn: Moon Blade, Duskdagger
Blood 6	Summon Dakini	B4A1	81	-	-	NUW
	Dakini x1					HP 23, Str 15, Prot 12, Att 11, Mor 13, Def 13, MR 17, Prec 11, Enc 2, MM 28, AP 14, Fly, Sacred, Demon, Fear +5, Spirit Sight, Damage Reversal 1 v MR, Ldr 40, UndLdr 10, Mag: A3D1B3H2, Wpn: Athame, Kick
Blood 8	Summon Mandeha	B5D2	133	-	-	NUW
	Mandeha x1					HP 65, Str 24, Prot 15, Att 15, Mor 18, Def 10, MR 18, Prec 11, Enc 2, MM 28, AP 16, FS, Fly, Sacred, Demon, NNEat, Supply Bonus -10, Fire Res -10, Fear +5, Spirit Sight, Ldr 40, UndLdr 40, Mag: A3D3B2H3, Wpn: Flesh Eater
Blood 8	Summon Danavas	B5	75	-	-	NUW
	Danava x3					HP 92, Str 24, Prot 12, Att 13, Mor 18, Def 12, MR 18, Prec 9, Enc 3, MM 22, AP 17, Sacred, Demon, NNEat, Fire Res -5, Fear +5, Spirit Sight, Mag: H2?2, Wpn: Unholy Sword, Unholy Spear, Unholy Axe

**National Rituals: Yomi (age 1)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Konoha Tengus	A1E1	5	-	-	NUW
	Konoha Tengu x5+					HP 12, Str 11, Prot 4, Att 12, Mor 13, Def 14, MR 14, Prec 12, Enc 3, MM 28, AP 10, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike
Conj 5	Contact Dai Tengu	A2E1	55	-	-	NUW
	Dai Tengu x1					HP 13, Str 11, Prot 4, Att 13, Mor 13, Def 16, MR 17, Prec 13, Enc 3, MM 28, AP 10, MS, Fly, Sacred, Storm Immunity, Ldr 80, Mag: A3E1N1H2, Wpn: Quarterstaff, Lightning
Conj 1	Summon Kappa	W1N1	3	-	-	NUW
	Kappa x3					HP 15, Str 13, Prot 15, Att 10, Mor 12, Def 9, MR 8, Prec 8, Enc 3, MM 16, AP 10, Recup, Amph, Wpn: Claw, Koppo
Conj 5	Contact Nushi	W2N1	25	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Nushi x1					HP 10, Str 9, Prot 0, Att 8, Mor 8, Def 9, MR 17, Prec 10, Enc 2, MM 16, AP 12, SS, Awe +3, Ldr 40, Mag: W3D1N2, Wpn: Claw
Conj 4	Summon Shikome	D2	8	-	-	NUW
	Shikome x8					HP 15, Str 12, Prot 5, Att 13, Mor 15, Def 13, MR 15, Prec 10, Enc 2, MM 16, AP 14, Sacred, Demon, NNEat, Supply Bonus -5, Fire Res +5, Cold Res +5, Poison Res +15, Spirit Sight, Wpn: Ghost Rending Claw, Ghost Rending Claw
Conj 6	Summon Gozu Mezu	D3	7	-	-	NUW
	Ox-head x1					HP 46, Str 20, Prot 18, Att 13, Mor 15, Def 10, MR 15, Prec 13, Enc 4, MM 22, AP 16, Demon, NNEat, Spirit Sight, Wpn: Gore, Soul Catcher
Conj 4	Ghost General	D3	10	-	-	
	Shura x1					HP 20, Str 16, Prot 17, Att 14, Mor 18, Def 16, MR 15, Prec 11, Enc 0, MM 22, AP 12, Ethereal, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 80, UndLdr 120, Wpn: Bane Blade
Conj 2	Summon Karasu Tengus	N1A1	3	-	-	NUW
	Karasu Tengu x3					HP 13, Str 11, Prot 4, Att 14, Mor 13, Def 16, MR 13, Prec 13, Enc 3, MM 28, AP 14, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike
Conj 3	Ambush of Tigers	N2	10	-	-	NUW
	Tiger x10+					HP 21, Str 15, Prot 4, Att 13, Mor 13, Def 10, MR 5, Prec 5, Enc 3, MM 22, AP 20, FS, Darkvision 50, Wpn: Bite, Claw

#### National Rituals: Hinnom (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8					HP 9, Str 9, Prot 6, Att 11, Mor 9, Def 15, MR 13, Prec 10, Enc 1, MM 28, AP 14, WS, Fly, Demon, NNEat, Stealthy, Wpn: Claws
Conj 5	Summon Lilot	N4	25	-	-	NUW
	Lilot x1					HP 22, Str 13, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 28, AP 13, WS, Fly, Demon, Stealthy, Stealth 15, Ldr 40, UndLdr 40, Wpn: Life Drain
Blood 3	Summon Se'irim	B2	23	-	-	NUW
	Se'ir x5					HP 28, Str 16, Prot 7, Att 13, Mor 30, Def 11, MR 15, Prec 9, Enc 2, MM 16, AP 16, WS, Sacred, Demon, NNEat, Wpn: Claw, Claw, Gore
Blood 4	Summon Shedim	B3A1	23	-	-	NUW
	Shed x3					HP 40, Str 15, Prot 8, Att 13, Mor 30, Def 12, MR 17, Prec 11, Enc 2, MM 28, AP 12, Fly, Demon, NNEat, Shock Res +15, Wpn: Thunder Fist, Lightning
Blood 9	Release Lord of Civilization	B8	177	-	-	NUW
	Grigori (x1)					HP 66, Str 21, Prot 14, Att 14, Mor 30, Def 13, MR 18, Prec 15, Enc 1, MM 40, AP 16, Fly, Sacred, Demon, Magic, NNEat, Stealthy, Fire Res +15, Shock Res +15, Poison Res +15, Fear +10, Spirit Sight, Damage Reversal 3 vs MR, Invulnerability 30, Stealth 20, Ldr 120, MagLdr 80, Wpn: Fist

#### National Rituals: Ur (age 1)

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Umu-apkallu x1					HP 36, Str 18, Prot 1, Att 14, Mor 30, Def 12, MR 18, Prec 12, Enc 2, MM 34, AP 16, Fly, Sacred, NNEat, Research Bonus 10, Shock Res +15, Disease Healing 1, Ldr 120, MagLdr 40, Mag: A3W3E2S4N2H2, Wpn: Fist
Conj 3	Herd of Buffaloes	N2	10	-	-	NUW
	Buffalo x5+					HP 43, Str 22, Prot 5, Att 8, Mor 13, Def 7, MR 5, Prec 5, Enc 3, MM 18, AP 18, Trample, Wpn: Hoof, Gore

#### National Rituals: Berytos (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Telkhine	W5A2	69	-	-	
	Telkhine x1					HP 53, Str 19, Prot 8, Att 14, Mor 30, Def 13, MR 18, Prec 14, Enc 1, MM 22, AP 16, Amph, Air Magic Bonus 1, Water Magic Bonus 1, Shock Res +15, Poison Res +15, Fear +5, Reaper 5, Army Sail 999 size pnts, Ship Size 4, Ldr 80, UndLdr 80, MagLdr 40, Mag: F2A3W3E3D2?1, Wpn: Bite
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8					HP 9, Str 9, Prot 6, Att 11, Mor 9, Def 15, MR 13, Prec 10, Enc 1, MM 28, AP 14, WS, Fly, Demon, NNEat, Stealthy, Wpn: Claws
Conj 3	Herd of Elephants	N2	25	-	-	NUW
	Elephant x5+					HP 61, Str 20, Prot 11, Att 9, Mor 8, Def 8, MR 6, Prec 5, Enc 3, MM 22, AP 18, Trample, Wpn: Tusk
Conj 5	Summon Lilot	N4	25	-	-	NUW
	Lilot x1					HP 22, Str 13, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 28, AP 13, WS, Fly, Demon, Stealthy, Stealth 15, Ldr 40, UndLdr 40, Wpn: Life Drain
Blood 3	Scapegoats	B1	8	-	-	NUW
	Se'ir x2					HP 28, Str 16, Prot 7, Att 13, Mor 30, Def 11, MR 15, Prec 9, Enc 2, MM 16, AP 16, WS, Sacred, Demon, NNEat, Wpn: Claw, Claw, Gore
Blood 6	Call Melqart	B3F2	99	-	-	NUW
	Melqart x1					HP 69, Str 24, Prot 19, Att 15, Mor 15, Def 18, MR 18, Prec 12, Enc 5, MM 22, AP 18, WS, Sacred, NNEat, Supply Bonus -20, Fire Res +8, Fear +5, Blood Searcher 3, Sacrifice Bonus 1, Ldr 160, Mag: B3H3?2, Wpn: Dawn Blade, Gore
Blood 4	Summon Shedim	B3A1	23	-	-	NUW
	Shed x3					HP 40, Str 15, Prot 8, Att 13, Mor 30, Def 12, MR 17, Prec 11, Enc 2, MM 28, AP 12, Fly, Demon, NNEat, Shock Res +15, Wpn: Thunder Fist, Lightning

#### National Rituals: Xibalba (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Chaac	A4	75	-	-	NUW
	Chaac of the South (x1)					HP 32, Str 18, Prot 3, Att 14, Mor 30, Def 14, MR 18, Prec 14, Enc 2, MM 22, AP 16, Fly, Sacred, NNEat, Supply Bonus 25, Shock Res +15, Storm Immunity, Ldr 40, UndLdr 40, Wpn: Thunder Axe, Lightning
Conj 3	Summon Sacred Scorpion	E1D1	2	-	-	NUW
	Sacred Scorpion x1					HP 48, Str 17, Prot 17, Att 13, Mor 15, Def 7, MR 12, Prec 3, Enc 2, MM 10, AP 8, WS, Sacred, Poison Res +15, Darkvision 100, Wpn: Claw, Scorpion Tail
Conj 3	Summon Jaguars	N2H1	25	-	-	NUW
	Jaguar x17					HP 19, Str 15, Prot 4, Att 13, Mor 13, Def 10, MR 8, Prec 5, Enc 3, MM 22, AP 20, FS, Sacred, Stealthy, Darkvision 50, Wpn: Bite, Claw
Conj 7	Summon Balam	N4	60	-	-	NUW
	Balam of the West (x1)					HP 49, Str 17, Prot 6, Att 14, Mor 14, Def 11, MR 15, Prec 5, Enc 3, MM 22, AP 24, FS, Sacred, Stealthy, Ldr 80, UndLdr 10, MagLdr 10, Wpn: Bite, Claw
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3					HP 19, Str 12, Prot 4, Att 11, Mor 12, Def 13, MR 15, Prec 5, Enc 2, MM 28, AP 3, FS, Fly, Sacred, Demon, NNEat, Stealthy, Wpn: Venomous Fangs
Blood 4	Bind Jaguar Fiends	B1F1	13	-	-	NUW
	Ozelotl x3					HP 33, Str 16, Prot 6, Att 13, Mor 30, Def 11, MR 16, Prec 5, Enc 2, MM 28, AP 25, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1					HP 31, Str 14, Prot 6, Att 12, Mor 14, Def 11, MR 18, Prec 5, Enc 2, MM 28, AP 15, FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood Searcher 2, Retinue 2 Beast Bat, Dominion Summoner 1+ Beast Bat, Ldr 80, UndLdr 40, MagLdr 10, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+					HP 33, Str 16, Prot 6, Att 13, Mor 30, Def 11, MR 16, Prec 5, Enc 2, MM 28, AP 25, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw

#### National Rituals: Atlantis (age 1)

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

#### National Rituals: R'lyeh (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Enslave Sea Trolls	S3W2	15	-	-	
	Slave Troll x5+					HP 52, Str 22, Prot 16, Att 8, Mor 12, Def 9, MR 12, Prec 8, Enc 4, MM 14, AP 14, Amph, NNEat, Regeneration 10%, Poison Res +15, Darkvision 50, Wpn: Coral Glaive

#### National Rituals: Therodos (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Telkhine	W5A2	69	-	-	
	Telkhine x1					HP 53, Str 19, Prot 8, Att 14, Mor 30, Def 13, MR 18, Prec 14, Enc 1, MM 22, AP 16, Amph, Air Magic Bonus 1, Water Magic Bonus 1, Shock Res +15, Poison Res +15, Fear +5, Reaper 5, Army Sail 999 size pnts, Ship Size 4, Ldr 80, UndLdr 80, MagLdr 40, Mag: F2A3W3E3D2?1, Wpn: Bite
Conj 0	Call Ephor	D1	7	-	-	
	Ephor x1					HP 7, Str 8, Prot 0, Att 8, Mor 9, Def 8, MR 14, Prec 10, Enc 0, MM 22, AP 10, Float, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 40, UndLdr 40, Mag: H1, Wpn: Paralyze
Conj 0	Call Spectral Philosopher	D1	11	-	-	
	Spectral Philosopher x1					HP 7, Str 8, Prot 0, Att 8, Mor 8, Def 8, MR 14, Prec 10, Enc 0, MM 22, AP 10, Float, Ethereal, Und, Amph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 10, Wpn: Paralyze

#### National Rituals: Arcosephale (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1					HP 110, Str 13, Prot 18, Att 8, Mor 30, Def 0, MR 18, Prec 8, Enc 0, MM 0, AP 2, FS, Magic, NNEat, BIR, PiR, Research Bonus -4, Fire Res -5, Retinue 3d6 Harpy, Ldr 10, MagLdr 40, Mag: N3, Wpn: Branch

#### National Rituals: Ermor (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 0	Revive Lictor	D2	3	-	-	NUW
	Lictor x1					HP 20, Str 16, Prot 16, Att 12, Mor 18, Def 10, MR 14, Prec 10, Enc 0, MM 22, AP 12, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Battleaxe
Conj 0	Revive Censor	D2	4	-	-	NUW
	Censor x1					HP 23, Str 17, Prot 16, Att 13, Mor 18, Def 11, MR 15, Prec 10, Enc 0, MM 22, AP 12, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 10, UndLdr 120, Wpn: Battleaxe
Conj 0	Revive Acolyte	D2	10	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Acolyte of Eldregate x1	HP 20, Str 16, Prot 5, Att 12, Mor 18, Def 12, MR 15, Prec 10, Enc 0, MM 22, AP 8, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 10, UndLdr 80, Mag: H1, Wpn: Poisoned Claw				
Conj 0	Revive Bishop	D2	16	-	-	NUW
	Bishop of Eldregate x1	HP 23, Str 17, Prot 5, Att 13, Mor 18, Def 13, MR 16, Prec 10, Enc 0, MM 22, AP 8, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 10, UndLdr 120, Mag: H2, Wpn: Poisoned Claw				
Conj 0	Revive Spectator	D2	12	-	-	
	Spectator x1	HP 25, Str 13, Prot 0, Att 10, Mor 18, Def 16, MR 16, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 10, UndLdr 10, Mag: D2, Wpn: Life Drain				
Conj 2	Revive Wailing Lady	D2	15	-	-	
	Wailing Lady x1	HP 20, Str 12, Prot 0, Att 10, Mor 18, Def 15, MR 15, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +10, Spirit Sight, Chill 3, Wpn: Wail				
Conj 3	Lictorian Guard	D2	10	-	-	NUW
	Lictor x5	HP 20, Str 16, Prot 16, Att 12, Mor 18, Def 10, MR 14, Prec 10, Enc 0, MM 22, AP 12, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Battleaxe				
Conj 0	Revive Arch Bishop	D3	23	-	-	NUW
	Arch Bishop of Eldregate x1	HP 25, Str 18, Prot 5, Att 13, Mor 18, Def 13, MR 17, Prec 10, Enc 0, MM 22, AP 8, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 10, UndLdr 160, Mag: H3, Wpn: Rod of Death				
Conj 0	Revive Dusk Elder	D3	20	-	-	
	Dusk Elder x1	HP 30, Str 14, Prot 0, Att 10, Mor 16, Def 17, MR 17, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 10, UndLdr 40, Mag: F1S1D3?1, Wpn: Life Drain				
Conj 5	Lamentation	D3	50	-	-	
	Wailing Lady x5	HP 20, Str 12, Prot 0, Att 10, Mor 18, Def 15, MR 15, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +10, Spirit Sight, Chill 3, Wpn: Wail				
Conj 8	Lictorian Legion	D4	35	-	-	NUW
	Lictor x25	HP 20, Str 16, Prot 16, Att 12, Mor 18, Def 10, MR 14, Prec 10, Enc 0, MM 22, AP 12, Sacred, Und, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Battleaxe				
Ench 6	Ermorian Legion	D4	15	-	-	NUW
	Longdead Legionnaire x50	HP 5, Str 11, Prot 10, Att 11, Mor 50, Def 13, MR 10, Prec 10, Enc 0, MM 22, AP 11, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spear, Javelin				
Conj 7	Great Lamentation	D5	66	-	-	
	Wailing Lady x14	HP 20, Str 12, Prot 0, Att 10, Mor 18, Def 15, MR 15, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +10, Spirit Sight, Chill 3, Wpn: Wail				

#### National Rituals: Pythium (age 2)

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 9	Heavenly Choir	S7F2	144	-	-	NUW
	Seraph x1					HP 77, Str 21, Prot 0, Att 15, Mor 30, Def 14, MR 18, Prec 15, Enc 1, MM 40, AP 16, Fly, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 v MR, Invulnerability 30, Ldr 160, MagLdr 80, Mag: F4A4S4H4, Wpn: Fist
Conj 5	Contact Lar	N1	16	-	-	NUW
	Lar x1					HP 14, Str 11, Prot 0, Att 12, Mor 12, Def 11, MR 16, Prec 12, Enc 1, MM 18, AP 14, FS, Ethereal, Sacred, Recup, Magic, NNEat, Stealthy, Supply Bonus 10, Poison Res +15, Spirit Sight, Ldr 10, Mag: W1E1N2, Wpn: Fist
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1					HP 110, Str 13, Prot 18, Att 8, Mor 30, Def 0, MR 18, Prec 8, Enc 0, MM 0, AP 2, FS, Magic, NNEat, BIR, PiR, Research Bonus -4, Fire Res -5, Retinue 3d6 Harpy, Ldr 10, MagLdr 40, Mag: N3, Wpn: Branch

#### National Rituals: Man (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Summon Black Dogs	D2	8	-	-	NUW
	Black Dog x20					HP 14, Str 13, Prot 4, Att 12, Mor 13, Def 9, MR 13, Prec 5, Enc 2, MM 22, AP 24, Stealthy, Darkvision 100, Stealth 20, Wpn: Bite
Conj 4	Summon Barghests	D2	10	-	-	NUW
	Barghest x9					HP 28, Str 16, Prot 6, Att 13, Mor 14, Def 10, MR 15, Prec 5, Enc 2, MM 22, AP 26, Sacred, Stealthy, Darkvision 100, Curses attacker, Stealth 20, Wpn: Venomous Bite
Conj 3	Summon Cu Sidhe	N2	8	-	-	NUW
	Cu Sidhe x7					HP 26, Str 15, Prot 7, Att 13, Mor 14, Def 11, MR 14, Prec 5, Enc 2, MM 22, AP 28, FS, Sacred, Stealthy, Darkvision 50, Wpn: Bite

#### National Rituals: Eriu (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Contact Cu Sidhe	N2	8	-	-	NUW
	Cu Sidhe x7					HP 26, Str 15, Prot 7, Att 13, Mor 14, Def 11, MR 14, Prec 5, Enc 2, MM 22, AP 28, FS, Sacred, Stealthy, Darkvision 50, Wpn: Bite

#### National Rituals: Ulm (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Iron Angel	E5S2	25	-	-	NUW
	Iron Angel x1					HP 63, Str 22, Prot 26, Att 16, Mor 30, Def 14, MR 20, Prec 12, Enc 5, MM 28, AP 16, Fly, NNEat, Magic Bonus -10, Reinvigoration 4, Fire Res +5, Shock Res +5, Halt Heretic +9, Wpn: Sword of Sharpness, Divine Grasp

#### National Rituals: Marignon (age 2)

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Seraph x1					HP 77, Str 21, Prot 0, Att 15, Mor 30, Def 14, MR 18, Prec 15, Enc 1, MM 40, AP 16, Fly, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 v MR, Invulnerability 30, Ldr 160, MagLdr 80, Mag: F4A4S4H4, Wpn: Fist

#### National Rituals: Mictlan (age 2)

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

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

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Celestial Soldier x5	HP 38, Str 18, Prot 18, Att 15, Mor 15, Def 14, MR 15, Prec 15, Enc 4, MM 16, AP 16, Sacred, Magic, NNEat, Spirit Sight, Wpn: Glaive				
Ench 5	Living Mercury	W1E1	5	-	-	
	Living Mercury x1	HP 48, Str 28, Prot 0, Att 14, Mor 50, Def 14, MR 18, Prec 5, Enc 0, MM 16, AP 14, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush				
Conj 1	Celestial Servant	E1S1	3	-	-	NUW
	Celestial Servant x1	HP 48, Str 24, Prot 4, Att 9, Mor 14, Def 8, MR 14, Prec 9, Enc 1, MM 16, AP 12, Sacred, Magic, NNEat, Supply Bonus -3, Spirit Sight, Wpn: Rake				
Conj 6	Contact Huli Jing	N2	30	-	-	NUW
	Huli Jing x1	HP 11, Str 9, Prot 0, Att 11, Mor 8, Def 12, MR 18, Prec 13, Enc 2, MM 16, AP 8, FS, Stealthy, Stealth 40, Mag: N3?1, Wpn: Dagger				
Conj 3	Ambush of Tigers	N2	10	-	-	NUW
	Tiger x10+	HP 21, Str 15, Prot 4, Att 13, Mor 13, Def 10, MR 5, Prec 5, Enc 3, MM 22, AP 20, FS, Darkvision 50, Wpn: Bite, Claw				
Conj 3	Herd of Buffaloes	N2	10	-	-	NUW
	Buffalo x5+	HP 43, Str 22, Prot 5, Att 8, Mor 13, Def 7, MR 5, Prec 5, Enc 3, MM 18, AP 18, Trample, Wpn: Hoof, Gore				

#### National Rituals: Machaka (age 2)

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

#### National Rituals: Agartha (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Rhuax Pact	F1E1	2	-	-	
	Magma Child x5	HP 17, Str 12, Prot 8, Att 10, Mor 50, Def 8, MR 14, Prec 10, Enc 0, MM 16, AP 10, Magic, Mindless, NNEat, Fire Res +25, Poison Res +15, Spirit Sight, Heat 3, Wpn: Flame Strike				
Conj 4	Olm Conclave	W1E1	20	-	-	
	Olm Sage x1	HP 24, Str 11, Prot 5, Att 8, Mor 12, Def 8, MR 16, Prec 12, Enc 4, MM 10, AP 7, Sacred, Amph, NNEat, Cold Res +5, Poison Res +15, Spirit Sight, Ldr 40, MagLdr 40, Mag: W2E1, Wpn: Life Drain, Mind Blast				
Ench 5	Living Mercury	W1E1	5	-	-	
	Living Mercury x1	HP 48, Str 28, Prot 0, Att 14, Mor 50, Def 14, MR 18, Prec 5, Enc 0, MM 16, AP 14, Inanim, Magic, Mindless, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, Poison Res +25, Spirit Sight, Wpn: Crush, Crush, Crush				
Conj 3	Barathrus Pact	E2	2	-	-	
	Earth Elemental x1	HP 34, Str 18, Prot 8, Att 10, Mor 50, Def 9, MR 16, Prec 3, Enc 0, MM 16, AP 10, Inanim, Magic, Mindless, Trample, Amph, NNEat, Regeneration 10%, Aff Res 4, Poison Res +25, Spirit Sight, Wpn: Fist				
Ench 1	Attentive Statues	E2	4	-	-	
	Attentive Statue x2	HP 13, Str 13, Prot 22, Att 12, Mor 50, Def 14, MR 12, Prec 5, Enc 0, MM 22, AP 10, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 5, Wpn: Granite Sword				
Ench 3	Enliven Sentinel	E2	3	-	-	
	Sentinel x1	HP 25, Str 16, Prot 22, Att 12, Mor 50, Def 10, MR 13, Prec 5, Enc 0, MM 22, AP 8, Sacred, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 10, Wpn: Granite Glaive				
Ench 5	Enliven Granite Guard	E3	12	-	-	
	Granite Guardian x1	HP 75, Str 22, Prot 22, Att 12, Mor 50, Def 10, MR 14, Prec 5, Enc 0, MM 22, AP 8, Sacred, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 10, Wpn: Granite Glaive				
Ench 6	Enliven Marble Oracle	E3D1	35	-	-	



School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Marble Oracle x1					HP 85, Str 22, Prot 22, Att 12, Mor 50, Def 10, MR 16, Prec 5, Enc 0, MM 22, AP 8, Sacred, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Mag: H2, Wpn: Stone Club
Ench 8	Hall of Statues	E5	30	-	-	
	Sentinel x20+					HP 25, Str 16, Prot 22, Att 12, Mor 50, Def 10, MR 13, Prec 5, Enc 0, MM 22, AP 8, Sacred, Inanim, Magic, Mindless, PAmph, NNEat, SIR, PiR, Poison Res +25, Spirit Sight, Patrol Bonus 10, Wpn: Granite Glaive
Conj 3	Summon Penumbrales	D1E1	6	-	-	
	Penumbral x4					HP 30, Str 15, Prot 0, Att 10, Mor 18, Def 10, MR 14, Prec 8, Enc 0, MM 22, AP 12, Ethereal, Und, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain
Conj 3	Awaken Shard Wights	D1E1	15	-	-	NUW
	Shard Wight x5+					HP 35, Str 17, Prot 16, Att 11, Mor 17, Def 10, MR 15, Prec 7, Enc 0, MM 18, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Shard Glaive
Conj 5	Summon Umbrals	D2E1	8	-	-	
	Umbral x4					HP 68, Str 22, Prot 0, Att 12, Mor 18, Def 12, MR 16, Prec 8, Enc 0, MM 22, AP 14, Ethereal, Und, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain

#### National Rituals: Abysia (age 2)

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

#### National Rituals: Caelum (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1					HP 14, Str 11, Prot 0, Att 13, Mor 13, Def 12, MR 16, Prec 12, Enc 1, MM 22, AP 12, Fly, Sacred, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Cold Res +5, Poison Res +15, Awe +2, Spirit Sight, Disease Healing 1, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 10, Mag: W2H1, Wpn: Fist
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6					HP 16, Str 12, Prot 16, Att 13, Mor 14, Def 14, MR 14, Prec 12, Enc 3, MM 22, AP 14, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1					HP 35, Str 13, Prot 0, Att 13, Mor 18, Def 13, MR 18, Prec 13, Enc 1, MM 34, AP 4, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Awe +4, Mag: A3S2H3, Wpn: Sacred Circlet
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of the Sky x1					HP 16, Str 12, Prot 0, Att 13, Mor 14, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 12, Fly, Sacred, Magic, Shock Res +15, Cold Res +5, Awe +3, Spirit Sight, Ldr 80, MagLdr 10, Mag: A4S2H2, Wpn: Fist
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Fire (x1)					HP 44, Str 14, Prot 0, Att 14, Mor 18, Def 18, MR 18, Prec 14, Enc 1, MM 22, AP 16, Fly, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Awe +5, Spirit Sight, Invulnerability 15, Ldr 120, MagLdr 80, Wpn: Magic Staff
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x3					HP 16, Str 12, Prot 12, Att 13, Mor 14, Def 14, MR 14, Prec 12, Enc 3, MM 22, AP 14, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Wpn: Magic Lance
Conj 5	Call Jahi	D3F1	15	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Jahi x1					HP 14, Str 15, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 13, Fly, Sacred, Demon, NNEat, Stealthy, Fire Res +5, Spirit Sight, Stealth 20, Ldr 40, UndLdr 40, Wpn: Claw
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Daeva of Shooting Stars x1					HP 17, Str 12, Prot 0, Att 13, Mor 14, Def 13, MR 17, Prec 12, Enc 1, MM 22, AP 12, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Spirit Sight, Ldr 80, UndLdr 40, Mag: S3D3H2, Wpn: Claw, Stellar Bolt
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Destruction (x1)					HP 39, Str 13, Prot 10, Att 14, Mor 18, Def 13, MR 18, Prec 14, Enc 1, MM 28, AP 16, Fly, Sacred, Demon, NNEat, Fire Res +15, Fear +5, Spirit Sight, Invulnerability 15, Ldr 120, UndLdr 80, Wpn: Fist

#### National Rituals: C'tis (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1					HP 42, Str 14, Prot 21, Att 14, Mor 15, Def 13, MR 17, Prec 12, Enc 5, MM 22, AP 12, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear
Conj 7	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1					HP 20, Str 11, Prot 5, Att 14, Mor 14, Def 9, MR 17, Prec 12, Enc 3, MM 28, AP 10, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 40, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 4	Sacred Crocodile	N2W2	8	-	-	NUW
	Sacred Crocodile x1					HP 73, Str 21, Prot 14, Att 11, Mor 15, Def 6, MR 5, Prec 5, Enc 3, MM 10, AP 7, SS, Sacred, Wpn: Bite
Conj 5	Summon Monster Toads	N2	8	-	-	NUW
	Monster Toad x3					HP 57, Str 17, Prot 6, Att 7, Mor 14, Def 6, MR 5, Prec 5, Enc 3, MM 16, AP 7, SS, Sacred, Trample, Poison Res +25, Wpn: Claw

#### National Rituals: Pangaea (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1					HP 110, Str 13, Prot 18, Att 8, Mor 30, Def 0, MR 18, Prec 8, Enc 0, MM 0, AP 2, FS, Magic, NNEat, BiR, PiR, Research Bonus -4, Fire Res -5, Retinue 3d6 Harpy, Ldr 10, MagLdr 40, Mag: N3, Wpn: Branch

#### National Rituals: Asphodel (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 0	Carrion Centaur	N1D1	8	-	-	NUW
	Carrion Centaur x1					HP 24, Str 15, Prot 2, Att 7, Mor 15, Def 11, MR 14, Prec 7, Enc 0, MM 22, AP 20, FS, Sacred, Recup, Inanim, Und, Magic, PAmph, NNEat, PiR, Poison Res +25, Spirit Sight, Ldr 40, UndLdr 120, MagLdr 10, Mag: H1, Wpn: Sleep Vines, Sleep Vines, Hoof
Ench 0	Carrion Lady	N1D1	16	-	-	NUW
	Carrion Lady x1					HP 15, Str 11, Prot 0, Att 9, Mor 10, Def 11, MR 16, Prec 9, Enc 0, MM 22, AP 10, FS, Sacred, Recup, Inanim, Und, Magic, PAmph, NNEat, Stealthy, PiR, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 80, Mag: N1H2, Wpn: Sleep Vines, Hoof
Ench 0	Carrion Lord	N3D2	35	-	-	NUW
	Carrion Lord x1					HP 53, Str 19, Prot 2, Att 8, Mor 16, Def 8, MR 18, Prec 8, Enc 0, MM 22, AP 9, FS, Sacred, Recup, Inanim, Und, Magic, PAmph, NNEat, Stealthy, PiR, Poison Res +25, Fear +5, Spirit Sight, Ldr 10, UndLdr 160, Mag: D2N3H3, Wpn: Sleep Vines, Sleep Vines, Club

**National Rituals: Vanheim (age 2)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3					HP 30, Str 14, Prot 15, Att 12, Mor 17, Def 14, MR 14, Prec 10, Enc 0, MM 22, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword

**National Rituals: Jotunheim (age 2)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3					HP 30, Str 14, Prot 15, Att 12, Mor 17, Def 14, MR 14, Prec 10, Enc 0, MM 22, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword
Conj 3	Summon Glosos	D2	13	-	-	NUW
	Gloso x9					HP 28, Str 15, Prot 8, Att 13, Mor 14, Def 9, MR 13, Prec 5, Enc 2, MM 22, AP 18, FS, Sacred, Trample, Stealthy, Fire Res +25, Darkvision 100, Heat 3, Stealth 10, Wpn: Poisonous Gore
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5					HP 30, Str 23, Prot 9, Att 13, Mor 17, Def 10, MR 14, Prec 5, Enc 2, MM 22, AP 28, FS, Sacred, Cold Res +15, Fear +5, Wpn: Bite, Claw

**National Rituals: Vanarus (age 2)**

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Sirin x1					HP 12, Str 8, Prot 0, Att 10, Mor 13, Def 13, MR 14, Prec 12, Enc 3, MM 28, AP 5, Fly, Sacred, Stealthy, Stealth 10, Ldr 40, Wpn: Claw, Claw
Conj 4	Contact Alkonost	S2	15	-	-	NUW
	Alkonost x1					HP 12, Str 8, Prot 0, Att 8, Mor 13, Def 12, MR 16, Prec 12, Enc 3, MM 28, AP 5, Fly, Sacred, Shock Res +15, Awe +5, Inspirational +2, Ldr 40, Mag: H3, Wpn: Claw, Claw
Conj 5	Contact Gamayun	S3	25	-	-	NUW
	Gamayun x1					HP 12, Str 8, Prot 0, Att 8, Mor 13, Def 12, MR 16, Prec 13, Enc 3, MM 28, AP 5, Fly, Sacred, Research Bonus 6, Awe +3, Ldr 40, Mag: A2S2H2, Wpn: Claw, Claw
Conj 4	Summon Likho	D1	10	-	-	NUW
	Likho x1					HP 14, Str 12, Prot 0, Att 8, Mor 8, Def 8, MR 15, Prec 8, Enc 4, MM 16, AP 8, FS, Stealthy, Stealth 20, Wpn: Claw, Curse
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3					HP 30, Str 14, Prot 15, Att 12, Mor 17, Def 14, MR 14, Prec 10, Enc 0, MM 22, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword
Conj 7	Contact Mountain Vila	N4	40	-	-	NUW
	Mountain Vila x1					HP 15, Str 11, Prot 0, Att 12, Mor 13, Def 16, MR 17, Prec 13, Enc 2, MM 28, AP 28, FS, MS, Sacred, Stealthy, Shock Res +15, Cold Res +5, Seduction Ability, Healing 2, Stealth 10, Mag: A2S1N3, Wpn: Fist, Vine Bow
Conj 8	Contact Leshiy	N6	60	-	-	NUW
	Leshiy x1					HP 24, Str 14, Prot 5, Att 12, Mor 12, Def 11, MR 14, Prec 8, Enc 2, MM 22, AP 14, FS, Magic, Magic Bonus -1, Cold Res +5, Ldr 10, MagLdr 10, Mag: A2W1E2N3, Wpn: Gore, Fist

#### National Rituals: Bandar Log (age 2)

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Devata x1					HP 28, Str 17, Prot 18, Att 14, Mor 18, Def 12, MR 18, Prec 11, Enc 5, MM 16, AP 14, Sacred, Magic, Awe +5, Spirit Sight, Ldr 120, MagLdr 10, Mag: A3S2H3, Wpn: Spear, Falchion, Axe, Kick
Conj 9	Summon Devala	S5	55	-	-	NUW
	Devala x1					HP 20, Str 13, Prot 1, Att 12, Mor 18, Def 15, MR 18, Prec 12, Enc 1, MM 22, AP 14, Sacred, Magic, Awe +4, Inspirational +1, Spirit Sight, Ldr 40, MagLdr 10, Mag: S3H4, Wpn: Kick
Conj 9	Summon Rudra	S5	55	-	-	NUW
	Rudra x1					HP 32, Str 18, Prot 18, Att 15, Mor 18, Def 13, MR 18, Prec 13, Enc 5, MM 34, AP 14, Fly, Sacred, Magic, Research Bonus -20, Forge Bonus -5, Fire Res +15, Shock Res +15, Fear +5, Mag: F3A3D3H1, Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning
Conj 2	Host of Ganas	D1	12	-	-	NUW
	Gana x20					HP 10, Str 10, Prot 0, Att 10, Mor 15, Def 13, MR 12, Prec 10, Enc 0, MM 22, AP 12, Ethereal, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spectral Club
Conj 5	Summon Vetalas	D2	10	-	-	
	Possessed Corpse x10					HP 22, Str 16, Prot 12, Att 12, Mor 18, Def 9, MR 14, Prec 9, Enc 0, MM 22, AP 9, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Mace
Conj 4	Contact Yaksha	N2E1	25	-	-	NUW
	Yaksha x1					HP 28, Str 17, Prot 4, Att 13, Mor 15, Def 11, MR 17, Prec 11, Enc 2, MM 16, AP 14, Sacred, Magic, Awe +1, Ldr 40, MagLdr 10, Mag: E3N1H1?1, Wpn: Falchion, Kick
Conj 4	Contact Yakshini	N2W1	25	-	-	NUW
	Yakshini x1					HP 23, Str 15, Prot 1, Att 11, Mor 13, Def 12, MR 17, Prec 11, Enc 2, MM 16, AP 14, Sacred, Magic, Awe +2, Ldr 40, MagLdr 10, Mag: W3N1H1?1, Wpn: Fist, Kick
Blood 1	Summon Rakshasas	B1	10	-	-	NUW
	Rakshasa x3					HP 28, Str 19, Prot 5, Att 13, Mor 14, Def 10, MR 13, Prec 9, Enc 2, MM 16, AP 10, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Wpn: Claw, Claw
Blood 2	Feast of Flesh	B1N1	50	-	-	NUW
	Praghasa x15					HP 35, Str 22, Prot 4, Att 13, Mor 14, Def 10, MR 13, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, Supply Bonus -7, Fire Res -5, Wpn: Mace
Blood 3	Summon Asrapas	B2	11	-	-	NUW
	Asrapa x3					HP 19, Str 13, Prot 1, Att 12, Mor 14, Def 13, MR 14, Prec 11, Enc 2, MM 16, AP 14, Sacred, Demon, Mag: B1H1, Wpn: Athame, Kick
Blood 4	Summon Rakshasa Warriors	B2	25	-	-	NUW
	Rakshasa Warrior x5					HP 30, Str 20, Prot 15, Att 13, Mor 15, Def 10, MR 13, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Wpn: Iron Cudgel
Blood 5	Summon Sandhyabalas	B2D1	30	-	-	NUW
	Sandhyabala x3					HP 30, Str 20, Prot 15, Att 14, Mor 15, Def 13, MR 14, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, NNEat, Stealthy, Supply Bonus -4, Fire Res -10, Wpn: Moon Blade
Blood 7	Summon Samanishada	B3D1	35	-	-	NUW
	Samanishada x1					HP 30, Str 20, Prot 15, Att 14, Mor 15, Def 12, MR 15, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, NNEat, Stealthy, Supply Bonus -4, Fire Res -10, Assassin Ability, Stealth 20, Ldr 10, UndLdr 40, Wpn: Moon Blade, Duskdagger
Blood 6	Summon Dakini	B4A1	81	-	-	NUW
	Dakini x1					HP 23, Str 15, Prot 12, Att 11, Mor 13, Def 13, MR 17, Prec 11, Enc 2, MM 28, AP 14, Fly, Sacred, Demon, Fear +5, Spirit Sight, Damage Reversal 1 v MR, Ldr 40, UndLdr 10, MagLdr 10, Mag: A3D1B3H2, Wpn: Athame, Kick
Blood 8	Summon Mandeha	B5D2	133	-	-	NUW
	Mandeha x1					HP 65, Str 24, Prot 15, Att 15, Mor 18, Def 10, MR 18, Prec 11, Enc 2, MM 28, AP 16, FS, Fly, Sacred, Demon, NNEat, Supply Bonus -10, Fire Res -10, Fear +5, Spirit Sight, Ldr 40, UndLdr 40, Mag: A3D3B2H3, Wpn: Flesh Eater
Blood 8	Summon Danavas	B5	75	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Danava x3					HP 92, Str 24, Prot 12, Att 13, Mor 18, Def 12, MR 18, Prec 9, Enc 3, MM 22, AP 17, Sacred, Demon, NNEat, Fire Res -5, Fear +5, Spirit Sight, Mag: H2?2, Wpn: Unholy Sword, Unholy Spear, Unholy Axe

#### National Rituals: Shinuyama (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Aka-Oni	F1D1	10	-	-	NUW
	Aka-Oni x4+					HP 14, Str 13, Prot 4, Att 11, Mor 14, Def 10, MR 14, Prec 8, Enc 1, MM 16, AP 10, MS, Demon, NNEat, Supply Bonus -2, Fire Res +5, Spirit Sight, Wpn: Great Club, Throw Flames
Conj 3	Summon Konoha Tengus	A1E1	5	-	-	NUW
	Konoha Tengu x5+					HP 12, Str 11, Prot 4, Att 12, Mor 13, Def 14, MR 14, Prec 12, Enc 3, MM 28, AP 10, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike
Conj 5	Contact Dai Tengu	A2E1	55	-	-	NUW
	Dai Tengu x1					HP 13, Str 11, Prot 4, Att 13, Mor 13, Def 16, MR 17, Prec 13, Enc 3, MM 28, AP 10, MS, Fly, Sacred, Storm Immunity, Ldr 80, Mag: A3E1N1H2, Wpn: Quarterstaff, Lightning
Conj 2	Summon Ao-Oni	W1D1	10	-	-	NUW
	Ao-Oni x5+					HP 14, Str 13, Prot 4, Att 11, Mor 14, Def 10, MR 14, Prec 8, Enc 1, MM 16, AP 10, MS, Demon, NNEat, Supply Bonus -2, Cold Res +5, Spirit Sight, Wpn: Great Club, Cold
Conj 5	Contact Nushi	W2N1	25	-	-	NUW
	Nushi x1					HP 10, Str 9, Prot 0, Att 8, Mor 8, Def 9, MR 17, Prec 10, Enc 2, MM 16, AP 12, SS, Awe +3, Ldr 40, Mag: W3D1N2, Wpn: Claw
Conj 4	Summon Oni	E1D1	12	-	-	NUW
	Oni x5+					HP 24, Str 16, Prot 6, Att 12, Mor 15, Def 13, MR 15, Prec 9, Enc 1, MM 16, AP 14, MS, Demon, NNEat, Supply Bonus -3, Spirit Sight, Wpn: No-Dachi, Javelin
Conj 1	Summon Ko-Oni	D1	7	-	-	NUW
	Ko-Oni x5+					HP 9, Str 10, Prot 3, Att 11, Mor 9, Def 12, MR 13, Prec 10, Enc 1, MM 16, AP 7, MS, Demon, NNEat, Supply Bonus -1, Spirit Sight, Wpn: Club
Conj 5	Summon Kuro-Oni	D2F1	10	-	-	NUW
	Kuro-Oni x4					HP 24, Str 16, Prot 6, Att 12, Mor 15, Def 13, MR 15, Prec 9, Enc 1, MM 16, AP 14, MS, Demon, NNEat, Supply Bonus -3, Fire Res +5, Poison Res +5, Spirit Sight, Wpn: No-Dachi, Throw Flames, Poison Spit
Conj 6	Summon Oni General	D2F1	20	-	-	NUW
	Oni Shugo x1					HP 30, Str 17, Prot 21, Att 13, Mor 18, Def 11, MR 16, Prec 9, Enc 5, MM 16, AP 14, MS, Sacred, Demon, NNEat, Research Bonus -4, Supply Bonus -3, Fire Res +5, Poison Res +5, Spirit Sight, Retinue 1d6 Wolf, Ldr 10, UndLdr 40, Mag: D2?1, Wpn: No-Dachi, Throw Flames, Javelin
Conj 6	Summon Gozu Mezu	D3	7	-	-	NUW
	Ox-head x1					HP 46, Str 20, Prot 18, Att 13, Mor 15, Def 10, MR 15, Prec 13, Enc 4, MM 22, AP 16, Demon, NNEat, Spirit Sight, Wpn: Gore, Soul Catcher
Conj 4	Ghost General	D3	10	-	-	
	Shura x1					HP 20, Str 16, Prot 17, Att 14, Mor 18, Def 16, MR 15, Prec 11, Enc 0, MM 22, AP 12, Ethereal, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 80, UndLdr 120, Wpn: Bane Blade
Conj 8	Summon Dai Oni	D4F1	45	-	-	NUW
	Dai Oni x1					HP 50, Str 20, Prot 19, Att 14, Mor 18, Def 12, MR 18, Prec 9, Enc 5, MM 22, AP 16, MS, Sacred, Demon, NNEat, Research Bonus -12, Supply Bonus -5, Fire Res +5, Poison Res +5, Fear +5, Spirit Sight, Retinue 1d6 Wolf, Ldr 10, UndLdr 120, Mag: F2E2D3H1?1, Wpn: No-Dachi, Throw Flames, Javelin
Conj 2	Summon Karasu Tengus	N1A1	3	-	-	NUW
	Karasu Tengu x3					HP 13, Str 11, Prot 4, Att 14, Mor 13, Def 16, MR 13, Prec 13, Enc 3, MM 28, AP 14, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike
Conj 6	Contact Kitsune	N2	30	-	-	NUW
	Kitsune x1					HP 5, Str 5, Prot 2, Att 11, Mor 7, Def 14, MR 18, Prec 13, Enc 2, MM 22, AP 28, FS, MS, Stealthy, Stealth 40, Mag: N3?1, Wpn: Bite
Conj 3	Ambush of Tigers	N2	10	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Tiger x10+					
		HP 21, Str 15, Prot 4, Att 13, Mor 13, Def 10, MR 5, Prec 5, Enc 3, MM 22, AP 20, FS, Darkvision 50, Wpn: Bite, Claw				

#### National Rituals: Ashdod (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Call Malakh	S2	9	-	-	NUW
	Malakh x1	HP 13, Str 12, Prot 0, Att 11, Mor 15, Def 11, MR 15, Prec 13, Enc 1, MM 34, AP 16, Fly, Sacred, Magic, NNEat, Stealthy, Fire Res +5, Shock Res +5, Awe +4, Spirit Sight, Invulnerability 15, Stealth 20, Mag: H1, Wpn: Fist				
Conj 6	Call Hashmal	S3F1	21	-	-	NUW
	Hashmal x1	HP 27, Str 14, Prot 0, Att 14, Mor 18, Def 14, MR 18, Prec 14, Enc 1, MM 34, AP 16, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +25, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Inquisitor, Ldr 120, MagLdr 80, Mag: H2, Wpn: Flame Strike				
Conj 7	Call Arel	S4N1	39	-	-	NUW
	Arel x1	HP 33, Str 14, Prot 0, Att 8, Mor 10, Def 13, MR 18, Prec 9, Enc 1, MM 34, AP 16, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Poison Res +15, Awe +6, Spirit Sight, Healing 3, Invulnerability 15, Ldr 80, MagLdr 40, Mag: N3H3, Wpn: Fist				
Conj 8	Call Ophan	S5F2	49	-	-	NUW
	Ophan x1	HP 55, Str 20, Prot 21, Att 14, Mor 30, Def 14, MR 18, Prec 14, Enc 1, MM 40, AP 27, Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, Fire Res +15, Shock Res +15, Poison Res +25, Awe +6, Spirit Sight, Patrol Bonus 50, Mag: H3, Wpn: Flame Strike				
Conj 9	Call Merkavah	S7F3	222	-	-	NUW
	Chayot x1	HP 55, Str 18, Prot 0, Att 15, Mor 30, Def 14, MR 18, Prec 15, Enc 1, MM 40, AP 16, Fly, Sacred, Magic, NNEat, Astral Magic Bonus 6, Magic Bonus -6, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 v MR, Invulnerability 25, Ldr 160, MagLdr 80, Mag: F4A4E4S4H10, Wpn: Fist				
Conj 6	Dirge for the Dead	D3H1	25	-	-	NUW
	Ditanu x1	HP 53, Str 24, Prot 18, Att 14, Mor 30, Def 17, MR 18, Prec 12, Enc 0, MM 22, AP 18, WS, Ethereal, Sacred, Und, NNEat, PiR, Fire Res +6, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Ldr 80, UndLdr 40, Mag: D1H1?1, Wpn: Dawn Blade, Gore				
Conj 8	Banquet for the Dead	D4H1	55	-	-	NUW
	Malik x1	HP 63, Str 24, Prot 16, Att 15, Mor 30, Def 18, MR 18, Prec 12, Enc 0, MM 22, AP 18, WS, Ethereal, Sacred, Und, NNEat, PiR, Fire Res +8, Cold Res +15, Poison Res +25, Fear +10, Spirit Sight, Ldr 120, UndLdr 120, Mag: D2B2H2?2, Wpn: Dawn Blade, Gore				
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8	HP 9, Str 9, Prot 6, Att 11, Mor 9, Def 15, MR 13, Prec 10, Enc 1, MM 28, AP 14, WS, Fly, Demon, NNEat, Stealthy, Wpn: Claws				
Conj 5	Summon Lilot	N4	25	-	-	NUW
	Lilot x1	HP 22, Str 13, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 28, AP 13, WS, Fly, Demon, Stealthy, Stealth 15, Ldr 40, UndLdr 40, Wpn: Life Drain				
Blood 3	Summon Se'irim	B2	23	-	-	NUW
	Se'ir x5	HP 28, Str 16, Prot 7, Att 13, Mor 30, Def 11, MR 15, Prec 9, Enc 2, MM 16, AP 16, WS, Sacred, Demon, NNEat, Wpn: Claw, Claw, Gore				
Blood 4	Summon Shedim	B3A1	23	-	-	NUW
	Shed x3	HP 40, Str 15, Prot 8, Att 13, Mor 30, Def 12, MR 17, Prec 11, Enc 2, MM 28, AP 12, Fly, Demon, NNEat, Shock Res +15, Wpn: Thunder Fist, Lightning				

#### National Rituals: Uruk (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Ugallu	A3	24	-	-	NUW
	Ugallu x1	HP 30, Str 18, Prot 3, Att 14, Mor 15, Def 12, MR 16, Prec 11, Enc 2, MM 18, AP 16, Fly, Sacred, Magic, NNEat, Shock Res +15, Spirit Sight, Storm Immunity, Ldr 80, MagLdr 10, Mag: A3, Wpn: Apotropaic Dagger, Apotropaic Mace, Bite				
Conj 7	Call Anzu	A4	6	-	-	NUW

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

#### National Rituals: Nazca (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Condors	A2	9	-	-	NUW
	Condor x10+					HP 18, Str 12, Prot 4, Att 13, Mor 13, Def 10, MR 8, Prec 14, Enc 2, MM 34, AP 6, MS, Fly, Sacred, Stealthy, Shock Res +15, Siege Strength +5, Patrol Bonus 20, Stealth 100, Wpn: Talons, Beak
Conj 5	Summon Huacas	S2	15	-	-	NUW
	Huaca x5					HP 16, Str 12, Prot 15, Att 13, Mor 14, Def 14, MR 14, Prec 12, Enc 3, MM 22, AP 14, Fly, Sacred, Magic, Fire Res +5, Shock Res +10, Cold Res +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 5	Summon Supayas	D2	10	-	-	NUW
	Supaya x5					HP 10, Str 10, Prot 0, Att 13, Mor 15, Def 16, MR 14, Prec 12, Enc 0, MM 22, AP 14, Fly, Float, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Storm Immunity, Wpn: Spectral Spear

#### National Rituals: Xibalba (age 2)

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

#### National Rituals: Atlantis (age 2)

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



**National Rituals: Pelagia (age 2)**

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

**National Rituals: Arcoscephale (age 3)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1					HP 110, Str 13, Prot 18, Att 8, Mor 30, Def 0, MR 18, Prec 8, Enc 0, MM 0, AP 2, FS, Magic, NNEat, BlR, PiR, Research Bonus -4, Fire Res -5, Retinue 3d6 Harpy, Ldr 10, MagLdr 40, Mag: N3, Wpn: Branch

**National Rituals: Pythium (age 3)**

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

**National Rituals: Lemuria (age 3)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 0	Revive Shadow Tribune	D1	8	-	-	NUW
	Shadow Tribune x1					HP 6, Str 6, Prot 0, Att 10, Mor 13, Def 15, MR 15, Prec 10, Enc 0, MM 22, AP 12, Float, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 80, UndLdr 80, Mag: H1, Wpn: Paralyze
Conj 0	Revive Lemur Centurion	D1	5	-	-	NUW
	Lemur Centurion x1					HP 25, Str 13, Prot 19, Att 14, Mor 17, Def 14, MR 15, Prec 10, Enc 0, MM 22, AP 12, Ethereal, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 80, UndLdr 120, Wpn: Short Sword
Conj 0	Revive Lemur Senator	D2	15	-	-	NUW
	Lemur Senator x1					HP 28, Str 14, Prot 8, Att 15, Mor 14, Def 15, MR 16, Prec 10, Enc 0, MM 22, AP 12, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 80, UndLdr 120, Mag: H2, Wpn: Steal Strength
Conj 0	Revive Lemur Acolyte	D2	11	-	-	NUW
	Lemur Acolyte x1					HP 20, Str 12, Prot 0, Att 10, Mor 17, Def 15, MR 15, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Magically Attuned Research, Ldr 10, UndLdr 10, Mag: D1H1, Wpn: Life Drain
Conj 0	Revive Lemur Consul	D3	25	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Lemur Consul x1					HP 33, Str 15, Prot 19, Att 16, Mor 30, Def 16, MR 17, Prec 10, Enc 0, MM 22, AP 12, Ethereal, Sacred, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Ldr 120, UndLdr 160, Mag: H3, Wpn: Short Sword
Conj 0	Revive Lemur Thaumaturg	D3	20	-	-	NUW
	Lemur Thaumaturg x1					HP 25, Str 12, Prot 0, Att 10, Mor 18, Def 16, MR 17, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Magically Attuned Research, Ldr 10, UndLdr 10, Mag: S1D2H2, Wpn: Life Drain
Conj 0	Revive Grand Lemur	D3	50	-	-	NUW
	Grand Lemur x1					HP 25, Str 12, Prot 0, Att 10, Mor 18, Def 20, MR 18, Prec 12, Enc 0, MM 22, AP 12, Ethereal, Sacred, Und, PAmph, NNEat, Stealthy, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Magically Attuned Research, Ldr 10, UndLdr 10, Mag: S2D3H3?1, Wpn: Magic Staff, Life Drain

#### National Rituals: Man (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Bean Sidhe	D1	25	-	-	NUW
	Bean Sidhe x1					HP 13, Str 12, Prot 0, Att 12, Mor 12, Def 14, MR 14, Prec 12, Enc 0, MM 22, AP 13, FS, Ethereal, Glamour, Und, NNEat, Stealthy, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Assassin Ability, Assassin Patience +2, Spell Singer, Stealth 20, Mag: A1D1?1, Wpn: Claw, Wail of Doom
Conj 2	Summon Black Dogs	D2	8	-	-	NUW
	Black Dog x20					HP 14, Str 13, Prot 4, Att 12, Mor 13, Def 9, MR 13, Prec 5, Enc 2, MM 22, AP 24, Stealthy, Darkvision 100, Stealth 20, Wpn: Bite
Conj 4	Summon Barghests	D2	10	-	-	NUW
	Barghest x9					HP 28, Str 16, Prot 6, Att 13, Mor 14, Def 10, MR 15, Prec 5, Enc 2, MM 22, AP 26, Sacred, Stealthy, Darkvision 100, Curses attacker, Stealth 20, Wpn: Venomous Bite
Conj 3	Summon Cu Sidhe	N2	8	-	-	NUW
	Cu Sidhe x7					HP 26, Str 15, Prot 7, Att 13, Mor 14, Def 11, MR 14, Prec 5, Enc 2, MM 22, AP 28, FS, Sacred, Stealthy, Darkvision 50, Wpn: Bite

#### National Rituals: Ulm (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 0	Sanguine Heritage	B3D3	44	-	-	NUW
	Vampire Count x1					HP 14, Str 14, Prot 0, Att 12, Mor 14, Def 12, MR 16, Prec 12, Enc 0, MM 22, AP 14, Fly, Und, NNEat, Stealthy, BlR, SlR, Regeneration 10%, Fire Res -5, Cold Res +15, Poison Res +25, Darkvision 100, Invulnerability 25, Dominion Summoner 1+ Thrall, Ldr 80, UndLdr 80, MagLdr 40, Mag: D2B2, Wpn: Life Drain

#### National Rituals: Marignon (age 3)

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Seraph x1					HP 77, Str 21, Prot 0, Att 15, Mor 30, Def 14, MR 18, Prec 15, Enc 1, MM 40, AP 16, Fly, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 v MR, Invulnerability 30, Ldr 160, MagLdr 80, Mag: F4A4S4H4, Wpn: Fist
Blood 1	Bind Harlequin	B1	1	-	-	NUW
	Demon Jester x1					HP 16, Str 12, Prot 5, Att 11, Mor 14, Def 12, MR 14, Prec 10, Enc 2, MM 22, AP 8, Fly, Demon, NNEat, Wpn: Claws, Sticks and Stones
Blood 7	Reascendance	B4S1	88	-	-	NUW
	Fallen Angel x1					HP 49, Str 14, Prot 0, Att 14, Mor 18, Def 16, MR 18, Prec 15, Enc 1, MM 28, AP 16, Fly, Sacred, Demon, Magic, NNEat, Fire Res +15, Fear +5, Spirit Sight, Invulnerability 25, Ldr 120, UndLdr 80, MagLdr 40, Mag: F3D3B3, Wpn: Dark Fire Sword

### National Rituals: Mictlan (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Summon Jade Serpent	W2	5	-	-	
	Jade Serpent x1					HP 62, Str 17, Prot 12, Att 14, Mor 15, Def 8, MR 15, Prec 10, Enc 3, MM 16, AP 10, FS, SS, Sacred, Amph, Poison Res +15, Wpn: Venomous Fangs
Conj 7	Summon Tlaloque	W4	60	-	-	NUW
	Tlaloque of the West (x1)					HP 48, Str 19, Prot 5, Att 12, Mor 30, Def 15, MR 18, Prec 12, Enc 1, MM 16, AP 16, Sacred, Demon, NNEat, Supply Bonus 50, Spirit Sight, Ldr 40, UndLdr 40, Wpn: Quarterstaff
Conj 1	Summon Jaguar Toad	N1H1	1	-	-	NUW
	Jaguar Toad x1					HP 21, Str 11, Prot 3, Att 7, Mor 12, Def 6, MR 5, Prec 5, Enc 3, MM 16, AP 6, SS, Sacred, Trample, Poison Res +15, Wpn: Claw, Poison Spit
Conj 6	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1					HP 20, Str 11, Prot 5, Att 14, Mor 14, Def 9, MR 17, Prec 12, Enc 3, MM 28, AP 10, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 40, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 3	Summon Jaguars	N2H1	25	-	-	NUW
	Jaguar x17					HP 19, Str 15, Prot 4, Att 13, Mor 13, Def 10, MR 8, Prec 5, Enc 3, MM 22, AP 20, FS, Sacred, Stealthy, Darkvision 50, Wpn: Bite, Claw
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1					HP 57, Str 17, Prot 6, Att 7, Mor 14, Def 6, MR 5, Prec 5, Enc 3, MM 16, AP 7, SS, Sacred, Trample, Poison Res +25, Wpn: Claw
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3					HP 19, Str 12, Prot 4, Att 11, Mor 12, Def 13, MR 15, Prec 5, Enc 2, MM 28, AP 3, FS, Fly, Sacred, Demon, NNEat, Stealthy, Wpn: Venomous Fangs
Blood 4	Bind Jaguar Fiends	B1F1	13	-	-	NUW
	Ozelotl x3					HP 33, Str 16, Prot 6, Att 13, Mor 30, Def 11, MR 16, Prec 5, Enc 2, MM 28, AP 25, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw
Blood 5	Contact Civateteo	B2D2	36	-	-	NUW
	Civateteo x1					HP 20, Str 13, Prot 0, Att 12, Mor 30, Def 12, MR 16, Prec 12, Enc 0, MM 22, AP 14, Ethereal, Sacred, Und, NNEat, Stealthy, Cold Res +15, Poison Res +25, Fear +5, Spirit Sight, Ldr 80, UndLdr 80, Mag: D1B1H2, Wpn: Life Drain
Blood 6	Bind Tzitzimitl	B2S2	10	-	-	NUW
	Tzitzimitl x1					HP 43, Str 18, Prot 6, Att 13, Mor 30, Def 13, MR 18, Prec 13, Enc 1, MM 20, AP 16, Fly, Sacred, Demon, NNEat, Spirit Sight, Wpn: Pincer, Scorpion Tail, Stellar Bolt
Blood 6	Contact Tlahuelpuchi	B3	42	-	-	NUW
	Tlahuelpuchi x1					HP 17, Str 13, Prot 0, Att 12, Mor 13, Def 12, MR 16, Prec 12, Enc 0, MM 28, AP 14, Fly, NNEat, Stealthy, Darkvision 100, Assassin Ability, Assassin Patience +2, Stealth 10, Mag: D1N1B2, Wpn: Life Drain
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1					HP 31, Str 14, Prot 6, Att 12, Mor 14, Def 11, MR 18, Prec 5, Enc 2, MM 28, AP 15, FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood Searcher 2, Retinue 2 Beast Bat, Dominion Summoner 1+ Beast Bat, Ldr 80, UndLdr 40, MagLdr 10, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Ozelotl x14+					
		HP 33, Str 16, Prot 6, Att 13, Mor 30, Def 11, MR 16, Prec 5, Enc 2, MM 28, AP 25, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw				

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Celestial Hounds	A1S1	5	-	-	NUW
	Celestial Hound x2	HP 25, Str 17, Prot 7, Att 14, Mor 15, Def 10, MR 14, Prec 5, Enc 1, MM 28, AP 20, Fly, Sacred, Magic, NNEat, Shock Res +15, Spirit Sight, Patrol Bonus 10, Wpn: Bite, Claw				
Conj 6	Call Celestial Soldiers	A2S1	15	-	-	NUW
	Celestial Soldier x5	HP 38, Str 18, Prot 18, Att 15, Mor 15, Def 14, MR 15, Prec 15, Enc 4, MM 16, AP 16, Sacred, Magic, NNEat, Spirit Sight, Wpn: Glaive				
Conj 1	Celestial Servant	E1S1	3	-	-	NUW
	Celestial Servant x1	HP 48, Str 24, Prot 4, Att 9, Mor 14, Def 8, MR 14, Prec 9, Enc 1, MM 16, AP 12, Sacred, Magic, NNEat, Supply Bonus -3, Spirit Sight, Wpn: Rake				
Conj 3	Herd of Buffaloes	N2	10	-	-	NUW
	Buffalo x5+	HP 43, Str 22, Prot 5, Att 8, Mor 13, Def 7, MR 5, Prec 5, Enc 3, MM 18, AP 18, Trample, Wpn: Hoof, Gore				

#### National Rituals: Jomon (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Aka-Oni	F1D1	10	-	-	NUW
	Aka-Oni x4+	HP 14, Str 13, Prot 4, Att 11, Mor 14, Def 10, MR 14, Prec 8, Enc 1, MM 16, AP 10, MS, Demon, NNEat, Supply Bonus -2, Fire Res +5, Spirit Sight, Wpn: Great Club, Throw Flames				
Conj 3	Summon Konoha Tengus	A1E1	5	-	-	NUW
	Konoha Tengu x5+	HP 12, Str 11, Prot 4, Att 12, Mor 13, Def 14, MR 14, Prec 12, Enc 3, MM 28, AP 10, MS, Fly, Sacred, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 5	Contact Dai Tengu	A2E1	55	-	-	NUW
	Dai Tengu x1	HP 13, Str 11, Prot 4, Att 13, Mor 13, Def 16, MR 17, Prec 13, Enc 3, MM 28, AP 10, MS, Fly, Sacred, Storm Immunity, Ldr 80, Mag: A3E1N1H2, Wpn: Quarterstaff, Lightning				
Conj 1	Summon Kappa	W1N1	3	-	-	NUW
	Kappa x3	HP 15, Str 13, Prot 15, Att 10, Mor 12, Def 9, MR 8, Prec 8, Enc 3, MM 16, AP 10, Recup, Amph, Wpn: Claw, Koppo				
Conj 2	Summon Ao-Oni	W1D1	10	-	-	NUW
	Ao-Oni x5+	HP 14, Str 13, Prot 4, Att 11, Mor 14, Def 10, MR 14, Prec 8, Enc 1, MM 16, AP 10, MS, Demon, NNEat, Supply Bonus -2, Cold Res +5, Spirit Sight, Wpn: Great Club, Cold				
Conj 5	Contact Nushi	W2N1	25	-	-	NUW
	Nushi x1	HP 10, Str 9, Prot 0, Att 8, Mor 8, Def 9, MR 17, Prec 10, Enc 2, MM 16, AP 12, SS, Awe +3, Ldr 40, Mag: W3D1N2, Wpn: Claw				
Conj 5	Contact Kaijin	W3	25	-	-	UW
	Kaijin x1	HP 19, Str 12, Prot 6, Att 13, Mor 15, Def 13, MR 18, Prec 13, Enc 2, MM 16, AP 12, Ethereal, Sacred, Magic, Amph, NNEat, Fire Res +5, Ldr 10, MagLdr 10, Mag: W3E1N2, Wpn: Enchanted Net, Mighty Yari				
Conj 5	Summon Ujigami	E1S1	8	-	-	NUW
	Ujigami x1	HP 22, Str 14, Prot 17, Att 14, Mor 15, Def 13, MR 16, Prec 13, Enc 6, MM 16, AP 12, Ethereal, Sacred, Magic, NNEat, Inspirational +1, Ldr 120, MagLdr 80, Mag: H2, Wpn: Katana				
Conj 4	Summon Oni	E1D1	12	-	-	NUW
	Oni x5+	HP 24, Str 16, Prot 6, Att 12, Mor 15, Def 13, MR 15, Prec 9, Enc 1, MM 16, AP 14, MS, Demon, NNEat, Supply Bonus -3, Spirit Sight, Wpn: No-Dachi, Javelin				
Conj 6	Contact Tatsu	E3	19	-	-	NUW
	Tatsu x1	HP 42, Str 17, Prot 13, Att 13, Mor 15, Def 11, MR 16, Prec 12, Enc 2, MM 34, AP 14, MS, Fly, Fire Res +5, Shock Res +5, Poison Res +15, Storm Immunity, Ldr 40, Mag: ?2, Wpn: Venomous Fangs, Claw, Spray Poison				
Conj 7	Contact Yama-no-kami	E4	28	-	-	NUW

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

#### National Rituals: Agartha (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Nightmare Construction	F1D1	2	-	-	NUW
	Flame Barrel Nightmare x1					HP 12, Str 16, Prot 15, Att 11, Mor 50, Def 9, MR 10, Prec 5, Enc 0, MM 22, AP 24, Inanim, Und, Mindless, PAmph, NNEat, PiR, Cold Res +15, Poison Res +25, Wpn: Hoof
Ench 4	Flame Corpse Construction	F1D1	1	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Flame Corpse x1	HP 14, Str 14, Prot 15, Att 8, Mor 50, Def 9, MR 5, Prec 5, Enc 0, MM 18, AP 6, Inanim, Und, Mindless, PAmph, NNEat, Cold Res +15, Poison Res +25, Wpn: Short Sword, Short Sword				
Ench 2	Iron Corpse Reanimation	E1D1	2	-	-	NUW
	Iron Corpse x5+	HP 15, Str 12, Prot 16, Att 8, Mor 50, Def 9, MR 7, Prec 5, Enc 0, MM 18, AP 6, Inanim, Und, Mindless, PAmph, NNEat, Cold Res +15, Poison Res +25, Wpn: Short Sword, Short Sword				
Ench 2	Reanimate Ancestor	E2D2	3	-	-	NUW
	Iron Ancestor x1	HP 25, Str 14, Prot 19, Att 11, Mor 30, Def 11, MR 14, Prec 5, Enc 0, MM 18, AP 6, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Ldr 10, UndLdr 40, Wpn: Short Sword, Short Sword				
Ench 6	Ktonian Legion	E2D2	15	-	-	NUW
	Iron Corpse x30+	HP 15, Str 12, Prot 16, Att 8, Mor 50, Def 7, MR 7, Prec 5, Enc 0, MM 18, AP 6, Inanim, Und, Mindless, PAmph, NNEat, Cold Res +15, Poison Res +25, Wpn: Short Sword, Short Sword				
Conj 3	Summon Penumbrales	D1E1	6	-	-	
	Penumbrales x4	HP 30, Str 15, Prot 0, Att 10, Mor 18, Def 10, MR 14, Prec 8, Enc 0, MM 22, AP 12, Ethereal, Und, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain				
Conj 3	Awaken Shard Wights	D1E1	15	-	-	NUW
	Shard Wight x5+	HP 35, Str 17, Prot 16, Att 11, Mor 17, Def 10, MR 15, Prec 7, Enc 0, MM 18, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Shard Glaive				
Conj 5	Summon Umbrals	D2E1	8	-	-	
	Umbral x4	HP 68, Str 22, Prot 0, Att 12, Mor 18, Def 12, MR 16, Prec 8, Enc 0, MM 22, AP 14, Ethereal, Und, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Life Drain				
Conj 5	Awaken Sepulchral	D2E1	4	-	-	NUW
	Sepulchral x1	HP 69, Str 24, Prot 16, Att 12, Mor 17, Def 12, MR 15, Prec 7, Enc 0, MM 22, AP 12, Sacred, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Obsidian Glaive				
Conj 6	Awaken Tomb Oracle	D3E2	30	-	-	NUW
	Tomb Oracle x1	HP 85, Str 24, Prot 4, Att 10, Mor 18, Def 13, MR 18, Prec 7, Enc 0, MM 22, AP 10, Sacred, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Ldr 40, UndLdr 80, MagLdr 10, Mag: E3D3H3, Wpn: Quarterstaff				
Conj 8	Hall of the Dead	D5E1	25	-	-	NUW
	Shard Wight x20+	HP 35, Str 17, Prot 16, Att 11, Mor 17, Def 10, MR 15, Prec 7, Enc 0, MM 18, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Spirit Sight, Chill 3, Wpn: Shard Glaive				

#### National Rituals: Abysia (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1	HP 42, Str 14, Prot 21, Att 14, Mor 15, Def 13, MR 17, Prec 12, Enc 5, MM 22, AP 12, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Ench 5	Reawaken Fossil	E2D1	10	-	-	
	Fossilized Giant x5+	HP 17, Str 22, Prot 26, Att 12, Mor 50, Def 7, MR 14, Prec 5, Enc 0, MM 22, AP 12, Inanim, Und, Magic, Mindless, PAmph, NNEat, PiR, Fire Res +5, Cold Res +5, Poison Res +25, Wpn: Fossilized Sword				
Conj 2	Summon Abysian Ancestors	D1F1	5	-	-	NUW
	Smoulderghost x5	HP 15, Str 13, Prot 0, Att 11, Mor 16, Def 10, MR 14, Prec 7, Enc 0, MM 22, AP 12, WS, Ethereal, Sacred, Und, NNEat, Fire Res +25, Poison Res +25, Spirit Sight, Heat 3, Wpn: Spectral Axe				

National Rituals: Caelum (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1					HP 14, Str 11, Prot 0, Att 13, Mor 13, Def 12, MR 16, Prec 12, Enc 1, MM 22, AP 12, Fly, Sacred, Recup, Magic, Amph, NNEat, BlR, SlR, PiR, Cold Res +5, Poison Res +15, Awe +2, Spirit Sight, Disease Healing 1, Gift of Water Breathing 20 size points, Ldr 40, MagLdr 10, Mag: W2H1, Wpn: Fist
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6					HP 16, Str 12, Prot 16, Att 13, Mor 14, Def 14, MR 14, Prec 12, Enc 3, MM 22, AP 14, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1					HP 35, Str 13, Prot 0, Att 13, Mor 18, Def 13, MR 18, Prec 13, Enc 1, MM 34, AP 4, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +15, Shock Res +15, Awe +4, Mag: A3S2H3, Wpn: Sacred Circlet
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of the Stars x1					HP 16, Str 12, Prot 0, Att 13, Mor 14, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 12, Fly, Sacred, Magic, Shock Res +10, Cold Res +5, Awe +3, Spirit Sight, Ldr 80, MagLdr 10, Mag: A2S4H2, Wpn: Fist
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Plants (x1)					HP 39, Str 13, Prot 7, Att 14, Mor 18, Def 13, MR 18, Prec 14, Enc 1, MM 28, AP 16, Fly, Sacred, Magic, NNEat, Shock Res +15, Awe +5, Spirit Sight, Invulnerability 15, Ldr 120, MagLdr 80, Wpn: Fist
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x3					HP 16, Str 12, Prot 12, Att 13, Mor 14, Def 14, MR 14, Prec 12, Enc 3, MM 22, AP 14, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Wpn: Magic Lance
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1					HP 14, Str 15, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 13, Fly, Sacred, Demon, NNEat, Stealthy, Fire Res +5, Spirit Sight, Stealth 20, Ldr 40, UndLdr 40, Wpn: Claw
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Pairika x1					HP 14, Str 15, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 13, Fly, Sacred, Demon, NNEat, Stealthy, Fire Res +5, Fear +5, Spirit Sight, Stealth 20, Ldr 40, UndLdr 40, Mag: F2D2B3H2, Wpn: Claw
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Aging (x1)					HP 39, Str 13, Prot 7, Att 14, Mor 18, Def 13, MR 18, Prec 14, Enc 1, MM 28, AP 16, Fly, Sacred, Demon, NNEat, Stealthy, Fire Res +15, Fear +5, Spirit Sight, Invulnerability 15, Stealth 25, Ldr 120, UndLdr 80, Wpn: Fist

National Rituals: C'tis (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1					HP 42, Str 14, Prot 21, Att 14, Mor 15, Def 13, MR 17, Prec 12, Enc 5, MM 22, AP 12, WS, Sacred, Magic, Fire Res +15, Poison Res +15, Fear +5, Spirit Sight, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear
Ench 0	Revive Grave Consort	D1	10	-	-	NUW
	Grave Consort x1					HP 35, Str 16, Prot 10, Att 11, Mor 30, Def 7, MR 17, Prec 8, Enc 0, MM 20, AP 8, Sacred, Inanim, Und, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Mag: H1, Wpn: Claw
Ench 0	Revive Tomb Priest	D2	16	-	-	NUW
	Tomb Priest x1					HP 40, Str 16, Prot 11, Att 11, Mor 30, Def 7, MR 18, Prec 8, Enc 0, MM 20, AP 8, Sacred, Inanim, Und, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 10, UndLdr 120, Mag: H2, Wpn: Claw
Ench 0	Revive Tomb King	D3	23	-	-	NUW
	Tomb King x1					HP 50, Str 18, Prot 11, Att 14, Mor 30, Def 17, MR 18, Prec 8, Enc 0, MM 20, AP 8, Sacred, Inanim, Und, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Ldr 80, UndLdr 160, Mag: H3, Wpn: Snake Staff
Conj 7	Contact Couatl	N1S1	40	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Couatl x1					HP 20, Str 11, Prot 5, Att 14, Mor 14, Def 9, MR 17, Prec 12, Enc 3, MM 28, AP 10, FS, SS, Fly, Sacred, Magic, Poison Res +15, Inspirational +1, Ldr 80, MagLdr 40, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 4	Sacred Crocodile	N2W2	8	-	-	NUW
	Sacred Crocodile x1					HP 73, Str 21, Prot 14, Att 11, Mor 15, Def 6, MR 5, Prec 5, Enc 3, MM 10, AP 7, SS, Sacred, Wpn: Bite

#### National Rituals: Pangaea (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1					HP 110, Str 13, Prot 18, Att 8, Mor 30, Def 0, MR 18, Prec 8, Enc 0, MM 0, AP 2, FS, Magic, NNEat, BIR, PiR, Research Bonus -4, Fire Res -5, Retinue 3d6 Harpy, Ldr 10, MagLdr 40, Mag: N3, Wpn: Branch

#### National Rituals: Midgård (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3					HP 30, Str 14, Prot 15, Att 12, Mor 17, Def 14, MR 14, Prec 10, Enc 0, MM 22, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword

#### National Rituals: Utgård (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x3					HP 30, Str 14, Prot 15, Att 12, Mor 17, Def 14, MR 14, Prec 10, Enc 0, MM 22, AP 10, Und, Amph, NNEat, Cold Res +25, Poison Res +25, Fear +5, Spirit Sight, Chill 3, Wpn: Broad Sword
Conj 3	Summon Glosos	D2	13	-	-	NUW
	Gloso x9					HP 28, Str 15, Prot 8, Att 13, Mor 14, Def 9, MR 13, Prec 5, Enc 2, MM 22, AP 18, FS, Sacred, Trample, Stealthy, Fire Res +25, Darkvision 100, Heat 3, Stealth 10, Wpn: Poisonous Gore
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5					HP 30, Str 23, Prot 9, Att 13, Mor 17, Def 10, MR 14, Prec 5, Enc 2, MM 22, AP 28, FS, Sacred, Cold Res +15, Fear +5, Wpn: Bite, Claw

#### National Rituals: Bogarus (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Firebird	F1S1	2	-	-	NUW
	Firebird x1					HP 8, Str 7, Prot 2, Att 12, Mor 13, Def 13, MR 15, Prec 14, Enc 3, MM 28, AP 6, FS, MS, Fly, Magic, Fire Res +15, Wpn: Claw, Flame Burst
Conj 5	Summon Zmey	F2	8	-	-	NUW
	Zmey x1					HP 45, Str 16, Prot 13, Att 13, Mor 15, Def 9, MR 14, Prec 12, Enc 3, MM 28, AP 7, MS, Fly, Fire Res +15, Wpn: Bite, Bite, Bite, Fire Breath
Conj 2	Summon Simargl	A1	1	-	-	NUW
	Simargl x1					HP 13, Str 11, Prot 7, Att 12, Mor 13, Def 10, MR 12, Prec 5, Enc 2, MM 28, AP 12, Fly, Patrol Bonus 10, Wpn: Bite
Conj 5	Send Lady Middyay	A1D1	10	5	-	NUW
	Lady Middyay x1					HP 7, Str 9, Prot 0, Att 10, Mor 10, Def 10, MR 15, Prec 10, Enc 2, MM 22, AP 20, Fly, Ethereal, Magic, Stealthy, Fear +5, Assassin Ability, Assassin Patience +2, Stealth 20, Storm Immunity, Wpn: Plague Scythe
Conj 7	Contact Cloud Vila	A4	40	-	-	NUW
	Cloud Vila x1					HP 15, Str 11, Prot 0, Att 12, Mor 13, Def 13, MR 17, Prec 13, Enc 2, MM 28, AP 14, MS, Fly, Sacred, Stealthy, Shock Res +15, Cold Res +5, Seduction Ability, Healing 1, Stealth 10, Storm Immunity, Mag: A3S1N2, Wpn: Fist, Lightning Strike
Conj 4	Summon Rusalka	W1D1	16	-	-	NUW



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

#### National Rituals: Patala (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Apsaras	S2	3	-	-	NUW
	Apsara x3					HP 20, Str 13, Prot 1, Att 11, Mor 13, Def 15, MR 14, Prec 11, Enc 1, MM 22, AP 14, Sacred, Magic, Awe +4, Wpn: Kick
Conj 5	Summon Gandharvas	S2	18	-	-	NUW
	Gandharva x6					HP 25, Str 15, Prot 18, Att 13, Mor 15, Def 12, MR 16, Prec 11, Enc 5, MM 16, AP 14, Sacred, Magic, Awe +2, Wpn: Falchion, Kick
Conj 6	Summon Kinnara	S3	25	-	-	NUW
	Kinnara x1					HP 30, Str 15, Prot 3, Att 11, Mor 13, Def 11, MR 17, Prec 11, Enc 1, MM 28, AP 14, Fly, Sacred, Magic, Awe +3, Inspirational +1, Ldr 40, MagLdr 10, Mag: A2S2H2, Wpn: Kick
Conj 7	Summon Siddha	S4	35	-	-	NUW
	Siddha x1					HP 20, Str 13, Prot 0, Att 9, Mor 15, Def 9, MR 18, Prec 11, Enc 2, MM 100, AP 14, Sacred, Magic, Awe +3, Spirit Sight, Ldr 40, MagLdr 10, Mag: A2S3H3, Wpn: Fist, Kick
Conj 8	Summon Devata	S5	45	-	-	NUW
	Devata x1					HP 28, Str 17, Prot 18, Att 14, Mor 18, Def 12, MR 18, Prec 11, Enc 5, MM 16, AP 14, Sacred, Magic, Awe +5, Spirit Sight, Ldr 120, MagLdr 10, Mag: A3S2H3, Wpn: Spear, Falchion, Axe, Kick
Conj 9	Summon Devala	S5	55	-	-	NUW
	Devala x1					HP 20, Str 13, Prot 1, Att 12, Mor 18, Def 15, MR 18, Prec 12, Enc 1, MM 22, AP 14, Sacred, Magic, Awe +4, Inspirational +1, Spirit Sight, Ldr 40, MagLdr 10, Mag: S3H4, Wpn: Kick

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 9	Summon Rudra	S5	55	-	-	NUW
	Rudra x1					HP 32, Str 18, Prot 18, Att 15, Mor 18, Def 13, MR 18, Prec 13, Enc 5, MM 34, AP 14, Fly, Sacred, Magic, Research Bonus -20, Forge Bonus -5, Fire Res +15, Shock Res +15, Fear +5, Mag: F3A3D3H1, Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning
Conj 2	Host of Ganas	D1	12	-	-	NUW
	Gana x20					HP 10, Str 10, Prot 0, Att 10, Mor 15, Def 13, MR 12, Prec 10, Enc 0, MM 22, AP 12, Ethereal, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Spectral Club
Conj 5	Summon Vetalas	D2	10	-	-	
	Possessed Corpse x10					HP 22, Str 16, Prot 12, Att 12, Mor 18, Def 9, MR 14, Prec 9, Enc 0, MM 22, AP 9, Inanim, Und, PAmph, NNEat, Cold Res +15, Poison Res +25, Spirit Sight, Wpn: Mace
Conj 4	Contact Yaksha	N2E1	25	-	-	NUW
	Yaksha x1					HP 28, Str 17, Prot 4, Att 13, Mor 15, Def 11, MR 17, Prec 11, Enc 2, MM 16, AP 14, Sacred, Magic, Awe +1, Ldr 40, MagLdr 10, Mag: E3N1H1?1, Wpn: Falchion, Kick
Conj 4	Contact Yakshini	N2W1	25	-	-	NUW
	Yakshini x1					HP 23, Str 15, Prot 1, Att 11, Mor 13, Def 12, MR 17, Prec 11, Enc 2, MM 16, AP 14, Sacred, Magic, Awe +2, Ldr 40, MagLdr 10, Mag: W3N1H1?1, Wpn: Fist, Kick
Blood 1	Summon Rakshasas	B1	10	-	-	NUW
	Rakshasa x3					HP 28, Str 19, Prot 5, Att 13, Mor 14, Def 10, MR 13, Prec 9, Enc 2, MM 16, AP 10, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Wpn: Claw, Claw
Blood 2	Feast of Flesh	B1N1	50	-	-	NUW
	Praghasa x15					HP 35, Str 22, Prot 4, Att 13, Mor 14, Def 10, MR 13, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, Supply Bonus -7, Fire Res -5, Wpn: Mace
Blood 3	Summon Asrapas	B2	11	-	-	NUW
	Asrapa x3					HP 19, Str 13, Prot 1, Att 12, Mor 14, Def 13, MR 14, Prec 11, Enc 2, MM 16, AP 14, Sacred, Demon, Mag: B1H1, Wpn: Athame, Kick
Blood 4	Summon Rakshasa Warriors	B2	25	-	-	NUW
	Rakshasa Warrior x5					HP 30, Str 20, Prot 15, Att 13, Mor 15, Def 10, MR 13, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, NNEat, Supply Bonus -4, Fire Res -5, Wpn: Iron Cudgel
Blood 5	Summon Sandhyabalas	B2D1	30	-	-	NUW
	Sandhyabala x3					HP 30, Str 20, Prot 15, Att 14, Mor 15, Def 13, MR 14, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, NNEat, Stealthy, Supply Bonus -4, Fire Res -10, Wpn: Moon Blade
Blood 7	Summon Samanishada	B3D1	35	-	-	NUW
	Samanishada x1					HP 30, Str 20, Prot 15, Att 14, Mor 15, Def 12, MR 15, Prec 9, Enc 4, MM 16, AP 10, FS, Sacred, Demon, NNEat, Stealthy, Supply Bonus -4, Fire Res -10, Assassin Ability, Stealth 20, Ldr 10, UndLdr 40, Wpn: Moon Blade, Duskdagger
Blood 6	Summon Dakini	B4A1	81	-	-	NUW
	Dakini x1					HP 23, Str 15, Prot 12, Att 11, Mor 13, Def 13, MR 17, Prec 11, Enc 2, MM 28, AP 14, Fly, Sacred, Demon, Fear +5, Spirit Sight, Damage Reversal 1 v MR, Ldr 40, UndLdr 10, MagLdr 10, Mag: A3D1B3H2, Wpn: Athame, Kick
Blood 8	Summon Mandeha	B5D2	133	-	-	NUW
	Mandeha x1					HP 65, Str 24, Prot 15, Att 15, Mor 18, Def 10, MR 18, Prec 11, Enc 2, MM 28, AP 16, FS, Fly, Sacred, Demon, NNEat, Supply Bonus -10, Fire Res -10, Fear +5, Spirit Sight, Ldr 40, UndLdr 40, Mag: A3D3B2H3, Wpn: Flesh Eater
Blood 8	Summon Danavas	B5	75	-	-	NUW
	Danava x3					HP 92, Str 24, Prot 12, Att 13, Mor 18, Def 12, MR 18, Prec 9, Enc 3, MM 22, AP 17, Sacred, Demon, NNEat, Fire Res -5, Fear +5, Spirit Sight, Mag: H2?2, Wpn: Unholy Sword, Unholy Spear, Unholy Axe

**National Rituals: Gath (age 3)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Call Malakh	S2	9	-	-	NUW
	Malakh x1					HP 13, Str 12, Prot 0, Att 11, Mor 15, Def 11, MR 15, Prec 13, Enc 1, MM 34, AP 16, Fly, Sacred, Magic, NNEat, Stealthy, Fire Res +5, Shock Res +5, Awe +4, Spirit Sight, Invulnerability 15, Stealth 20, Mag: H1, Wpn: Fist
Conj 6	Call Hashmal	S3F1	21	-	-	NUW
	Hashmal x1					HP 27, Str 14, Prot 0, Att 14, Mor 18, Def 14, MR 18, Prec 14, Enc 1, MM 34, AP 16, Fly, Ethereal, Sacred, Magic, NNEat, Fire Res +25, Shock Res +5, Awe +5, Spirit Sight, Invulnerability 20, Inquisitor, Ldr 120, MagLdr 80, Mag: H2, Wpn: Flame Strike
Conj 7	Call Arel	S4N1	39	-	-	NUW
	Arel x1					HP 33, Str 14, Prot 0, Att 8, Mor 10, Def 13, MR 18, Prec 9, Enc 1, MM 34, AP 16, Fly, Sacred, Magic, NNEat, Fire Res +5, Shock Res +5, Poison Res +15, Awe +6, Spirit Sight, Healing 3, Invulnerability 15, Ldr 80, MagLdr 40, Mag: N3H3, Wpn: Fist
Conj 8	Call Ophan	S5F2	49	-	-	NUW
	Ophan x1					HP 55, Str 20, Prot 21, Att 14, Mor 30, Def 14, MR 18, Prec 14, Enc 1, MM 40, AP 27, Fly, Ethereal, Sacred, Inanim, Magic, Trample, NNEat, Fire Res +15, Shock Res +15, Poison Res +25, Awe +6, Spirit Sight, Patrol Bonus 50, Mag: H3, Wpn: Flame Strike
Conj 9	Call Merkavah	S7F3	222	-	-	NUW
	Chayot x1					HP 55, Str 18, Prot 0, Att 15, Mor 30, Def 14, MR 18, Prec 15, Enc 1, MM 40, AP 16, Fly, Sacred, Magic, NNEat, Astral Magic Bonus 6, Magic Bonus -6, Fire Res +15, Shock Res +15, Poison Res +15, Awe +7, Spirit Sight, Sight Vengeance 1 v MR, Invulnerability 25, Ldr 160, MagLdr 80, Mag: F4A4E4S4H10, Wpn: Fist
Ench 5	Memories of Stone	D2E1	10	-	-	
	Fossil Warrior x5+					HP 17, Str 22, Prot 26, Att 12, Mor 18, Def 7, MR 15, Prec 5, Enc 0, MM 22, AP 12, Inanim, Und, Magic, PAmph, NNEat, PiR, Fire Res +5, Cold Res +5, Poison Res +25, Spirit Sight, Wpn: Fossilized Sword
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8					HP 9, Str 9, Prot 6, Att 11, Mor 9, Def 15, MR 13, Prec 10, Enc 1, MM 28, AP 14, WS, Fly, Demon, NNEat, Stealthy, Wpn: Claws
Conj 5	Summon Lilot	N4	25	-	-	NUW
	Lilot x1					HP 22, Str 13, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 28, AP 13, WS, Fly, Demon, Stealthy, Stealth 15, Ldr 40, UndLdr 40, Wpn: Life Drain
Blood 3	Scapegoats	B1	8	-	-	NUW
	Se'ir x2					HP 28, Str 16, Prot 7, Att 13, Mor 30, Def 11, MR 15, Prec 9, Enc 2, MM 16, AP 16, WS, Sacred, Demon, NNEat, Wpn: Claw, Claw, Gore
Blood 4	Summon Shedim	B3A1	23	-	-	NUW
	Shed x3					HP 40, Str 15, Prot 8, Att 13, Mor 30, Def 12, MR 17, Prec 11, Enc 2, MM 28, AP 12, Fly, Demon, NNEat, Shock Res +15, Wpn: Thunder Fist, Lightning

**National Rituals: Ragha (age 3)**

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

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Yazad of Justice x1	HP 16, Str 12, Prot 0, Att 13, Mor 14, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 12, Fly, Sacred, Magic, Fire Res +15, Shock Res +10, Cold Res +5, Awe +3, Spirit Sight, Ldr 80, MagLdr 10, Mag: F3S3H2, Wpn: Fist				
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of the Earth (x1)	HP 39, Str 13, Prot 11, Att 14, Mor 18, Def 13, MR 18, Prec 14, Enc 1, MM 28, AP 16, Fly, Sacred, Magic, NNEat, Supply Bonus 100, Shock Res +15, Awe +5, Spirit Sight, Invulnerability 15, Ldr 120, MagLdr 80, Wpn: Fist				
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x3	HP 16, Str 12, Prot 12, Att 13, Mor 14, Def 14, MR 14, Prec 12, Enc 3, MM 22, AP 14, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Wpn: Magic Lance				
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1	HP 14, Str 15, Prot 0, Att 12, Mor 30, Def 12, MR 17, Prec 12, Enc 1, MM 22, AP 13, Fly, Sacred, Demon, NNEat, Stealthy, Fire Res +5, Spirit Sight, Stealth 20, Ldr 40, UndLdr 40, Wpn: Claw				
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Daeva of Shooting Stars x1	HP 17, Str 12, Prot 0, Att 13, Mor 14, Def 13, MR 17, Prec 12, Enc 1, MM 22, AP 12, Fly, Sacred, Demon, Fire Res +5, Shock Res +5, Fear +5, Spirit Sight, Ldr 80, UndLdr 40, Mag: S3D3H2, Wpn: Claw, Stellar Bolt				
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Discontent (x1)	HP 39, Str 13, Prot 11, Att 14, Mor 18, Def 13, MR 18, Prec 14, Enc 1, MM 28, AP 16, Fly, Sacred, Demon, NNEat, Supply Bonus 100, Fire Res +15, Fear +5, Spirit Sight, Invulnerability 15, Stealth 25, Ldr 120, UndLdr 80, Wpn: Fist				
Conj 3	Herd of Elephants	N2	25	-	-	NUW
	Elephant x5+	HP 61, Str 20, Prot 11, Att 9, Mor 8, Def 8, MR 6, Prec 5, Enc 3, MM 22, AP 18, Trample, Wpn: Tusk				

#### National Rituals: Xibalba (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Chaac	A4	75	-	-	NUW
	Chaac of the East (x1)	HP 32, Str 18, Prot 3, Att 14, Mor 30, Def 14, MR 18, Prec 14, Enc 2, MM 22, AP 16, Fly, Sacred, NNEat, Supply Bonus 25, Shock Res +15, Storm Immunity, Ldr 40, UndLdr 40, Wpn: Thunder Axe, Lightning				
Conj 4	Summon Jade Serpent	W2	5	-	-	
	Jade Serpent x1	HP 62, Str 17, Prot 12, Att 14, Mor 15, Def 8, MR 15, Prec 10, Enc 3, MM 16, AP 10, FS, SS, Sacred, Amph, Poison Res +15, Wpn: Venomous Fangs				
Conj 3	Summon Sacred Scorpion	E1D1	2	-	-	NUW
	Sacred Scorpion x1	HP 48, Str 17, Prot 17, Att 13, Mor 15, Def 7, MR 12, Prec 3, Enc 2, MM 10, AP 8, WS, Sacred, Poison Res +15, Darkvision 100, Wpn: Claw, Scorpion Tail				
Conj 1	Summon Jaguar Toad	N1H1	1	-	-	NUW
	Jaguar Toad x1	HP 21, Str 11, Prot 3, Att 7, Mor 12, Def 6, MR 5, Prec 5, Enc 3, MM 16, AP 6, SS, Sacred, Trample, Poison Res +15, Wpn: Claw, Poison Spit				
Conj 3	Summon Jaguars	N2H1	25	-	-	NUW
	Jaguar x17	HP 19, Str 15, Prot 4, Att 13, Mor 13, Def 10, MR 8, Prec 5, Enc 3, MM 22, AP 20, FS, Sacred, Stealthy, Darkvision 50, Wpn: Bite, Claw				
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1	HP 57, Str 17, Prot 6, Att 7, Mor 14, Def 6, MR 5, Prec 5, Enc 3, MM 16, AP 7, SS, Sacred, Trample, Poison Res +25, Wpn: Claw				
Conj 7	Summon Balam	N4	60	-	-	NUW
	Balam of the North (x1)	HP 49, Str 17, Prot 6, Att 14, Mor 14, Def 11, MR 15, Prec 5, Enc 3, MM 22, AP 24, FS, Sacred, Stealthy, Ldr 80, UndLdr 10, MagLdr 10, Wpn: Bite, Claw				
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3	HP 19, Str 12, Prot 4, Att 11, Mor 12, Def 13, MR 15, Prec 5, Enc 2, MM 28, AP 3, FS, Fly, Sacred, Demon, NNEat, Stealthy, Wpn: Venomous Fangs				
Blood 4	Bind Jaguar Fiends	B1F1	13	-	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Ozelotl x3					HP 33, Str 16, Prot 6, Att 13, Mor 30, Def 11, MR 16, Prec 5, Enc 2, MM 28, AP 25, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1					HP 31, Str 14, Prot 6, Att 12, Mor 14, Def 11, MR 18, Prec 5, Enc 2, MM 28, AP 15, FS, Fly, Sacred, Demon, NNEat, Stealthy, Blood Searcher 2, Retinue 2 Beast Bat, Dominion Summoner 1+ Beast Bat, Ldr 80, UndLdr 40, MagLdr 10, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+					HP 33, Str 16, Prot 6, Att 13, Mor 30, Def 11, MR 16, Prec 5, Enc 2, MM 28, AP 25, FS, Fly, Sacred, Demon, NNEat, Wpn: Bite, Claw, Claw

#### National Rituals: Atlantis (age 3)

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

#### National Rituals: R'lyeh (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Contact Void Spectre	S3	25	-	-	
	Void Spectre x1					HP 16, Str 15, Prot 0, Att 12, Mor 15, Def 14, MR 20, Prec 14, Enc 0, MM 22, AP 8, Float, Ethereal, Und, Magic, Amph, NNEat, Stealthy, Cold Res +15, Poison Res +25, Fear +5, Darkvision 100, Spirit Sight, Stealth 30, Ldr 10, UndLdr 40, MagLdr 80, Mag: S4, Wpn: Life Drain, Mind Blast

#### 4 Global Enchantments

The following spells are global enchantments, and thus are classified as rituals. The gem requirements listed are minimums: players can choose to use more gems when casting, which makes globals harder to dispel. Spells with the NUW special cannot be cast underwater.

Fire Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	The Kindly Ones	F6N4	40	-	-	
	The caster unleashes the Erinyes upon the world. The Erinyes are three horrible spirits of vengeance that punish those who slay innocent women. In elder times, they upheld the ban against Blood magic, but they have since returned to the darkness whence they came. They are sometimes called the Eumenides, the Kindly Ones, but their true names are Avenger of Murder, Grudging Anger and The Unrelenting One. They will continue to hunt down murderers and Blood mages until the world is free of these evildoers. Sinners will hear the horrible baying of the sisters and madness will strike them unless they are found and most gruesomely slain by the sisters. The Kindly Ones remain in the world until the enchantment is dispelled or the three of them are slain.					
Ench 6	Eternal Pyre	F6	80	-	-	NUW
	A huge blazing pyre lights up the landscape. The pyre never burns out and the heat is strong enough to create twenty magical gems imbued with Fire power each month. The enchantment lasts until someone dispels it or the caster dies.					
Thau 7	Purgatory	F6	60	-	-	NUW
	Holy fire will strike undead enemy creatures in the God's Dominion. The more powerful the Dominion, the more undead will be killed. This enchantment lasts until someone dispels it or the caster dies.					
Evo 8	Second Sun	F8	80	-	-	
	The caster creates a huge ball of fire in the sky. This Second Sun will always shine, day and night, resulting in severe effects across the entire world. Provinces will become hotter and drier every turn until the Second Sun is destroyed. This enchantment lasts until someone dispels it or the caster dies.					

Air Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Evo 6	Perpetual Storm	A5	70	-	-	
	An enormous storm will rage constantly over the entire world. This will reduce the income of all land provinces. Supplies are scarce, as transportation is difficult and sailing and flying is impossible. All mountain passes are unusable during the perpetual storm and shooting in battle is very difficult. The enchantment lasts until it is dispelled or the caster dies.					
Thau 7	Dark Skies	A5	50	-	-	NUW
	Black clouds billow forth and cover the lands of your Dominion. All enemies under your Dominion will perceive the heavens as dark and 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. The darkness also gives slightly lowered attack and defense skills to units without darkvision.					
Thau 8	Gale Gate	A5	60	-	-	NUW
	The caster opens a rift in space creating a gate into a realm of storms. Huge amounts of aerial magic are effectively channeled through this gate, producing twenty Air gems each turn. Not all of the powers of the Gale Gate can be harnessed though. Hurricanes and storms will be randomly unleashed upon provinces not controlled by the caster. The enchantment lasts until it is dispelled or the caster dies.					
Alt 8	Fata Morgana	A7	90	-	-	
	Under the fata morgana life seems much easier and everyone is happy. Phantasmal Warriors will assist the local defence in defending the province against invaders and enemy scouts will be fooled by illusionary armies. All provinces in friendly dominion will be affected by the fata morgana. The enchantment lasts until it is dispelled or the caster dies.					

Water Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 7	Ghost Ship Armada	W4D3	60	-	-	
	This spell will awaken the dead Admiral Torgrin and make him fight for your cause. The Admiral will attack random coastal provinces controlled by your enemies. The enchantment lasts until it is dispelled, the caster dies, or the Admiral and his armada are defeated. If the Admiral is not completely defeated, the entire armada will be renewed for the next battle.					
Ench 8	Wrath of the Sea	W5	70	-	-	
	The sea will rise and flood all coastal provinces. Provinces that are struck by the flood will have their income reduced. The enchantment lasts until someone dispels it or the caster dies.					
Ench 7	Thetis' Blessing	W5	50	-	-	

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	Allows all troops in the world to enter the sea. The enchantment lasts until someone dispels it or the caster dies.					
Evo 8	Maelstrom	W6	80	-	-	UW
	A huge magical maelstrom is created in a sea. The maelstrom constantly sucks in huge amounts of water and filters out its magical essence. This results in a huge amount of magic gems for the caster. Each month 15 water, 5 astral, 3 air and 1 of each other gem type is generated. The enchantment lasts until someone dispels it or the caster dies.					
Alt 7	Sea of Ice	W6	80	-	-	
	All lakes, seas and rivers in the world are frozen by this powerful enchantment. This makes travel between land and sea impossible, except by magical means such as teleportation. The frozen seas also stop Vanheim and other seafaring nations from sailing. The enchantment lasts until someone dispels it or the caster dies.					
Conj 8	Guardians of the Deep	W6	60	-	-	UW
	Sea monsters will help the local militia defend underwater provinces for as long as this spell is in effect. The monsters require some small degree of leadership and guidance, so a small local defence is required for the enchantment to have any effect. The global enchantment will last until it is dispelled or the caster dies.					
Thau 8	Lure of the Deep	W6	70	-	-	UW
	Sirens will start to emerge from the deeps when this powerful enchantment is cast. The Sirens will sing to enemy troops and lure them down to certain death in the deeps. The lure is most persuasive in coastal and sea provinces with strong friendly Dominion. Inland provinces and provinces within an enemy Dominion are not affected at all. Nations that can recruit Sirens will find that this is cheaper while this enchantment is in effect. This global enchantment can only be cast in an underwater laboratory and it will last until someone dispels it or the caster dies.					
Evo 9	Celestial Rainbow	W7N5	80	-	-	NUW
	This ritual creates a rainbow large enough to be seen from everywhere in the world. The mage can direct where he wants the rainbow to appear and by doing this huge amounts of gold can easily be collected at the base of the rainbow. While the rainbow is in place luck will increase in all the caster's provinces. Once the luck is positive in a province the luck of the rainbow will protect it from hostile spells. The more luck in a province, the greater chance of hostile spells failing.					
Thau 7	Vengeful Water	W7	70	-	-	
	Water in friendly dominion will animate and try to kill enemy commanders whenever possible. This will be more effective in provinces with a rich water supply than in dry provinces. This global enchantment will last until someone dispels it.					

#### Earth Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 7	Forge of the Ancients	E5	80	-	-	
	The ancient forge of the Great One's servants is reconstructed. The magic of the forge will reduce the need for magic essence when forging magic items. It also enables mages to create more powerful items.					
Cnst 9	Mechanical Militia	E5	80	-	-	
	Mechanical Men will help the local militia defend their provinces as long as this spell is in effect. The constructs require leadership and guidance, so a small local defence is required for the enchantment to have any effect. The global enchantment will last until it is dispelled or the caster dies.					
Ench 6	Riches from Beneath	E5	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.					
Ench 7	Earth Blood Deep Well	E6	80	-	-	NUW
	A well, deeper than any other, is created. This well does not bring water, but rather blood from the Earth itself. This Earth Blood is then made into magical Earth gems that can be used for magic rituals. Each month 20 earth gems are generated. This global enchantment lasts until it is dispelled or the caster dies.					

#### Astral Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Evo 6	The Wrath of God	S5A3	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. In provinces with a high turmoil scale more thunderbolts strike. The enchantment lasts until the caster is killed or someone dispels it.					
Ench 5	The Eyes of God	S5	50	-	-	

School	Ritual Name	Path	Cost	Rng	Dmg	Special
						This enchantment enables the mage to see all provinces in the world. Dominions can be seen in great detail and so can discovered magic sites, but income cannot be determined exactly. Inside the God's own Dominion troop movements can be seen in great detail and enemy illusions and phantasms are dispelled. Patrolling units will find it much easier to detect enemy scouts and to quell unrest. The historic records for all nations can also be accessed. The enchantment lasts until someone dispels it or the caster dies.
Ench 7	Stellar Focus	S5	30	-	-	NUW
						This spell focuses the light of the night sky into a crystal sphere. The light in the sphere is so intense and pure that pearls will start to grow from it. The light is powerful enough to produce five Astral pearls per turn. The spell lasts until someone dispels it or the caster dies.
Evo 9	Strands of Arcane Power	S7	70	-	-	
						This mighty enchantment enables the caster to project his mind to many distant places at once, via strands of arcane power. While projected, the caster will only be able to sense and affect magic, but this still makes it possible to search for magic sites and enemy mages. The caster will be able to project himself into all provinces that have a friendly Dominion. Magic sites are more elusive when searching in this way and a very powerful mage is required to find those that are well hidden. Mages are usually able to stay hidden from the projected mind if they have a good magic resistance value. If an Astral mage is found, a battle of the minds will ensue. Only one will leave it with their mind intact. Other mages cannot try to retaliate, but neither do they risk losing their sanity in the process. However, they will be subjected to a minor Mind Burn attack if they are found. The enchantment lasts until the caster is killed or feeble-minded or the enchantment is dispelled.
Ench 9	Arcane Nexus	S8	150	-	-	
						This mighty enchantment absorbs magical energies worldwide to replenish the caster's magical resources. Half of all magic gems used to cast spells and to create magic items will be absorbed into the Arcane Nexus and 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 ambient magic energy from the world. The spell lasts until someone dispels it or the caster dies.

#### Death Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Burden of Time	D5	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. The spell lasts until someone dispels it or the caster dies.
Thau 6	Foul Air	D5A1	75	-	-	NUW
						The air will become polluted by a deadly disease when this enchantment is cast. Anyone who is wounded will instantly become diseased due to the foul air. This enchantment affects all land provinces in the entire world and will last until dispelled or the caster dies. Unrest will increase worldwide while the enchantment is active.
Conj 8	Well of Misery	D6	80	-	-	
						This mighty ritual is a blessing to units across the world. Diseases, old age, suffering and pains are all drained of some of their essence. All malign energies are siphoned from the world and concentrated in the Well of Misery, effectively giving the caster a huge income of magical gems of Death. Each month 21 death gems are generated. Tax revenue is also slightly increased in all provinces of the world. The spell lasts until someone dispels it or the caster dies.
Alt 9	Utterdark	D9	100	-	-	
						The world is covered by a blanket of utter darkness. All living beings must use torches to see even a few feet in front of themselves. Undead, Demons and blind beings are unaffected by the darkness. All provinces except caves and deep seas have their income and resources reduced by 90 percent. During the perpetual night, forces of darkness and roaming shades will attack enemy provinces. The spell lasts until someone dispels it or the caster dies.

#### Nature Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 5	Mother Oak	N5	50	-	-	NUW
						The oldest and mightiest of all oaks in the realm is enchanted to become the greatest oak there ever was. The Mother Oak produces magical acorns that can be harvested and made into Nature gems. Each month 10 nature gems are generated. The enchantment lasts until someone dispels it or the caster dies.
Ench 8	Haunted Forest	N5D1	60	-	-	NUW



School	Ritual Name	Path	Cost	Rng	Dmg	Special
						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.
Conj 7	Wild Hunt	N6	50	-	-	
						The caster unleashes the Wild Hunt upon the world. The Hunt is led by the Lord of the Hunt, an ancient deity of the wild roaming the woodlands in search of those who have offended the wild and its inhabitants. When the Hunt has been called, powerful priests of enemy faiths will be hunted down for as long as the Lord is not slain.
Ench 7	Gift of Health	N6	50	-	-	
						This gift grants excellent health to all loyal subjects inside the God's Dominion. The gifted ones receive extra hit points, grow old more slowly and may even heal permanent afflictions. The enchantment lasts until someone dispels it or the caster dies.
Conj 9	Enchanted Forests	N7	90	-	-	NUW
						All forests will start to whisper the hymns to the pretender that controls this enchantment. This will spread dominion to the places where false pretenders were worshiped. When a forest has the right dominion it will start to attack instead of whispering hymns. Enemies in that province or neighboring provinces will be attacked by forest creatures. A strong dominion or high growth scale helps the effectiveness of the attacks and wastelands are never attacked by the forest creatures. The spell lasts until someone dispels it or the caster dies.
Ench 9	Gift of Nature's Bounty	N7	70	-	-	
						All life in the God's Dominion is blessed. Grain grows more quickly, the mustard tastes better, the ducks are fatter and all living creatures mate and give birth to young. The income of lands under the God's Dominion is greatly increased. The enchantment lasts until someone dispels it or the caster dies.

#### Blood Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 7	Astral Corruption	B6S6	166	-	-	NUW
						This horrible ritual is the cause of Blood magic being banned in ancient times. With an awesome sacrifice, the fabric of astral space becomes tainted with blood. All spell casting uses the tainted Arcana and attracts the attention of Horrors. Every time a non-Blood magic ritual is cast or a magic item is forged, there is a chance that a Horror will follow the arcane flow and attack the mage. The spell lasts until someone dispels it or the caster dies.
Blood 8	Blood Vortex	B7	166	-	-	NUW
						This horrifying ritual creates the blood vortex. A churning pool of polluted blood that roars horrible yet terribly alluring songs. The song of the vortex is heard by all mortals in the world, whispering sweet melodies of death and carnage, beckoning all people to come bask in its crimson presence. Its song is especially strongly felt by those whose blood is suitable for blood rituals, summoning them to the site of the ritual. The mortals that enter its presence stare dumbfounded on the waves and swirls in the vortex, or throw themselves heedlessly to drown in the bloody swirls. The master of the ritual then collects suitable victims to use in other rituals. Eventually, when no life is left in the world around the vortex, it dries out and dies. Provinces with strong influences of order will be less affected by the beckoning and those with strong turmoil influences will be more drawn to the vortex.
Blood 9	The Looming Hell	B8	150	-	-	NUW
						Devils will appear in the dreams of some unfortunate enemies whenever they try to sleep. These Devils, through various threats, will try to persuade their victims to sell their souls and join in the killing of their own commander. The strength of the threats depends on the strength of the God's Dominion, but extreme courage is always required to defy the Devils. The Devils are totally powerless if they are unable to persuade any victims, which may well happen should the enemy commander be more feared than they are. The spell lasts until someone dispels it or the caster dies.

#### National Rituals: Niefelheim (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 6	Illwinter	B5W3	120	-	-	NUW
						The caster sacrifices the blood of innocent virgins in an attempt to revive the old Rimtursar, ancient giants of terrible might and the ancestors of the Jotun. The giants are slow to awaken but their presence will cause blizzards, wolf attacks and severe cold all over the world. The Illwinter is the most feared of all omens and unrest will increase worldwide. The spell lasts until someone dispels it or the caster dies.

**National Rituals: Yomi (age 1)**

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

**National Rituals: Xibalba (age 1)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 8	Theft of the Sun	D6F3	70	-	-	NUW
Since the disappearance of the Sun, the Zotz have longed for the warmth and reputed splendor of the celestial entity. With this spell the sorcerer lures the Sun from its heavenly abode to once more travel through Xibalba during the night. But the intent is a malicious one, for once the Sun has entered the labyrinthine caverns of Xibalba it is led astray and trapped in the Cavern of the Sun, giving its splendor to the Sun Guides and its fiery magic to the Ah K'in. With only the moon and the stars lighting the sky, the world is plunged into darkness. As long as the enchantment is active Xibalba gains 10 fire gems and 5 astral gems each month. Unless a Second Sun is active the world will be dark and income reduced worldwide.						

**National Rituals: Jotunheim (age 2)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 6	Illwinter	B5W3	120	-	-	NUW
The caster sacrifices the blood of innocent virgins in an attempt to revive the old Rimtursar, ancient giants of terrible might and the ancestors of the Jotun. The giants are slow to awaken but their presence will cause blizzards, wolf attacks and severe cold all over the world. The Illwinter is the most feared of all omens and unrest will increase worldwide. The spell lasts until someone dispels it or the caster dies.						

**National Rituals: Utgård (age 3)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 6	Illwinter	B5W3	120	-	-	NUW
The caster sacrifices the blood of innocent virgins in an attempt to revive the old Rimtursar, ancient giants of terrible might and the ancestors of the Jotun. The giants are slow to awaken but their presence will cause blizzards, wolf attacks and severe cold all over the world. The Illwinter is the most feared of all omens and unrest will increase worldwide. The spell lasts until someone dispels it or the caster dies.						

## 5 Other Rituals

The spells listed here are rituals which do not summon creatures and are not global enchantments. This is an artificial distinction for the purposes of the manual, only. For game purposes, all rituals, whether summoning or not, are subject to the rules for rituals and are treated as such.

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

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

Fire Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 1	Distill Gold	F1	1	-	-	
	The alchemist distills gold from minerals. The process is time consuming and requires the alchemist to use fire gems. Every extra gem spent gives the alchemist several pounds of gold. Skilled mages produce even more gold.					
Alt 3	Inner Sun	F1S1	1	-	-	Und immune
	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.					
Alt 5	Transmute Fire	F2	1	-	-	
	The alchemist transmutes fire gems into gold. Every extra gem spent gives the alchemist several pounds of gold. Skilled mages produce even more gold.					
Thau 3	Augury	F2	2	5	-	NUW
	The caster pours oil on a pile of soil from a distant province and sets it ablaze. The flickering flames will reveal all hidden sites of fiery power in the province.					
Evo 3	Fires from Afar	F3	10	3	15	AP, NUW, Anonymous
	The mage fires a row of flame bolts towards an enemy army camp located in a province far away. The more units present in the camp, the greater the chance of hitting a target. The spell can also be used to harass a besieging force or the defenders of a castle. A scout or a scrying spell will be required to see whether the spell was successful or not.					
Evo 4	Breath of the Desert	F3A1	5	5	-	NUW, Anonymous, Limited
	The caster curses a distant province with a dramatic rise in temperature. The mage can target any province of his choice and those affected will not know who has cast this spell upon them.					
Thau 5	Pyre of Catharsis	F3	4	-	-	Inanim immune, NUW
	Catharsis was once the spirit of the Purifying Flames. He would cleanse bodily sicknesses of those who exposed themselves to his flames. Since his corruption by the Daevas and the wicked Mainyus he no longer controls the Purifying Flames and any powerful fire mage can wield his flames. With this ritual the caster sets himself ablaze on a pyre of Purifying Flames. The flames burns away any diseases he carries, but the caster is likely to suffer terribly from the flames unless properly protected.					
Evo 4	Fate of Oedipus	F4	75	-	-	
	The caster punishes a mage for having claimed the Eyes of God. The mage's eyes are blasted by brilliance, his eye sockets emptied forever, and the Eyes of God no longer observe the world. This spell can only be cast if the Eyes of God enchantment is active.					
Evo 9	Volcanic Eruption	F4E3	15	6	-	NUW, Anonymous
	The caster unleashes a volcanic eruption upon a distant province, destroying the lands and killing one third of the population.					
Ench 7	Dome of Flaming Death	F4	8	-	-	NUW
	An invisible web of Fire magic is created over the entire province where this spell is cast. Any enemy spells cast into the protected province will trigger the deadly trap. A powerful blast of fire will find its way to the enemy mage and burn him and possibly also the laboratory to cinders. A good luck scale helps to protect against having the laboratory burnt down. The more magic gems put into the spell, the longer the dome lasts. If the mage who cast the dome dies, the dome dissolves instantly. The dome does not stop enemy spells that pass through it, but it may stop the enemy mage from ever casting spells again.					
Thau 5	Raging Hearts	F4	10	5	-	Anonymous
	Fury will start to grow in the hearts of all people in an entire province. Those affected will soon start to kill and plunder their fellow citizens. A mage can target any province of his choice and those affected will not know who has cast this spell on them.					
Evo 9	Flames from the Sky	F5	30	3	15+	AP, NUW, Anonymous

School	Ritual Name	Path	Cost	Rng	Dmg	Special
						With this spell, the mage hurls a maelstrom of flaming spheres towards an enemy province. The flame storm will strike an enemy army camp within the province with enormous force. Most likely, the majority of the units present in the camp will die from this powerful attack, but since the entire army is rarely gathered in one camp at a given time, only half of the target province's army can be expected to be struck by the flames.
Ench 6	Vafur Flames	F5	10	-	-	NUW, Can only be cast in forts
						This spell recreates the legendary enchantment of Asgård. The fortress is surrounded by a ring wall of enchanted flames. The flames are able to read the intentions of those who approach and will let friends pass safely through. Flying beings are able to pass over the flames.

#### Air Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 4	Cloud Trapeze	A2	3	5	-	NUW
						The caster swings himself up and away with incredible speed, landing in a province far away.
Thau 4	Auspex	A2	2	2	-	NUW
						The caster listens to the winds and observes the flight of birds. The winds will carry legends of magical places and ancient storms. If the winds are correctly interpreted, the caster gains knowledge of sites of Air power in a distant province. This spell cannot be cast at an enemy province.
Evo 4	Hurricane	A3	5	5	-	NUW, Anonymous
						The caster unleashes a violent hurricane upon a province, devastating the countryside. The hurricane will appear as a natural event. Unrest will increase and part of the population will die.
Ench 3	Seeking Arrow	A3	4	3	8	AN, Anonymous
						The caster sends an enchanted arrow across the world to find a suitable heart to penetrate. The arrow will target one leader in a province of the caster's choice.
Conj 5	Raven Feast	A4	3	5	-	NUW
						The caster summons an unkindness of ravens and sends them into a distant province to feast upon the newly dead. The ravens consume the rotting corpses and return to be slaughtered for the raw death essence they then contain. Provinces struck by plagues or containing recent battlefields can give the caster large amounts of Death gems. All unburied dead in a province are consumed. Enemy provinces can be targeted.
Ench 5	Trade Wind	A4	10	-	-	NUW
						The caster creates a perpetual stable wind in a coastal province that enables merchants to quickly sail to and from the province. The trade wind increases income from the province by 25 percent for the duration of the enchantment. The spell lasts longer for every gem spent on the ritual. The enchantment remains if the province is captured.
Conj 5	Wind Ride	A5	10	3	-	NUW
						The Air mage summons a whirlwind in a province of his choice. The whirlwind will try to find a commander in the province and transport him to where the Air mage is located. This spell is an effective way to rescue cornered commanders, but it can also be a very effective way to get enemy commanders out of the way. Large beings are difficult or impossible to lift, as are powerful Earth mages.
Ench 6	Dome of Solid Air	A5	20	-	-	NUW
						A dome made out of air is created over the entire province the mage is in. The dome will protect the province from many spells that originate outside the warded province. While undisturbed, the spell will last indefinitely, but if a spell passes through the dome, or if the mage who cast the dome dies, it will shatter instantly. The dome has an 80 percent chance of stopping any spell that tries to pass through it.

#### Water Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Voice of Apsu	W2	2	3	-	
						The caster conjures the dreams of Apsu, the Fresh Water Underneath. He has knowledge of all sweet water. The voice of his dreams, when rightly interpreted, reveals sites of Water power located above the surface. The dreams will find their way to everyone living in the targeted province and the magical sites will no longer be hidden.
Conj 5	Voice of Tiamat	W2	8	4	-	UW
						The caster conjures up the dreams of Tiamat, the Raging Sea. She has knowledge of all that lies underneath the sea. The voice of her dreams, when rightly interpreted, reveals all sites of Elemental power in a sea. The dreams will find their way to everyone living in that province and the magical sites will no longer be secret. This spell can only be cast under water.
Thau 2	Scrying Pool	W2	2	5	-	NUW

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	The mage will enchant a pool of water to provide images of a province far away. The more magic gems spent on the scrying pool, the longer it will last. The information gained by scrying is much more accurate than a normal scout can provide.					
Alt 4	Wolven Winter	W3	5	5	-	Anonymous, Limited
	The caster curses a distant province with a dramatic fall in temperature. The mage can target any province of his choice and those affected will not know who has cast this spell upon them.					
Evo 7	Murdering Winter	W5	40	4	8	AN, Anonymous, Limited
	A sudden, furious blizzard will strike an enemy army camp in a province of the mage's choice. The blizzard is very powerful and will kill most normal men unless they are located in a hot province. The spell will be extremely powerful if it is cast in a very cold province and almost useless if cast in a very hot province. The spell has a very large area of effect and most of the enemy army is likely to be affected. Commanders have access to the good tents and will take reduced damage from the cold.					
Evo 9	Tidal Wave	W5	15	6	-	Anonymous
	The caster unleashes a huge tidal wave upon a distant province, destroying the lands and killing the people. Forty percent of the population will die and unrest will increase.					
Ench 6	Frost Dome	W5	15	-	-	
	A frost dome is created over the entire province where the spell is cast. Any spells cast into this dome will trigger the deadly trap. A powerful frost blast will find its way to the enemy mage and freeze him to death. Every spell cast into the dome has a 30 percent chance of being destroyed by the frost dome. The more magic gems put into the spell, the longer it will last. If the mage who cast the dome dies, it will dissolve instantly.					

#### Earth Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 2	Alchemical Transmutation	E1	1	-	-	
	The alchemist transmutes base metals into precious ones. The process is time consuming and requires the alchemist to use earth gems. Every extra gem spent gives the alchemist several pounds of gold. Skilled mages produce even more gold.					
Alt 4	Blight	E2D1	5	5	-	Anonymous
	The caster unleashes a blight upon a distant province. Five percent of the population will die, unrest increases and eighty pounds of gold must be used to feed the starving.					
Alt 6	Earth Gem Alchemy	E2	1	-	-	
	The alchemist transmutes earth gems into precious metals. Every extra gem spent gives the alchemist several pounds of gold. Skilled mages produce even more gold.					
Thau 4	Gnome Lore	E2	3	3	-	
	The caster bestows the knowledge of the gnomes upon himself and uses it to find places of Earth power. The spell will find all magic Earth sites in a friendly province of the caster's choice.					
Alt 8	Wizard's Tower	E4	50	4	-	
	The caster raises a tall impregnable stone tower from the ground in any friendly province within range. It is very difficult to break down the walls of this tower, but the administrative facilities are not to the same high standard.					
Alt 7	Iron Walls	E5	10	-	-	Can only be cast in forts
	The caster transforms the stone walls of a castle into iron walls, effectively increasing the Defence by 1000 points. The alteration lasts longer if additional gems are used in the ritual. The enchantment will end if the caster is killed.					
Alt 6	Crumble	E5	20	4	-	
	The caster unleashes great power upon a besieged castle. The walls of the castle will fall apart and debris will crash down upon the unwary defenders. The walls will take 250 points of damage, or more, if the caster is exceptionally powerful. Each skill level beyond five reduces the Defence value of the fortress by 25 additional points.					
Conj 8	Earth Attack	E5	5	4	-	
	A huge Earth Elemental will appear in a province of the caster's choice. Here, it will travel under the ground and search for enemy commanders. When it finds one, it will rise out of the ground and strike it down. The Earth Elemental disappears when it has completed this task or if it can't find an enemy commander. The elemental can only find targets that are grounded, thus floating beings will never be attacked by the elemental.					
Ench 7	Lion Sentinels	E5	30	-	-	Can only be cast in forts

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	The caster sculpts eleven statues of lions and enchants them with powerful magic. Ten of them are placed outside the castle walls and the eleventh on the courtyard. Order and prosperity flows as the lions sentinels protect the inhabitants and guard them from harm. Should the castle be attacked the lions will come to life and attack the besieging army. The lions are magical beings and require magical leadership. Should the lion in the courtyard be destroyed the lions will crumble, unless a mage can take command over the remaining lions. The enchantment increases the order scale by +1.					
Thau 6	Melancholia	E5	20	5	-	
	The caster curses a province with melancholia. The populace becomes depressed, cynical and listless. Peasants don't care about harvesting and let their livestock wander. Craftsmen only work when they feel like it and soldiers tend to desert unless whipped into obedience. Even the temples are left untended. The scale of production is set to Sloth 3 and there is a chance, depending on magic resistance and morale, that soldiers will desert. The Dominion of the local god might decrease.					

Astral Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Evo 1	Astral Projection	S1	2	7	-	
	The caster's mind is separated from his body and travels the Astral Planes in search of military information. His mind and body are connected with a silvery cord, which can be detected by unfriendly Astral mages. Once detected, the cord of the mage can be severed - a traumatic experience indeed. Each casting of this ritual allows the mage to scry on one province. The use of extra magical gems increases the duration of the ritual.					
Evo 3	Arcane Probing	S1	3	4	-	
	The caster projects his astral self in an attempt to locate sites of Astral power. This spell can only be used to search for magic in friendly provinces.					
Conj 5	Acashic Record	S2	10	10	-	
	This spell lets the caster access the acashic records to find out the history for one nation. The spell must be targeted on a capital to give any useful information.					
Ench 5	Ritual of Returning	S2	3	-	-	
	The mage will return to the home citadel at once if he is wounded. The spell lasts until the mage actually has been wounded and returned home. This ritual will result in swift death for a mage if the home citadel has been conquered by the enemy.					
Thau 3	Astral Window	S2	3	6	-	
	The caster opens an arcane rift through which he can observe distant lands. The rift closes after a while, but the duration can be prolonged if extra magic gems are used in the casting. Each casting of this ritual allows the mage to scry on one province. The information gained by this spell is much more accurate than a normal scout can provide.					
Alt 5	Baleful Star	S3	7	7	-	NUW, Anonymous, Limited
	The caster invokes the great Maleficent and forces the evil star to take a conjunctive position in the heavens above one province, causing unfortunate events and evil deeds to occur. Anyone exposed to the evil star risks getting cursed for the rest of his life.					
Conj 6	Acashic Knowledge	S3	25	10	-	
	This spell lets the caster tap information from the memory of the Spheres to reveal the presence of all magical sites in a given province. The spell cannot be used to find magic sites in enemy provinces.					
Ench 5	Dispel	S3	30	-	-	
	This enchantment enables a mage to destroy an active global enchantment. The power of global enchantments is often boosted with the use of additional gems. This number of gems must be matched in order for the dispel to work.					
Thau 3	Teleport	S3	2	6	-	
	With this spell, the mage can transport himself to almost any province in the world, only those very very far away are out of range for this ritual.					
Thau 4	Vengeance of the Dead	S3D1	3	5	-	MR, Und immune, Mindless immune
	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.					
Evo 6	Mind Hunt	S4	2	6	-	AN

School	Ritual Name	Path	Cost	Rng	Dmg	Special
	The caster's mind is separated from his body and travels the astral planes in search of 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.					
Ench 6	Dome of Arcane Warding	S4	10	-	-	
	An astral dome is created over the entire province that the mage is located in. The dome will protect the province from many spells that originate from outside the warded province. The more magic gems put into the spell, the longer it will last. If the mage dies, the dome dissolves instantly. The dome has a 50 percent chance of stopping each spell that tries to pass through it.					
Thau 5	Gateway	S4	10	6	-	
	The caster creates a rift in the fabric of space, allowing him to step through with all troops under his command and enter a distant laboratory that has been prepared for the gateway. The gateway can only lead to a lab controlled by the same nation, and it closes as soon as the troops have passed through.					
Thau 6	Imprint Souls	S4	25	5	-	
	The people of a small village in a remote province will have their minds gradually broken down. When they are entirely lobotomized, their minds will be imprinted with religious zeal towards the rightful Pretender God. When the conversion is complete, they will attack the province in an attempt to conquer it and serve their God to the best of their abilities. This is a very dangerous process, many people die and most of the survivors are not fully restored with the proper religious zeal. A skillful mage and extra penetration skill from magic items will help in successful conversion of the villagers.					
Thau 7	Divine Name	S5	25	-	-	
	The caster inscribes a divine name on a piece of paper and places it in the head of a mindless being. The being is gifted with an artificial mind and commanding abilities. The caster can also inscribe the name on the forehead of a willing target, increasing his mental faculties and making him a commander.					
Thau 9	Astral Travel	S5	25	5	-	
	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.					
Alt 9	Wish	S9	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.					

#### Death Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Dark Knowledge	D1	4	3	-	
	The caster summons a spirit of the Underworld and coerces it to reveal knowledge of sites of Death in a distant province. The spell can not be used to find magic in enemy provinces.					
Ench 4	Twiceborn	D2	10	-	-	Und immune, Inanim immune
	With this ritual, the necromancer enchants his own body to protect himself from death. If the necromancer is slain, he is revived as a Wight Mage in the province where the ritual was cast. For the ritual to work, the province it was cast in must be in friendly hands when the necromancer dies. This spell does not work on undead, demons or inanimates.					
Ench 7	Ritual of Rebirth	D4	15	-	-	NUW
	The caster of this spell revives a previously slain hero via the ancient Ritual of Rebirth. The ritual mummifies the dead hero before bringing him or her back to life. Only great heroes from the Hall of Fame can be resurrected by this ritual. The ritual can be performed multiple times on a single hero. Inanimate or undead beings are not affected by this spell					
Conj 8	Manifestation	D5	4	4	-	NUW
	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 who is horror marked runs a greater risk of being chosen by the Angel.					
Thau 6	Leprosy	D5	10	4	-	MR, Und immune, Inanim immune
	The mage conjures forth a wasting disease upon an enemy army in a distant province. Diseased targets will never regain any lost hit points and will take damage every season they are alive. Undead, demons and inanimate beings are not affected by this spell.					

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 8	Stygian Paths	D5	15	10	-	
	All lands are connected to the Underworld and every location in the Underworld corresponds to a location in the lands of the living, but time passes differently in the Underworld. By traveling in the Underworld, great distances can be covered in a short period of time. When this ritual is cast, a gateway into the realm of the dead is opened. The necromancer then leads his followers on dark paths through the Underworld to emerge in a faraway province. The journey, however, is not free from risk: no one is allowed to leave the lands of the dead. Everyone using the Stygian paths risks injury or even death by poisoning, spirit attacks or fates even worse. Stealthy units are less likely to be detected by the guardians of the Underworld.					
Thau 8	Black Death	D5	15	5	-	Anonymous
	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.					
Conj 9	Tartarian Gate	D7	10	-	-	NUW
	The caster opens a gate to Tartarus and releases a dead Titan or Monstrum imprisoned in that horrible place. The Titans were gods in ancient times, but were defeated and imprisoned in Tartarus aeons ago. The dead Titan once had tremendous powers, but the imprisonment in the realm of perpetual pain might have destroyed the mind of the ancient god.					

#### Nature Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 6	Transformation	N2	8	-	-	Und immune, Inanim immune
	The caster is transformed into a random monster. Some monsters, such as fire drakes, are closely attuned to an element or other magical path. If the caster successfully transforms into such a being he might gain magic power. Also the casters new body is young and healthy. The transformation is not without risk, however, as the caster's mind and body may be damaged in the process. A luck scale increases the chance that the transformation is successful. Sometimes a failed transformation can result in the form of a mindless being and usually mind and magic abilities are lost as a result. But sometimes a being with powerful magic can retain his magic ability as the magic is too strong to let the absence of a mind stop it.					
Thau 3	Haruspex	N2	2	3	-	
	The caster opens the bellies of newly slaughtered animals and observes their livers. The state of the livers reveals distant locations of Nature power.					
Conj 5	Winged Monkeys	N3S2	10	5	-	NUW
	The caster summons a troop of winged monkeys and sends them away to fetch a commander from a distant land. The monkeys will try to grab and fly away with the helpless commander, but will attack if the target is too heavy. The monkeys are afraid of mages and will never try to snatch a mage from the ground. The monkeys leave after they have accomplished their mission.					
Conj 6	Locust Swarms	N3	8	5	-	NUW, Anonymous
	The caster unleashes swarms of locusts upon a province. The locusts will cause panic, consume crops and cause the loss of 100 pounds of gold in taxes. The swarms will appear as a natural event.					
Ench 8	Dragon Master	N3	30	-	-	
	The caster claims lordship over all serpentkin. Every time the caster summons a Drake, Wyvern or Sea Serpent, not one but three beasts will heed the call.					
Conj 5	Vermin Feast	N4	6	4	-	
	The caster makes vermin like rats and cockroaches (or shrimps and crabs) attracted to the supply stores of a besieged castle. The vermin will make sure that the supplies do not last very long. The more gems spent in this ritual the longer it will last. Having more than one Vermin Feast ritual active on the same province will not add to the effect and the ritual has no effect on an unbesieged castle.					
Conj 7	Living Castle	N4W1	40	4	-	UW
	The caster conjures a castle of living kelp and algae. The castle can only be created in a friendly sea. This spell cannot be cast above the waves.					
Thau 4	Cure Disease	N4	5	-	-	Inanim immune
	This ritual cures a unit from disease, an affliction that otherwise is certain to result in a quick and early death. The target unit must be in the same province as the caster.					
Thau 5	Gift of Reason	N4	20	-	-	Mindless immune
	This gift grants commander status and a sharp intellect to any one being. The target unit must be in the same province as the caster. Mindless units cannot be affected by the spell.					
Ench 5	Faery Trod	N5	20	10	-	NUW



School	Ritual Name	Path	Cost	Rng	Dmg	Special
	The mage leads his army into a magic forest to find a Faery Trod. The army follows this strange path through faerie lands and will finally arrive in a distant forest. Both the source and destination provinces must be forests for this spell to work. Navigating on the faerie paths is a tricky adventure and it might be that you won't emerge exactly where you planned.					
Ench 6	Forest Dome	N5	10	-	-	
	Vegetation will grow into a dome that covers the entire province where the spell is cast. The dome will protect the province from many spells that originate outside the warded province. If left undisturbed, the forest dome will last forever. However, if a Fire spell is absorbed by the dome, it may catch fire and be destroyed. If the caster dies, the dome will wither and die. The dome has a 30 percent chance of stopping each spell that passes through it.					
Thau 6	Beckoning	N5	20	4	-	MR
	The caster awakens the forces of the wild, which call out to lure the unwary. Those who fall prey vanish into the woodlands, never to be seen again. The Beckoning will only work in forests and forest beings are immune to the call. The Beckoning targets up to one third of the soldiers in a land, but those who are strong of mind or duty will resist the call. The maximum number of units affected by this spell depends on the level of the caster.					

Blood Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 2	Bowl of Blood	B1	5	5	-	NUW
	The caster fills a bowl with blood, mixes it with soil from a distant land and observes the five signs. The signs will reveal all sites of blood power in that province.					
Blood 3	Cross Breeding	B1N1	15	-	-	NUW
	Hundreds of different creatures from mice to humans are magically cross-bred and grown in an effort to produce a powerful monster. Most offspring die early, but some survive and are bound to serve their creator. Luck is required to breed the more powerful creatures.					
Blood 5	Wrath of Pazuzu	B1A3	15	5	-	NUW, Anonymous
	The caster unleashes an infernal tempest from the realm of Pazuzu upon a province. The storm is anything but natural and Shedim, servants of Pazuzu, can be heard bellowing in the gale. The storm causes unrest and devastation upon a province.					
Blood 6	Rejuvenate	B1	10	-	-	Und immune, Inanim immune
	The mage drenches himself in the blood of ten young girls in an attempt to become younger. Each offered girl will make the caster one year younger.					
Blood 3	Blood Feast	B2	5	-	-	Inanim immune, NUW
	The caster has learned the recuperative secrets of cannibalism. In a gruesome ritual lasting a month he consumes the blood and feast of ritually purified sacrifices. The blood feast requires copious amount of flesh and blood of unpurified victims as well however, so the populace in the province where the caster resides is slaughtered in great quantities. The flesh and blood of the victims rejuvenates the caster, healing him of all or at least most afflictions. Bloodmages who partakes too often in blood feasts often develop uncontrollable cravings for human flesh. The ritual does not work on inanimate beings.					
Blood 4	Blood Fecundity	B2N2	10	-	-	NUW
	The mage performs a great blood ceremony in order to increase the fertility of the land. The spell lasts longer if more slaves are sacrificed.					
Blood 8	Improved Cross Breeding	B2N2	20	-	-	NUW
	Hundreds of different creatures from mice to humans are magically cross-bred and grown in an effort to produce a powerful monster. Most offspring die early, but some survive and are bound to serve their creator. Luck is required to breed the more powerful creatures.					
Blood 5	Rain of Toads	B3N1	20	5	-	NUW, Anonymous, Limited
	The caster creates a horrible omen, turning the falling rain in a target province into toads. The target province will suffer from unrest and misfortune. Soldiers stationed in the province will risk becoming diseased when dead toads fester in the wells.					
Blood 7	Send Dream Horror	B3S4	15	6	-	Tainted, NUW, Anonymous
	The caster sends a Defiler of Dreams to attack a distant province. The Dream Horror will project nightmares and feed on the emotional distress of its victims. Unrest will increase in the province until the Horror is found and slain. Dealing with horrors is not without risk however and the caster of this ritual might attract some unwanted attention.					
Blood 8	Horror Seed	B3S4	25	6	-	NUW
	A Horror is sent to possess a far away enemy. The Horror hides its true self and spreads its evil ways, marking and cursing soldiers in the province. The most horrible ability of the possessing Horror is to infect living soldiers with Parasitic Horrors. These Parasitic Horrors sooner or later break the mind and body of their host, transforming them into full fledged Horrors. Should the host of the Master Horror be slain, the true Horror will manifest and attack everything alive.					

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 7	Dome of Corruption	B4S4	20	-	-	NUW
	The caster seals a pact with Horrors. The Horrors create a dome that protects the province from most spells (75 percent protection) that originate from outside the warded province. Trying to cast a spell through this dome is very dangerous and might drive the casting mage insane. The pact has a downside too, which will become apparent to mages living under the dome. The creators of the dome will occasionally attack and consume a mage. The dome will dissolve instantly if the caster of this ritual dies.					
Blood 3	Infernal Circle	B5	5	-	-	NUW
	The caster creates a circle with infernal symbols drawn in the blood of virgins. Blood rituals cast from the circle will have their range increased. The circle will dissipate eventually, but the more blood slaves used for the circle, the longer it will last.					
Blood 6	Infernal Disease	B5	5	5	-	
	This ritual starts with a month of scribing complex magic symbols and eventually culminates with the sacrifice of five young girls. When the ritual is finished, a Disease Demon is bound and ordered to attack an enemy commander wherever in the world the caster chooses. The demon is very deadly and should be a sure way to kill an enemy.					
Blood 8	Three Red Seconds	B5	120	4	-	NUW
	The caster summons a horde of Imps and commands them to raise a fortress. In three red seconds, a mighty citadel is built in a province of the caster's choice.					

#### National Rituals: Arcoscephale (age 1)

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

#### National Rituals: Marverni (age 1)

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

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

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

#### National Rituals: Abysia (age 1)

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

**National Rituals: Caelum (age 1)**

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

**National Rituals: Pangaea (age 1)**

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

**National Rituals: Agartha (age 1)**

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

**National Rituals: Yomi (age 1)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 0	Hannya Pact	D1	6	-	-	Und immune, Inanim immune
	The Namanari seals a pact with the Oni Kings, giving up her humanity to become a Chunari. The Chunari gains powers in death and fire magic and a demonic nature. Jealous and greedy for power a Chunari will sooner or later strengthen her pact with her masters losing her humanity altogether.					
Conj 0	Greater Hannya Pact	D2	12	-	-	Und immune, Inanim immune
	The Chunari seals a second and final pact with the Oni Kings, giving up the last shreds of humanity to become a true Hannya. The Hannya gains further powers in death and fire magic. A fiery aura and a serpent tail are also given to her to remind her of who her true masters are.					

**National Rituals: R'lyeh (age 1)**

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

**National Rituals: Arcosephale (age 2)**

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

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

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

**National Rituals: Aaysia (age 2)**

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

**National Rituals: Caelum (age 2)**

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

**National Rituals: Pangaea (age 2)**

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

**National Rituals: Asphodel (age 2)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 0	Grow Fortress	N4	35	-	-	

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

#### National Rituals: Nazca (age 2)

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

#### National Rituals: Arcosephale (age 3)

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

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

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

#### National Rituals: Abysia (age 3)

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

**National Rituals: Caelum (age 3)**

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

**National Rituals: Pangaea (age 3)**

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

**National Rituals: Ragha (age 3)**

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

**National Rituals: Atlantis (age 3)**

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Send Tupilak	D3W1	5	5	-	NUW
	The Tupilak is an artificial animal made from various animal cadavers. It is able to take the appearance and attributes of any of its composite parts. Most Tupilaks are made from bears, ravens, seals and reindeer. This gives the Tupilak battle prowess and the ability of flight. After it has been created, it is given the task of hunting down and killing a specific enemy commander. Then the Tupilak will fly, run and swim across the world in order to find its prey and kill it.					

**National Rituals: R'lyeh (age 3)**

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

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