

Manual Dominions 6

Illwinter Game Design (revision 1)

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Introduction

A Short History of Dominions

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

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

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

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

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

The move from a purely tactical to a strategic game made the world much more important. Some earlier ideas of an Ars Magica-like game of magical research and politics were remade. Random content and magical sites in the provinces

would increase replayability. Mages of the Order of Hermes were replaced by competing gods. The magical and divine auras of Ars Magica gave us the idea of a dual war of armies and dominions. Mythological and historical paraphrases came naturally as I have a great interest in the history of religions.

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

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

Since 1997 the game has undergone many changes, but some things are as they were in the beginning. We still have old papers from 1997 that tells us how many resources a plate cuirass costs, and what a mage should cost at a given skill level. Even though we scribbled down new stats as the numbers were altered, the papers remained the same, until work began on Dominions 3 in 2004 and we remade the armor protection mechanics. Dominions: Priests, Prophets and Pretenders was released 2001. It got some Usenet attention and we were glad to get some input. Bugs and imperfections were pointed out and we tried to fix most of them. After a half year or so we decided that we wanted to make a new game instead of making small changes to Dominions.

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

During Christmas 2001 I visited my parents and had some spare days. I accidentally made a board game map and system inspired by Dominions, but never managed to finish it. I still have a bunch of papers, a wooden map, and a little box filled with some hundred wood pieces that needs painting. Johan Karlsson (the programmer and co-designer)

is more of a finisher than I am. We later scanned the map and used it as our first Dominions II map (The Sundering).

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

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

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

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

That's about it, I think.

/ Kristoffer Osterman, Sweden, Summer 2006



About The Creation of Dominions 4

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

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

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



horrors appearing. First came a few, then came some more, and finally there was an apocalypse of horrors that destroyed settlements, player colonies, and eventually the entire world.

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

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

having different casting times. The third idea was team play with a team consisting of one god and his disciples.

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

When development of Dominions 4 started, the GUI system from CoE3 was imported. Then the network system, random map generation and some 3D stuff from Trade & Taint was

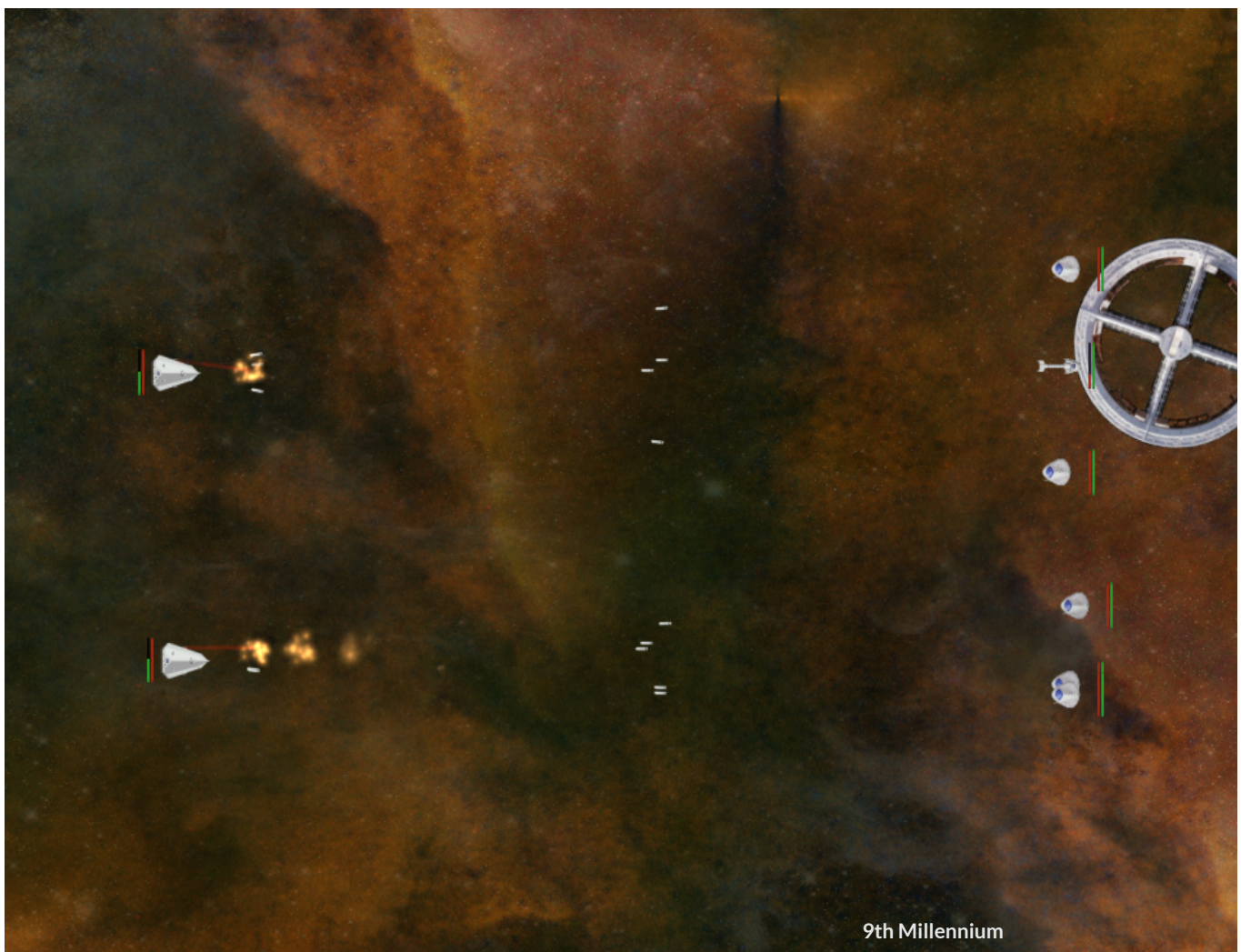


& Taint, where there are sprites for every mundane weapon and piece of armor in the game. Some monsters like the gelatinous cube from CoE3 were also imported. In an effort to get the sprites sorted in a more logical way as well as redrawing the ugly ones, Kristoffer decided to rearrange all the sprites in the game. So for a long time almost all nations had what looked like random sprites for its units, making it somewhat difficult to play.

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

imported too. Sprites were imported from both games, so we got some new horrors and new item pictures from Trade

During development a multitude of new ideas popped up.



About the Creation of Dominions 5

After finishing Dominions 4 and making quite a few patches too we once again got a bit tired of working on Dominions. When thinking about what kind of game we wanted to work on, we decided it had to be something different and we began to work on a space game. It



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

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

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

/Johan & Kristoffer, August 2013

was going to be a game where you mined and transported minerals in order to build space ships to defeat your enemies with. It was inspired by the good old vga-planets game.

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

additional planes, Conquest of Elysium 4 was released.

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

After a while we wanted to make a game we could finish again, but we wanted it to be something different from CoE and Dominions. We have played many roguelike games back in the times, and recently we had played Tales of Maj'Eyal too and we had many ideas on how to



make a better roguelike. So we started to make our own roguelike game called Dungeons of Elysium. It had the same aggressive wildlife that can be found in Elysium. It also took advantage of the terrain drawing engine in Elysium that turned out to be really good at drawing dungeons too.

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

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

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

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

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

When the development of Dominions 5 started we imported the GUI system from CoE4 that gets rid of the fuzzy looking font and the 3D engine was updated to use the one from Trade and Taint. After many years of incremental updates the 3D world in Trade and Taint was both faster and better looking than the one in Dominions 4, so it would be stupid

not to use that one instead. At first we also used the particle effects on magic items that we had in TaT and that made the items sparkle or burn with blue flames. But it didn't feel right in Dominions and it was removed.

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

We hope you will enjoy the game!

/Johan & Kristoffer, October 2017

About the Creation of Dominions 6

After finishing Dominions 5 and patching it quite extensively we got some inspiration for Conquest of Elysium and started creating the fifth version of that series. CoE 5 now got two new planes, the sky and heaven, as well as much more interesting battlefields where the terrain features had stats and could e.g. start burning if hit by a fireball. The Cloud Lord was also added as the class that would start on the sky plane.

While working on Conquest of Elysium we collected and wrote down ideas for Dominions. After about a year of Conquest of Elysium we felt like implementing some of our ideas for Dominions, most notably by remaking how the mounts worked. The mounts in Dominions 5 have always been a bit strange, sometimes they use the rider as the target and you have to kill the rider and cannot hit the horse. Sometimes if the mount felt important you had to kill the mount first and then maybe it transformed into a lone rider afterwards. It was not logical, and we wanted to change this so that both rider and mount had stats and both could be hit by attacks. And an area attack like a fireball should be able to hit both the rider and the mount at the same time.

So we put CoE 5 on the shelf for a while and started to work on Dominions 6 instead. At first it was only the mount system that was being changed, but pretty soon a new magic path was added as well, the path of Glamour. With the addition of this path we could separate the nations that are good at hurling lightning bolts from the ones that like illusions and thus diversify the nations a bit more.

Work on Dominions 6 continued for about a year, before we decided that we wanted to finish up CoE 5 instead. The work

on CoE included even more planes, a new map system, boats and more classes. Eventually we reached a stage where we felt it was ready enough and it was finally released in the summer of 2021.

Somewhere in between we also continued on our game Trade & Taint. We probably mostly played it, but some development got done as well. E.g. we fixed the invisible guard towers that were ambushing people traveling in the forests. A limit of 50000 units of a single type was also implemented, as the giant ants were going rampant and overwhelmed the game occasionally.

After we had released CoE 5 and as well as a few content patches for it we returned to Dominions 6. There was still a lot of work to be done on the reformed mount system and several times we wondered if it was worth the amount of work it meant, but with the game finished we are confident it was indeed worth it. There was also a lot of stuff related to the addition of glamour magic that had to be addressed including new sites, spells and rebalancing.

Apart from the changes to mechanics there are several new nations, and a few in the works that will be released in some of the first content patches. One of the new nations is Muspelheim, a nation that we have intended to make for a very long time. With some new mechanics our vision for that nation was made possible.

Many of the improvements of CoE 5 were related to gameplay and a better UI and we probably learned a bit in the process. Dominions 6 has more changes to QoL and UI than any previous iteration of the game and we believe that the gaming experience in Dominions 6 is improved compared to earlier versions.

Finally we have added a server lobby for multiplayer games. This is also a lesson learned from the CoE5 development. Hopefully it will help people to find and start multiplier games.

/Johan & Kristoffer, January 2024

Major Changes in Dominions 6

There are too many new changes between Dominions 5 and Dominions 6 to mention them all in the manual. But here is a list of the most important changes to the rules and mechanics that make up the world of Dominions. This might be useful if you are already familiar with how the world of

Dominions 5 works.

Glamour

A new magic path called Glamour. Glamour deals with illusions, dreams and luck and fits in among the sorcery paths. Blood Magic is no longer part of sorcery and is a path outside the traditional elemental and sorcery paths.

Mount Stats

Mounts now have stats of their own that are tracked separately from the rider. So in a battle it is possible to hit rider or mount, or maybe both in the case of an area of effect hit. If the mount is killed the rider can continue to fight on the ground. There can also be mounts with multiple riders like elephants or the other way around, carriers with a single rider.

Battlefield Terrain

There are now bushes, rocks and other obstacles to be found on the battlefield, all with their own stats that can be affected by e.g. area of effect attacks in the vicinity. These terrain obstacles can easily be crushed by large monsters, but smaller ones might have to navigate around them.

Assassination Locations

Assassinations now usually take place in confined areas appropriate for the target, e.g. a mage might be assassinated in the library and an ordinary commander might be assassinated while visiting the local tavern. Local bystanders might be also be dragged into the assassination if they happen to be present.

Hidden Map

The map is hidden from the start and has to be explored in order to find out what kind of provinces are available.

Multiple Planes

The map can now contain multiple planes that can be discovered and conquered.

Alterable Map Terrain

The terrain type of provinces on the world map can now change. This is a quite rare, but can happen if a province is under the influence of an extreme Dominion scale for a long time or if the province is targeted by a high level ritual that affects the terrain.

Legendary Spells

Research level 9 now contains legendary spells. Legendary spells are usually very powerful, but can only be researched one at a time. You have to choose carefully which one to research first once you reach that level.

Extreme Dominion Scales

Pretender Gods can usually only choose Dominion Scale values between -2 and 2. But some Pretenders or Nations can add to this limit to make it possible to pick more severe scales. Scales at values 4 and 5 are known as extreme scales and usually comes with some special effects that are not necessarily good.

Larger

The scale has increased. Dominions 6 is able to handle many more units than before, both population and armies are now about 50% larger for more epic battles.

Of course there are also many new nations, monsters, magic items, spells, magic sites, bless effects and random events that were not present in the world of Dominions 5.

Authors Note

The Dominions 6 manual is based on the previous Dominions 5 manual that was written by Bruce Geryk. It has since been updated by us at Illwinter Game Design to be suitable for Dominions 6. We hope you will like it!

The layout of this manual was created with the help of Illwinter's PDF Typesetter, a newly created program that might be released to the public later on. It has an easy to use markdown-like syntax, but creates ready for printing multi-column documents with floating pictures and tables.

/Johan & Kristoffer, March 2023

The Basics

Dominions Random Number (DRN)

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

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

Note that if both original dice came up as 6, both would be

re-rolled and added as above. If a die keeps coming up 6, it keeps getting re-rolled and added, which can very occasionally lead to large numbers.

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

In some rare cases, there may be only one six-sided die rolled. It is still open-ended, but in this case, the rules refer to it as a drn, in lower-case letters.

Probabilities in Dominions 6

Most die rolls in Dominions 6 involve one player rolling higher than another player using the DRN system. To give players some idea of how likely something is to happen, here is a table that shows the difference between two values on the left, and the chance of beating that value using two open-ended dice on the right.

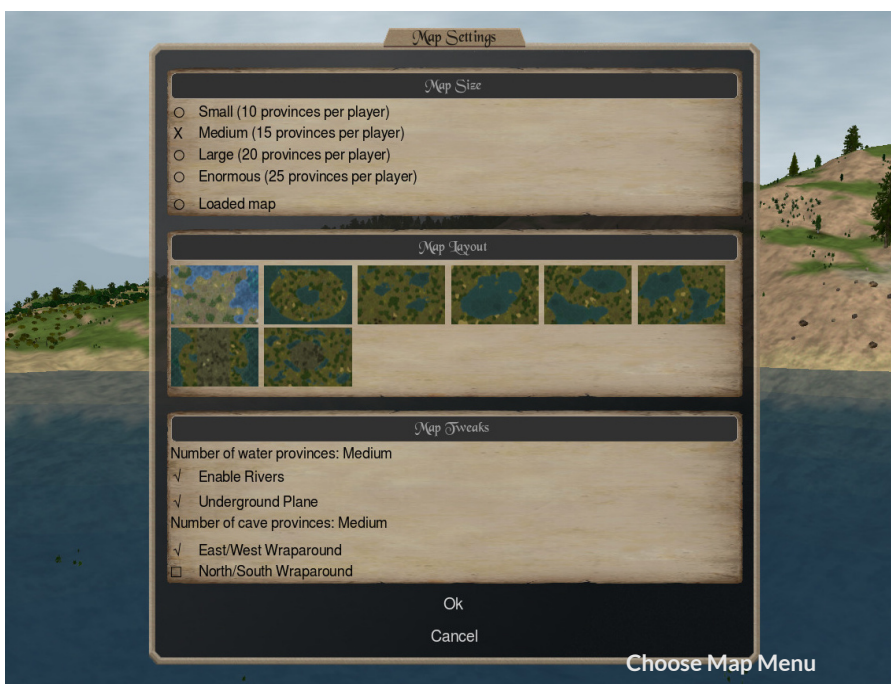
Difference	Chance
-10	3 %
-9	5 %
-8	6 %
-7	8 %
-6	11 %
-5	14 %
-4	18 %
-3	24 %
-2	30 %
-1	38 %
0	46 %
1	54 %
2	62 %
3	70 %
4	76 %
5	82 %
6	86 %
7	89 %
8	92 %
9	94 %
10	95 %

What does this mean? It means that if you have a Jotun Moose Rider with attack skill 9 and your opponent has an



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

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



The Interface

Starting a Game

Game creation and game playing in Dominions 6 are separate things. In order to start a new game, you must create it under Create World. When you return to a game you have already created after the first time you play it, you choose Continue Old Game.

Creating a new game

To create a new game, click on Create World in the opening menu screen. You'll be asked to choose a map, which can be a pre-made map or a randomly created one. The map will be generated

once you have made all your choices for the game. The next step is to give the game a name. This generates a folder with this name in the "savedgames" folder so you can find the files easily. You can access this from the Tools & Manuals menu under Other / Open User Data Directory.

You can start playing the game immediately from the creation menu. Once a game has been created and you have quit out of it for some reason, you can play it again by choosing Continue Old Game from the same menu, and selecting the appropriate one.

Choosing an Age

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

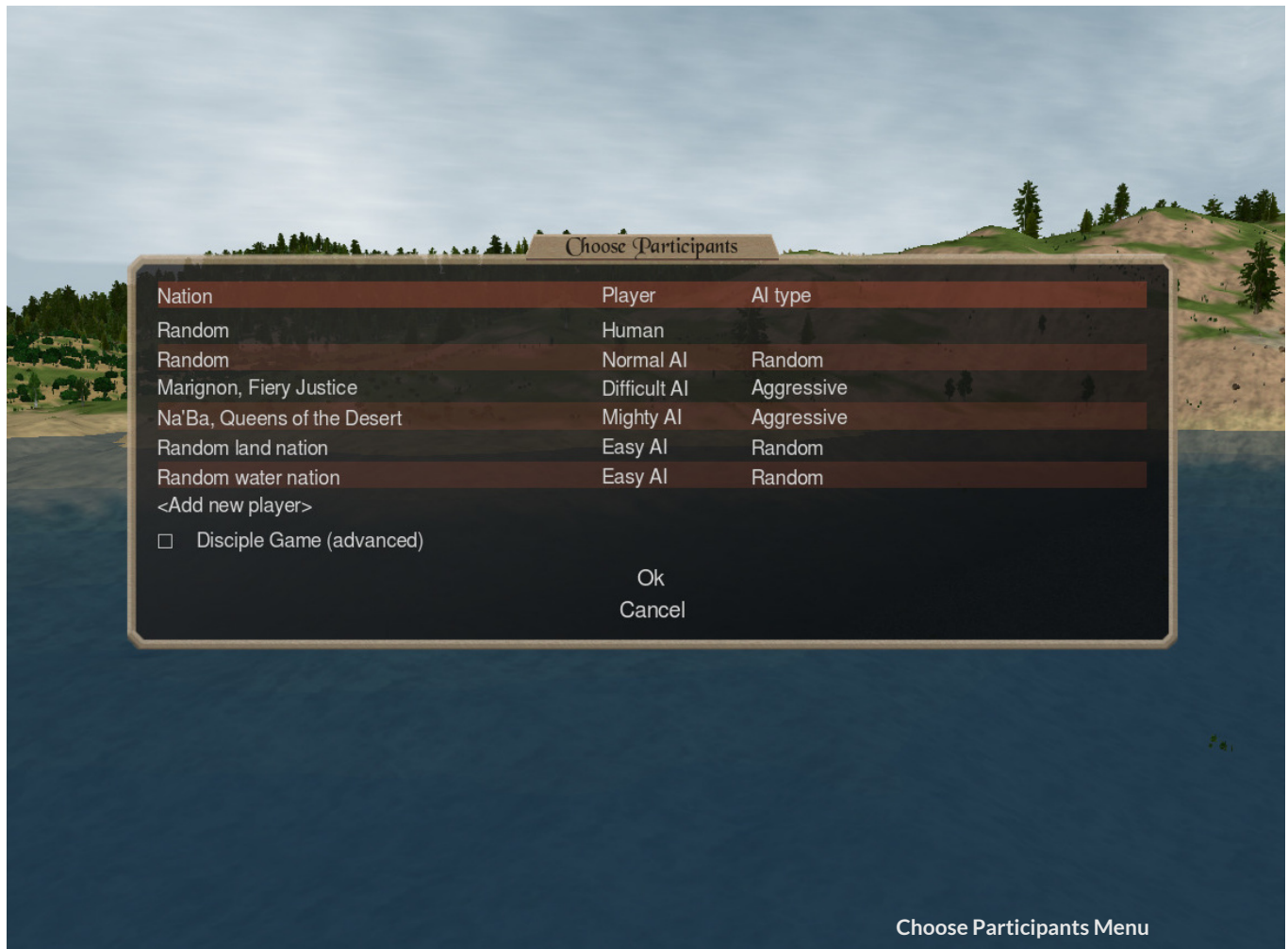
Choosing participants

Once you have selected an age, you can select the nation you and the AI player(s) will represent. The default is

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

Disciple games

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



disciples, or having disciples at all. You can change teams and pretender/disciple status by clicking directly on the team number, or on the word "pretender" or "disciple."

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

Disciples do not create pretenders, they create disciples. A player has 400 points (rather than the usual 450 for pretenders) to create a disciple. Furthermore, disciples have no dominion or scales. They only choose physical form and magic paths. They also cannot choose whether they are awake or not from the beginning of the game. They awaken in half the time of the pretender God, so only awake gods start with awake disciples. After all, it is they who are heralding the entrance of the pretender god. The temples of disciple players spread the dominion of their pretender god. The disciple unit itself does so, too, but as a prophet (the equivalent of one temple check). Disciple units also get increases in strength, hit points, and magic resistance when they are in their pretender god's dominion, just like prophets. In disciple games, no one can appoint prophets, neither the pretender player or the disciple players, since the disciples act as prophets. Prophets can only be appointed by pretenders that have no disciples.

Creating Pretender

After choosing which nations will participate in the game, you will be taken to the create pretender screen for each of the human players. Here you will create the Pretender God that will be in charge of your nation and possibly capture enough Thrones of Ascension to acquire full godhood.

Creating a pretender is an involved process that is described in the Pretender chapter of the manual.

Pretenders created here can be saved by clicking ctrl-s. By saving it you can load it into other games later by pressing ctrl-l in the pretender creation screen. In the Game Tools menu, there is also a pretender creation tool that can be used to create and save pretenders for future games.

Game settings

The last issue is the game settings. These control the makeup of the world, as well as some options for renaming commanders, showing score graphs, and various other options.

The options are straightforward and are described by tooltips that appear when mousing over the different categories. Players can choose to make gold more or less available, change the frequency with which magic sites will appear, adjust the strength of independents, and many other things which will give the game a unique character. This is largely up to the players' taste. For example, a game with a high independent strength will slow players' expansion while they build larger armies to conquer adjacent

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



Score graphs

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

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

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

Master password

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

While the usefulness of the master password is mostly the ability to give AI control to a dropped player, it does allow full access to a player's position.

Limited unique artifact forging rate

This setting is on by default and limits players to forge a maximum of one unique artifact per game turn. Unique artifacts can only be forged once you have researched level 9 in Construction. By limiting the rate to one per turn it will also be meaningful for players with slower research to aim for artifact construction.

Limited legendary spell research rate

This is on by default and makes level 9 an epic research level, where you will only get one out of all the spells available on that level. You get to choose which spell you want to research, and it is possible to research level 9 multiple times to get all the spells if you want.

Renaming

By default it is not possible to rename commanders. This can be changed with this option. If renaming is enabled you will be able to rename any commander except Pretender Gods, Disciples, Prophets and famous heroes. To rename a commander, inspect his stats and then press 'r' to rename.

Cheat prevention

Cheat prevention will try to prevent people from cheating and send messages to all players if anyone has been found doing something that is against the game rules. Cheat prevention only protects against players other than the host from cheating. The host must be trusted as he has full access to the game and can easily rewind turns without anyone noticing if he so wishes. Make sure to password protect your Pretender God if playing in an online multiplayer game, otherwise anyone might look at or alter your turn.



Throne game settings

By pressing the "Thrones" tab you will be able to set up the victory conditions. Winning by controlling enough Thrones of Ascension is the recommended and default victory condition. This can be changed to Conquer all if you prefer a game where you have to eliminate all other players.

Cataclysm

This is a way to force the game to end

From the tomes of the lore of Dominions

Ragha is a dual kingdom of fire and ice, rage and serenity. Half of the population are Abysian descendants from the isolated colony of Tur, and half are Airyan refugees from Caelum. Tur was a distant and prosperous Abysian colony founded after a successful military campaign against the giants of Ashdod. But the war with Ashdod had been taxing and the colony was cut off from the kingdom by an Arcoscephalean campaign through the fertile lands previously conquered by the giants. For centuries, Tur was left alone and an independent kingdom formed. Then came the Caelians. A great host of iceclad warriors descended upon the Turan armies on the plain of Ragha in the middle of winter. The Turan Shah realized that the Tur could not stand up to the Caelians for long. Tur was on the brink of destruction when the attacks suddenly stopped. Civil war had broken out in Caelum and the campaign was aborted. Instead, Caelian refugees and deserters settled on the plain of Ragha. Airyan Seraphs approached the Turan Shah and peace was negotiated. When the Harab Seraphs of Caelum attacked, the Airyas were saved by the gryphon riders of Tur. This sealed the truce and a strange alliance was formed. Ragha is now a society of two peoples united out of necessity. During winter the Airyas reign and during the summer the Turans reign. Even faith has evolved to mimic the legacy of the two peoples. Two different groups of beings are adored and worshiped. But this is starting to change. The One True God has arisen. The peoples of Ragha suffer less from hot or cold climates than the people of other nations.

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

During the cataclysm the magic scale will rise in the world and the magic ether will become corrupted. Casting rituals, forging magic items or empowering can all cause horrors to sense the mage and attack. The more gems used, the higher the chance of a really powerful horror appearing. The horrors that appear due to these magic activities will strike after the activity is finished, so it is possible to sacrifice a mage in order to forge an expensive item.

Throne settings

Here you can choose how many thrones of level 1 - 3 that will be on the map. A level 1 throne is worth 1 ascension point and will only be marginally more well guarded than an ordinary province. A level 3 throne is worth 3 ascension points and will be very difficult to take.

You can also set the total amount of Ascension Points required in order to become the Pantokrator (the true god) and win the game.

Game Tools

Dominions 6 has a number of options under this menu to create new pretenders, as well as manage pretenders you have already created. There is also a map editor, a tool for creating random maps with custom settings, as well as a shortcut to the directory where Dominions 6 stores your files.

Playing a multiplayer game

The game supports many ways of playing multiplayer: hotseat play (multiple players on the same computer), online play (either with a private server or on the official server), or even play-by-email (PBEM). If you are the only human player in the game (all other nations are AI) then it is a solo game and you can skip this chapter.

Because turns in Dominions 6 are resolved simultaneously, it works very well in multiplayer. Everyone can do their turns when they want and when everyone is finished a new turn will be generated.

Playing a hotseat game

Starting a hotseat game is done in the same way as a single player game. Just add extra human players when choosing the participants and you are done.

Playing a network game

The easy way to play online is to use the official game server for Dominions 6. Choose Network and then Enter Game Lobby from the main menu.

From the game lobby it is easy to set up a game for others to

From the tomes of the lore of Dominions

Ermor is an empire centered on a great city. For centuries it has grown, and has become more and more influential. Traders and travelers from near and far come to the city. By military campaigns, diplomacy, and trade, Ermor has become a power to be reckoned with. By adopting local traditions and beliefs, Ermorians posed little threat to neighbors and conquered peoples, but this has begun to change. A new God is rising. Old syncretistic faiths and spirit worship were banned by a Prophet dressed in white shrouds. The remnants of his bods and shrouds are buried in the Holy City of Eldregate where the adherents of the New Faith are awaiting the arrival of the Reawakening God foreseen by the Prophet. The all-encompassing old state cult of the Numinas still survives, but the Pontifices and Flamen are slowly adopting the New Faith.

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

join, or to join a game someone else has set up. It should be pretty self explanatory if you are familiar with how to set up a solo game of Dominions 6.

Note: Remember to add a password to your pretender when playing online. Without a password anyone will be able to peek at or alter your turns.

Setting up your own personal game server is also possible, but more complicated. The recommended way to play multiplayer in Dominions 6 is via the game lobby. For instructions regarding PBEM or private game servers you have to read in the old Dominions 5 manual (free to download on www.illwinter.com).

Playing the Game

Once you have started a game and are presented with the main game screen, you'll need to become familiar with the interface. At first you are viewing your home province, to view a different province you should right-click on it (this can be changed to left-click in the preferences if desired).

- * To view a different province, right click on the province.
- * To select a commander, left-click on his icon and he turns white (selected).
- * To give a commander order to move, you left-click the province to which you want him to move.

Right-clicking, in many cases, gives you further information. For example: To get information on a unit in almost any screen, you right-click on the unit. The same applies when you want information on magic items or spells.

Basic Game Functions

At the top right of the map screen is a row of buttons that

are used for most things. These are divided up into five sections.

The province buttons performs actions for the current province only. These buttons are (letter in parenthesis is the keyboard shortcut):

(e) End turn

This ends the current turn. In a single player game this initiates the host procedure.

(t) Army setup

This is where you can assign your units to commanders, change formations, and array your forces on the battlefield. See Army Setup on page 44 for more information.

(y) Army setup at destination

This is an alternative to the regular army setup. Instead of commanders currently present in the province commanders that will be present next turn are shown. See Army Setup on page 44 for more information.

(u) Patrolling army setup

This is an alternative to the regular army setup showing only patrolling commanders. This is mostly useful in fortified provinces. See Army Setup on page 44 for more information.

(r) Recruit unit

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

(b) Mercenaries

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

(i) Read Province Chronicles

Here you read some information about the province and its inhabitants as well as all past important events that has occurred in the province.

The nation buttons are not dependent on the current province. These buttons are the following:

(m) Read messages

Allows you to read the beginning-of-turn messages.

(s) Send messages

Allows you to send messages, items, or gold to other players.

(F1) Nation Overview

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

(F2) Score graphs

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

(F3) Hall of Fame

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

(F4) Pretenders

Displays a list of all pretenders in the game unless information on other players was disabled during game creation.

The magic buttons are the following:

(F5) Research

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

(F6) Global Enchantments

Shows you the global enchantment spells currently affecting the world.

(F7) Magic item treasury

Shows the magic items you have stored in your treasury.

(F8) Magic item overview

An easy way to see all magic items in your kingdom (both in treasury and equipped on commanders) and learn where they are.

(F9) Thrones of Ascension

This displays the Thrones of Ascension active in the game (if any).

The game buttons can be used to change settings and to end the turn.

(Esc) Options

Adjusts music and video settings, and allows you to save, and quit the game.

(e) End Turn

When you have completed your turn, this button saves your move to a file in the game folder, or uploads it to the server if you are playing an online game. You may still go back and adjust your move, or even start over from scratch. Exception: In a solo game, hitting End Turn automatically hosts the current turn.

On the row underneath are buttons for all the planes. These buttons will be greyed out for any plane that you currently have no access to. Usually the planes are these:

(1) Pantokrator's realm

This is the overland world where most of the game will take place.

(2) The realm beneath

The caverns underneath.

(3) The void

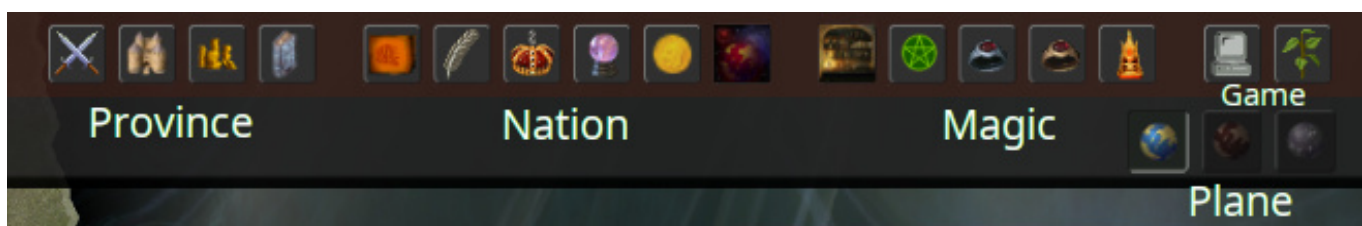
The empty space where horrors thrive. Usually you will not end up here.

You can hide all buttons and commanders by hitting the "h" key. This way only the map will be visible.

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

The Province buttons refer only to the province you have selected. They may do nothing if the province you have selected is owned by the enemy.

Most of these buttons will be discussed in detail in further sections.



The Map

Maps in Dominions 6 have one characteristic feature: they are divided up into provinces. These provinces are delineated by the greyish lines. However, the lines are really only for your visual reference; the game engine does not use them in any way. Instead, what is important is which province is a neighbor of which other province. You can see this by looking at the yellow dotted lines, they go between the neighboring provinces. The yellow lines should be seen by default, but if it is turned off, hitting the [Ctrl+8] key to Toggle Neighbors will turn it on again.



The table on this page shows all the display toggles that can be used to control what you see on the map.

Keyboard shortcuts to control map view

Arrows	scroll map
Home	go to home province
Ctrl+Home	go to Pretender / Disciple
g / #	goto province nbr
End	zoom x0.5
Insert	zoom to cover screen
Delete	zoom to fit entire map
Page Up / Ctrl+Up	zoom in
Page Down / Ctrl+Down	zoom out
Ctrl+f	map filter menu
Ctrl+1	toggle flags/forts
Ctrl+2	toggle armies
Ctrl+3	toggle dominion
Ctrl+4	toggle income box
Ctrl+5	toggle thrones & events
Ctrl+6	toggle my troops in allied provinces
Ctrl+7	toggle allied troops in my provinces
Ctrl+8	toggle neighbors
Ctrl+9	toggle province names
Ctrl+0	toggle remote rituals

Provinces are designated by both a name and a number. The number can be used to quickly jump to provinces with the 'g' key, for goto province number.

All game mechanics in Dominions 6 are based on provinces. Movement is done from province to province. Units are recruited on a province-by-province basis. Each province

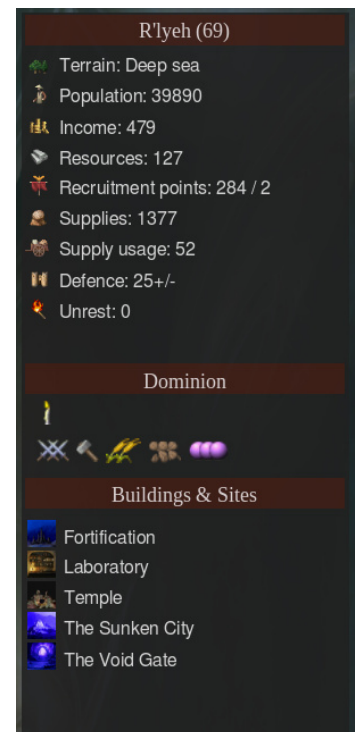
has a number of attributes that govern its contribution to the game.

Province attributes

When a province is selected, you can see its attributes in a box on the right side of the screen, provided that you have some way of gaining this information (either through scouts, dominion influence or the proximity of friendly provinces). If you don't have any way to gather this information, all you'll get is the name and map number of the province. Most information about a province will be unavailable unless you actually own it (it is friendly to you, displaying your national flag).

If you have dominion over a province, you will be able to see its income and scales, even if you do not control it. Once you have scouted a province, the province name and location is remembered and you can always see it even if you do not have friendly units in it. For more information about how much information you will receive on any given province, see Scouting and Scrying on page 31.

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



Terrain

Terrain is shown in the top of the province info box. It is very important for determining how valuable that province will be in terms of income, resources, supply, and magic sites. Farmland tends to have high population (and therefore income) but low resources and few magic sites. Highlands tend to be just the opposite. See the Terrain Type Bonus table for details.

There can be multiple terrains in the same province in which case the bonuses add up. The River terrain indicates an abundance of freshwater in the province and applies to all lands adjacent to the river.

Terrain also allows or restricts multi-province movement. See the section on Movement on page 48.

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

Population

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

$$\text{Income base} = \text{Population} / 100.$$

Click on the Population line to see the growth or death rate of the province's population.

Income

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

$$\text{Modified Income} = (\text{Population} / 100) * (\text{dominion scale modifiers}) * (1 + \text{fort administration} / 200).$$

If the province has unrest, this number is:

$$\text{Final Income} = \text{Modified Income} / (1 + (\text{unrest} * 0.02)).$$

If a province cannot trace an unbroken line of friendly provinces back to a friendly fort, it does not produce income that turn. Taxation requires communication. In disciple games income can be traced through the territories of your allies.

Terrain	Population	Resources	Magic Sites
Plains	-	-	-
Mountain Ranges	-	excellent	many
Forest	low	high	many
Highlands	low	high	-
Swamp	very low	-	many
Waste	extremely low	-	abundant
Farm	very high	low	few
River	high	-	-
Sea	low	-	-
Deep Sea	very low	high	many
Kelp Forest	high	-	-
Gorge	low	high	abundant
Cave	low	-	-
Drip Cave	-	excellent	-
Crystal Cave	very low	high	abundant
Forest Cave	high	-	many

Bonuses for different terrain types

Resources

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

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

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

$$\text{Final Resources} = \text{Resources} / (1 + \text{unrest} * 0.01)$$

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

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

Unrest	Income	Resources
10	83 %	91 %
25	67 %	80 %
50	50 %	67 %
75	40 %	57 %
100	33 %	50 %
150	25 %	40 %
200	20 %	33 %

Recruitment Points

Recruitment points represent the ability of populated areas to concentrate the resources necessary to recruit and equip forces. Recruitment points depend on the population present in a province, as follows:

From the tomes of the lore of Dominions

C'tis is a swampy river valley surrounded by sandy deserts. In the fertile valley, a sacral kingdom of lizard-like humanoids has formed. The kingdom is ancient by human standards and its wisdom and magical knowledge is great. At the top of the society is the Lizard King and his Royal Heirs. The king is the highest priest of C'tis. Under the king are the High Priests with their sacred serpents, and the enigmatic Sauromancers, great mages of death and rebirth. The lizards are herbivores, but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. Both lizard races have partial resistance to poison, but they are also cold-blooded and become exhausted very quickly when fighting in cold provinces. The inhabitants of C'tis prefer to live in warm provinces.

Population	Recruitment Points
0	20
1-5,000	pop/100
5,001-10,000	pop/200
10,001-20,000	pop/300
20,001-40,000	pop/400
40,001+	pop/500

Add up rows until you reach the population level in the province. Example: A province has a population of 6000. It will get 20+5000/100+1000/200 recruitment points.

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

Dominion

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

Negative dominion is someone else's dominion, and is represented by a black candle. If you have a priest in a province with hostile dominions you will also get to know whose dominion it is.

Capsule screen

The income, resources, and dominion in a province can be displayed (and toggled off) by hitting the [Ctrl-4] key. The hammers (resources) and standards (recruitment) become progressively greyed out as the player allocates them for production during a turn. Turning on the capsule screen can be a good way of scanning to see if there are any provinces with underallocated resources or production.

Unrest

Unrest represents turmoil in a province and reduces both income and resources there. Unrest can be raised by random events, enemy spies, blood hunting, magic sites,

certain targeted spells, or global enchantments. Unrest can be reduced by patrolling, province defense, order scales, magic sites or random events. Unrest will also negatively affect the chances of capturing blood slaves, or of successfully finding stealthy units by patrolling.

Once unrest reaches 100 it will no longer be possible to recruit any units or commanders from the province. The maximum amount of unrest is 500 or one point per 10 population, so once the population reaches zero there can no longer be any unrest.

Supplies

The supply rating of a province determines how many units the province can support. If more units occupy a province than can be supplied by the indicated supply rating, starvation occurs. Units consume different amounts of supply based on their physical size (see Units for more information on this). The supply rating in a province is determined by multiple factors.

Population-based supply is calculated from the population present in a province, modified by the Growth/Death and Heat/Cold scales. The first 15,000 population in a province generates supplies at 1 supply point per 30 population. Additional population generates 1 supply point per 60 population. This is modified by the Growth/Death scales (first) and the Heat/Cold scales (second) to arrive at a Population-Based Supply number.

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

Supplies from forts = (Administration * 6) / (Distance + 1)

Example: A province with 21,000 population has Growth 1 and Heat 3 dominions in it. It generates 500 supply points for the first 15,000 population, and 100 supply points for the remaining 6,000 population for a total of 600 supply. Supplies are increased by 20% for the Growth 1 dominion, increasing the total to 720. The Heat 3 dominion, however, reduces this amount by 30%, or 180 supply points, for a population-based supply of 540.

The province is also three provinces away from a Castle (Admin 30). This generates an additional 30 supply points. The province has a final supply value of $540 + 30 = 570$.

Supply Usage

The number of supplies being used by the units currently occupying a province is shown under Supply Usage. If there are not enough supplies in a province to supply all of the units currently occupying that province, starvation may occur.

Starvation

If Supply Usage exceeds Supplies, starvation will occur. When this situation occurs a number of troops will start to starve. The supply consumption of the starving troops will be about as large as the deficit in supplies.

Starving units will become starving the first month (-4 morale penalty) and have a 5% chance of getting diseased. If they should be affected by starvation while they are already starving the chance of getting diseased is increased to 50%. Diseased units will take damage each month as usual, until they die.

Units with an appropriate survival skill have a 50% chance of being completely unaffected by starvation and another 50% chance of not getting diseased.

Starvation ends as soon as there is no longer a lack of supplies, but diseased units will not get rid of the diseased condition.

Defense

Defense indicates the level of provincial defense present in a province. Raising provincial defense costs an amount of gold equivalent to the new level purchased. (Thus, level 2 costs 2 gold, going from level 2 to level 3 costs 3 gold, going from level 10 to level 11 costs 11 gold, and so on.) The first level of provincial defense is gained automatically and for free. Additional benefits are gained at levels 10, 15 and 20. Provincial defense costs no upkeep, and is fully restored after a battle if the owner does not lose control of the province.

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

Name	Build Cost	Build Time	Admin	Com. Points	Rec. Points	Supply Storage	Wall Integrity
Palisades	1000	5	15	+0	+50 %	150	200
Fortress	600	3	30	+1	+75 %	750	500
Castle	600	3	45	+1	+100 %	2500	1000
Citadel	600	3	60	+2	+125 %	7500	1500
Grand Citadel	1000	5	70	+2	+150 %	10000	2000

automatically reduced to a level which can be supported by the population of the province.

Corpses

The number of unburied corpses in a province. This is important for some spells (e.g. Raven Feast) and for raising undead. You can only see this information if you have a death mage or an undead priest in the province. If the nation's normal priests can reanimate undead (a special property of certain nations), they can see the number of corpses, too.

Dominion scales

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

Much of this information can also be seen in the Nation Overview screen [F1], which will also show commanders and their locations. You can set defense and give orders in this screen, as well as use it to go directly to a province in the main map. This makes it quite useful. New players should get their [F1] fingers in shape. The specific finger used to access this screen may or may not be important.

National summary

Regardless of which province is selected, the national summary will be at the top of the screen. At the top is the name of your pretender god. Below the god's name is the treasury that lists the total amount of money your nation has. Income is the total income prior to paying upkeep costs, which are shown in parentheses. In the upper left-hand corner is a symbol denoting the season. If you mouse over this it will tell you the exact season in the game and the current turn number. Press the Treasury button to see a list of all gold you have spent so far this turn.

All units in the game (except for most summoned units) cost

upkeep each turn equal to their gold cost divided by 15. Sacred units and slaves cost half as much upkeep (gold cost divided by 30). Press the Income button to see a list of all income and upkeep costs.

Magic gem inventory

Your gem inventory's contents are displayed in the national summary, and you can go to the gem inventory screen by clicking on any of the gem icons. The current monthly gem income is shown in parenthesis after each gem type.

Forts

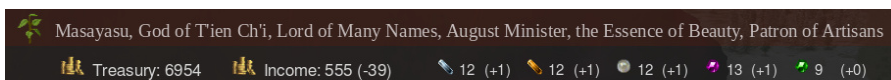
Forts are structures which exist on the map and can be upgraded. Forts serve as collection points for resources, supply depots for distribution to surrounding provinces, and shelter for troops in the event of a siege. Each fortress type has different attributes.

Fortress types

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

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

Some nations, such as Marignon and Ulm in the middle era, have masons who are able to construct forts one level higher than normal. This is not specifically a nation trait, but simply a



trait on a particular commander that happens to be available to that nation at that time. A commander with the mason trait can be used to construct higher level forts. The grand citadel is only available to those nations who can construct a citadel and also have a mason. It has the same icon as the citadel.

Admin

The admin value of a fort determines the percentage of resources from neighboring provinces that the fortress can collect. It also propagates supply into nearby provinces. The formula for this is $(\text{Administration} * 6) / (\text{Distance} + 1)$. Thus, a fortress with admin 50 contributes 150 supply to adjacent provinces. Four provinces is the maximum distance for this supply propagation.

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

The admin value also propagates supplies to nearby provinces

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

Defense

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

Supply

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



Castle Guards and Wall Defenders

Forts also have defense (termed Castle Guards and Wall Defenders) that will help defend the fort when it is being stormed. The Wall Defenders will be stationed on the walls and the Castle Guards will start behind the gate of the castle. These units will be replenished for each fight, just like normal province defence.

Castle Guards and Wall Defenders contribute to the repair strength of the defending army (see Sieges, page 73)

Wall Defenders also have the following attributes:

- * never run out of ammunition.
- * can be attacked from the stairs inside the walls, or by Flying or Ethereal units (or missiles – see below).
- * 20% increased missile range.
- * some protection from missiles (see Missile Combat, page 66). The wall has the same defense as a tower shield, but it has a Protection value of 30. The defenders use the best of their own shield or the wall defense.

The number of Castle Guards and Wall Defenders depends on the fort level.

Fortress statistics

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

How forts collect resources

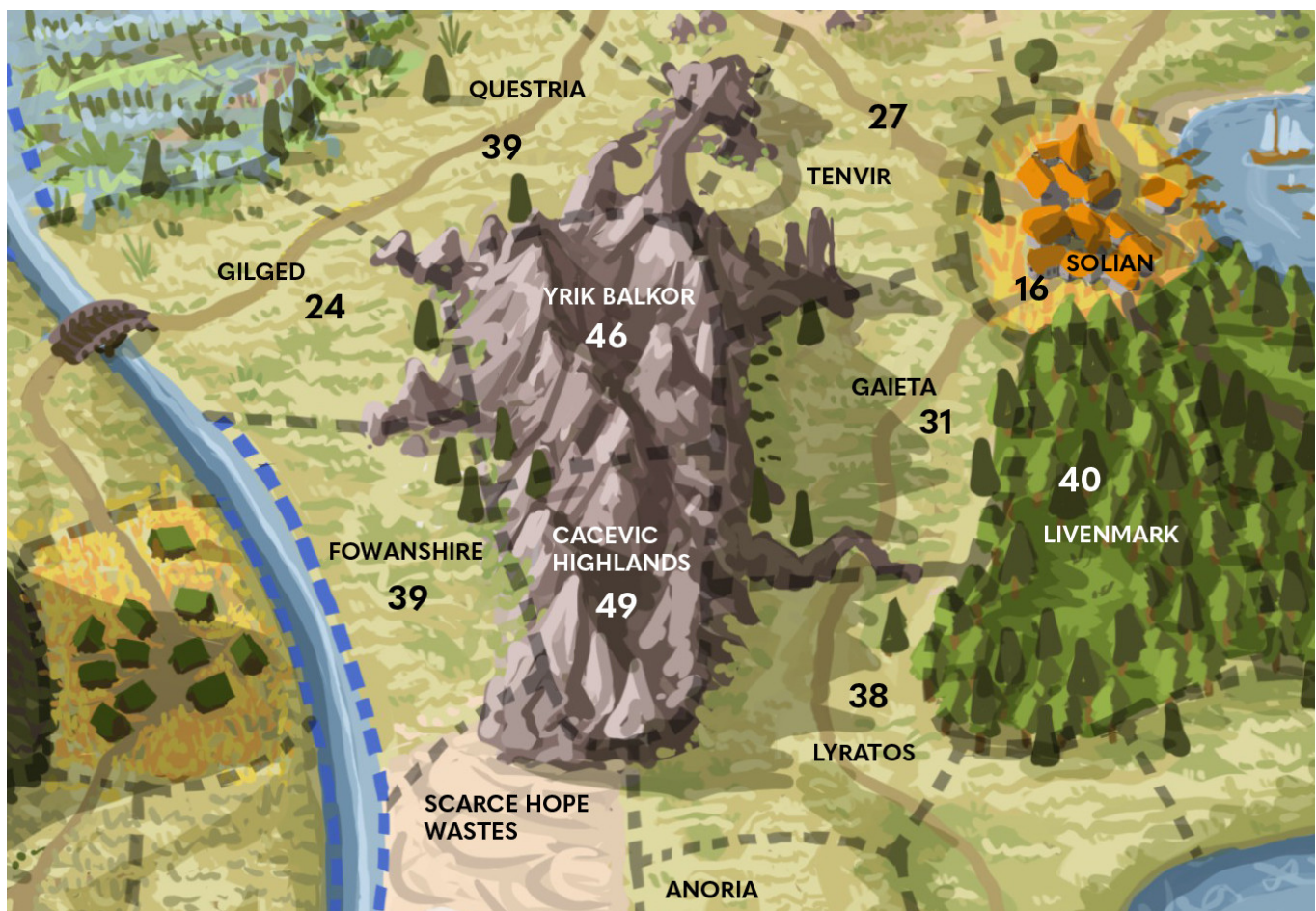
The calculations for provincial resources can seem confusing. The most important thing to remember is that a province's resource pool [see page 23] only consists of half of that province's potential resource production as long as it has no fort. A province will only gain the benefit of its full production when that province has a fort. Furthermore, once a province has a fort, the fort uses its Admin value to draw resources from adjacent provinces, within certain restrictions. These are:

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

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

In the Early Spring of Year 5 of the Ascension Wars, Arcoscephale was building a fort in the province of Gaieta. Before the fort was constructed, the resource situation looked as it does on the campaign map on this page. The province names and resource counts are listed. The black/white colors are simply for readability and have no other special meaning. Note that Gaieta has 31 resources available for use itself, and is adjacent to six other provinces: Tenvir, Solian, Livenmark, Lyratos, Cacevic Highlands, and Yrik Balkor. The last two provinces are mountain provinces and have comparatively more resources available.

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



to the fort.

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

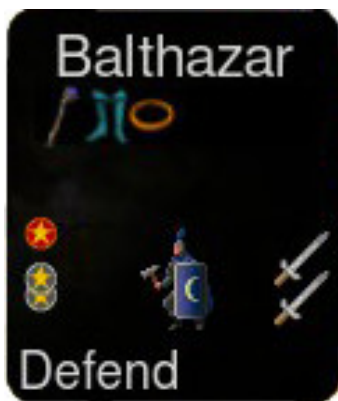
Temples

Temples are the second of the three buildings you can construct in Dominions 6. Temples help you spread your dominion, either by directly inducing dominion spread [Exception: Mictlan, Early and Late Eras] or by providing a location for blood sacrifices (which are only available to certain nations – see the Dominion chapter). Temples also give priests a bonus when preaching.

A temple can only be built in a friendly province. If an enemy takes control of a province with another nation's temple in it, the temple is immediately razed. If there was a temple in a province you captured, the razing will be reported in the turn's events, along with the capture. Only one temple can exist in a province at a time. Temples cost 600 gold to build, although there are exceptions. Man and Marverni only pay half this cost for a temple. Pangeaea pays half in a forest province, while late age Gath pays double everywhere.

Clicking on the Temple button on the lower right of the screen tells you how much dominion you spread each turn and how likely it is to be successful. This is broken down into the number of spread chances per month. Each temple can spread dominion, as can the pretender, prophet, and nation's home province. All of this is explained in detail in the Dominion chapter.

Laboratories



Laboratories (or labs) are the last building type available. Labs serve as magic gem collection points and centers of research. They allow mages in that province to perform the Research order, enable transfer of gems from the national inventory, and

allow the casting of ritual spells. For a detailed description of these game elements, see Magic (starting on page 33). Ritual spells can only be cast in a province with a laboratory.

Labs cost 600 gold to build, and some nations are able to build cheaper labs, such as Arcoscephale, as well as Pangeaea who pay half in forest provinces (just like their temples).

Magic Sites

Magic sites are not buildings per se (although there are some sites which are buildings, such as the Firbolg Fortress and Jervellan Wall) but rather locations within a province that possess some special attribute, like magic gem production, unique unit recruitment, or other benefits. A province may have multiple magic sites, not all of which may be visible at once. Magic sites are more likely to be found in certain terrains like forests, wastes and deep seas and less likely in certain other terrains like plains and farmlands.

Magic sites do not necessarily appear when you capture a province. Instead, the sites must be discovered by searching. There are four levels of difficulty. A mage must have skill in the magic path of the site equal to the difficulty level of the site in order to find it when using the Search for Magic Sites order. Thus, a level 3 Nature mage will find any difficulty 1, 2 or 3 sites in a province when he/she searches, but will not find a difficulty 4 site. When searching, level 4 in a path is the highest level ever required to find a site. There are spells which will automatically reveal all sites of a given path in a province (for example, Haruspex reveals all Nature magic sites), or even all magic sites, period (Acashic Knowledge).

Some sites (like the Void Gate) allow certain types of units to enter them for certain benefits. Entering such sites is a movement order available to eligible commanders.

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

There is no guarantee that a site will be usable to a player when found. A Cave may allow a Blood mage to recruit demons, but if the player has no Blood mages, he will not be able to use it.

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

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

Province Defense

Province defense (PD) is a way of protecting a province without actually stationing an army there. Defense is purchased at a cost of whatever the new defense level will be. You will get the first level of province defence for free, but the rest has to be purchased by spending gold equal to the level you are purchasing. So to buy the second level of province defense costs 2 gold, while the tenth costs 10 (and to get to 10, you have to buy the intervening levels as well, so ultimately a PD of 10 costs $2+3+4+5+6+7+8+9+10 = 54$).

At defense level 1, a nation gets a commander and some troops. Each level of defense thereafter gives you more troops, which are shown as you increase your province defense. The maximum level of province defense is 100. At level 20 you get additional types of commanders and troops.

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

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

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

work then.

Certain undead nations (e.g. Earmor - Ashen Empire) can have province defence without having any population to support it. In provinces without a fort they will have 1 point of PD (usually only a single undead commander), in provinces with a fort they can have up to 100 PD (consisting of undead soldiers).

Unrest

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

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

Mercenaries

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

Some nations get a discount on the price for certain mercenary bands and some nations (e.g. Earmor - Ashen Empire) must pay more for most bands.

Scouting and Scrying

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

Scout in province

Reveals owner, military info, fort constructions, and the province history. Reveals temperature of current and neighboring provinces

Priest in province

As scout + dominion strength and dominion owner

Spy in province

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

Dominion in province

Reveals owner, income, temperature. Reveals dominion strength of neighboring provinces

Scrying a province

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

Owning a province

Reveals everything about the province. Reveals location and name for provinces 1-3 steps away. Early era only reveals names of neighboring provinces, middle era reveals name of provinces two steps away, late era reveals the names of provinces up to three steps away. Reveals owner, unreliable military info and temperature for neighboring provinces.

AI Opponents

When you start a new game you get to choose how many and what level of AI controlled opponents you want. The AI players play using the same rules as human players, except for any possible resource bonuses depending on the level that has been selected for them. See the AI Bonus table below to see what kind of boost (or penalty) they get to their income. This bonus applies to money, resources,

recruitment points and magic. Note that there is no bonus to commander recruitment rate or to holy points.

AI Name	Bonus
Easy AI	-30%
Normal AI	0
Difficult AI	+30%
Mighty AI	+60%
Master AI	+100%
Impossible AI	+150%

Thus killing an AI army will really set them back the amount of gold it cost to create it. Although they might get the gold back quicker than a human player if they are above Normal difficulty level and thus get a resource bonus.

The AI players also get an information bonus and knows which countries are owned by which players without needing scouts everywhere. This is seen as a fair shortcut as experienced human players are very good at guessing this without the need of that many scouts.

The Pretender

Dominions 6 is about the struggle between pretenders to ascend to godhood. Thus, the pretender is the embodiment of the spirit of the nation. But there are many ways to aspire to godhood, and you have a lot of leeway to shape exactly what kind of pretender will lead your nation. The pretender will determine how much dominion you can have in a province, how fast your dominion spreads, what type of scales rule the land, and what bless effects your sacred units will have. Pretenders also have the ability to research and cast spells, and even forge magic items and fight in battle. Pretenders are the most important single aspect of any Dominions game.

The important points to remember about pretenders are:

From the tomes of the lore of Dominions

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

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

Creating a Pretender

Besides choosing a nation, creating a pretender is the most significant decision you'll make in Dominions 6.

Each nation starts out with 450 points to create a pretender god. These points are spent on the three categories below: physical form, magic, and dominion. A fourth category, The Awakening, is a way in which you can trade the later appearance of your pretender for more build points at the outset.

Physical form

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

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

Many pretenders have an inherent point cost as part of their

physical form. For example, the Phoenix, a pretender that looks like a giant heron, costs 110 points. If you choose that one, you will have 340 points left to spend on dominion and scales.

Immortal Pretenders

Some pretenders (Vampire Queen, various manner of Liches, the Phoenix for obvious reasons, and others) are immortal. There are two kinds of immortality in Dominions 6: immortality and dominion immortality.

Dominion immortality (e.g. the Phoenix) means that if a pretender is killed while in a province with friendly dominion, it will simply re-appear in their nation's home province. If they die in a province that does not contain friendly dominion, they are subject to Call God just like non-immortal pretenders.

Immortality (e.g. the Master Lich) means that a pretender is fully immortal and can even die outside its dominion and still re-form.

Reforming a pretender's body (whether immortal or dominion immortal) takes some time, usually about three months, but is dependent on monster type. If the pretender is soul slain, it will not reform and must be called back by priests just like any other dead pretender god. Reforming the body usually gets rid of most afflictions. Immortals do not heal afflictions more than other units otherwise.

An immortal unit that dies on a remote plane (e.g. the Void or Inferno) will not be able to utilize its immortality.

Immobile Pretenders

Some pretenders (Monolith, Fountain of Blood, and others) cannot move. This means they have no inherent movement ability. But usually they can still be transported by teleportation rituals. Some immobile pretenders (Monument, Geyser) are just too large and cannot be moved even by teleportation. Note that some teleportation like rituals (e.g. Wind Ride) isn't true teleportation and requires the caster to be mobile.

Designing a good immobile pretender can be a challenge, but they have their advantages. Most immobile pretenders have a low physical form cost.

Dragon Pretenders

When players select a dragon for their pretender, a wizard

shows up. This is not a bug. Research has shown again and again that dragon pretenders don't change into dragon form until they are wounded. The pretender will be displayed as a wizard until he changes shape either by using the change shape order or by being wounded in combat. Prior to that, he remains in wizard form because it was easier to cast spells with hands instead of dragon claws.

Trinities

Some pretenders are Trinities, one being split into three entities. The three entities share part of their magic abilities, but lose some of their powers when not together. If two entities in a trinity are present, they lose some magic power while a lone entity will have severely reduced magic abilities. Different Trinities have slightly different effects on being apart. The separate entities in a trinity have reduced research abilities, but all of them can research at the same time. If one entity in the trinity dies it can be called back in half the normal time (see Call God, page 38).

Magic

Some pretenders begin with skills in magical paths – others don't. This is listed in the character screen for that physical form. For example, the Great Mother begins with Nature 2 and Earth 1. Some pretenders don't begin with any skills in magic paths. Regardless of starting abilities, magic skills can be purchased in the Magic screen. The cost is in the table "Cost for skill point in a path". Note that if the first skill chosen is in a new path with no magic skill yet selected, the cost is the pretender's "New Path Cost."

Cost for skill point in a path

1st	8
2nd	16
3rd	24
4th	32
5th	40
6th	48
7th	56
8th	64
9th	72
10th	80

These costs are cumulative, so that increasing a magical path from 1 to 4 costs 72 points.

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

Example: The Carrion Dragon begins with Death 1 and Nature 1. You decide you want to increase his skill to Death 4, Nature 4, and Fire 2. That means you need to select three skills in the same path (Death) for a cost of 48, three skills in the Nature path, for a further cost of 48 (you have now spent 96), and 2 skills in Fire. However, because the Carrion Dragon does not start with any Fire, selecting Fire is a new path purchase and thus the first skill in Fire costs 80 points, as listed in his character screen. To get him to Fire 2 costs another 16 points. The total cost of magic for this pretender is thus 192 points. Magic can be very expensive.

Divine Magic

A pretender's magic paths also determine what divine spells that nation's priests can cast. For more information on divine magic, see page 82.

Bless Effects

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

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

From the tomes of the lore of Dominions

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

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

Bless points to buy bless effects will become available when a pretender has a skill of 2 or more in any magic path. These effects are chosen from a list of possible effects depending on what magic skills the Pretender has.

In general, every skill level above one in a path equals one bless point. (Thus, an Air 2, Death 4, Nature 6 pretender receives 1 + 3 + 5 bless points for allocation.) Some nations or pretenders may receive bless bonuses which translate into additional bless points. (For example, Marignon, Conquerors of the Sea receives 3 extra bless points to buy bless effects for.)

Bless effects cost bless points equal to the magic skill requirements for that effect. E.g. An effect that requires Astral 3 & Fire 1 would cost 4 bless points to buy. Sometimes a bless effect also has a scale requirement, but this does not affect the cost.

Some bless effects are always active (e.g. unaging and larger). They are called passive blesses.

Fire Bless effects	
Fire 1	Superior Morale (+1 Mor)
Fire 1 & Death 1	Wasteland Survival *
Fire 2	Attack Skill (+1 Att)
Fire 2	Fire Resistance
Fire 4	Inspirational Presence *
Fire 4	Righteous Wrath
Fire 5	Death Explosion
Fire 5	Heat Aura
Fire 6	Fire Shield
Fire 7	Flaming Weapons
Fire 8 & Astral 4	Unbearable Splendour

Air Bless Effects	
Air 1	Precision (+1 Prec)
Air 2	Shock Resistance
Air 2	Farshot
Air 3	Awareness
Air 4	Swiftness
Air 4	Storm Flight
Air 5	Wind Walker *
Air 5 & Earth 1	Weightlessness
Air 6	Air Shield
Air 7	Thunder Weapons
Air 8	Charged Bodies
Air 9	Flight

Water Bless Effects	
Water 1 & Cold Scale 1	Winter's Gift *
Water 1 & Nature 1	Swamp Survival *
Water 2	Cold Resistance
Water 2	Swimming *
Water 2	Defense Skill (+1 Def)
Water 5	Chill Aura
Water 5	Slow Weapons
Water 6 & Fire 2	Vitriol Weapons
Water 6	Water Breathing *
Water 7 & Cold Scale 1	Frost Mist Weapons
Water 9 & Magic Scale 1	Quickness

Earth Bless Effects	
Earth 1	Mountain Survival*
Earth 2	Reinvigoration (+1 Reinv)
Earth 2	Strength of the Earth (+1 Str)
Earth 4	Unbreakable
Earth 4 & Nature 3	Larger *
Earth 5	Reconstruction
Earth 5	Resilience of the Earth
Earth 6	Hard Skin
Earth 7	Fortitude

Astral Bless Effects	
Astral 1	Arcane Command *
Astral 2	Magic Resistance (+1 MR)
Astral 3 & Death 1	Spirit Sight
Astral 3 & Fire 1	Solar Weapons
Astral 4	Far Caster
Astral 4	Arcane Finesse
Astral 5	Magic Weapons
Astral 6	Twist Fate
Astral 7 & Misfortune Scale 1	Fateweaving
Astral 8 & Magic Scale 2	Etherealness

Death Bless Effects	
Death 1	Undying
Death 1	Undead Command *
Death 2 & Death Scale 2	Half Dead
Death 3	Mending Bones *
Death 4	Withering Weapons
Death 5	Stygian Flesh
Death 6	Reforming Flesh
Death 7	Reanimators
Death 8	Death Weapons
Death 8	Fear

Nature Bless Effects	
Nature 1	Resilient (+1 HP)
Nature 1	Low Light Vision
Nature 2	Poison Resistance
Nature 2	Forest Survival *
Nature 3 & Magic Scale 1	Unaging *
Nature 4 & Death Scale 1	Poison Weapons
Nature 5	Recuperation *
Nature 5	Berserker
Nature 6	Barkskin
Nature 7	Regeneration

Glamour Bless effects	
Glamour 1	Undreaming *
Glamour 1	Heroism (+50% XP) *
Glamour 2	Quiet Stride *
Glamour 3	True Sight *
Glamour 3	Blur
Glamour 6	Obfuscate *
Glamour 6 & Fire 2	Awe
Glamour 7	Displacement
Glamour 7	Dread
Glamour 8 & Luck Scale 2	Luck

Blood Bless Effects	
Blood 1	Strong Vitae (+1 HP)
Blood 2	Strength of the Flesh (+1 Str)
Blood 3	Strong Blood
Blood 4	Enchanted Blood
Blood 4	Blood Surge
Blood 5	Blood Bond
Blood 6	Unholy Weapons
Blood 7	Blood Vengeance
Blood 8 & Death 4	Vampiric Weapons

Effects marked with an asterisk are passive blesses.

Bold effects are “incarnate only” which means that they only

apply if the pretender is awake as well as alive.

When you are constructing your pretender, the Magic screen will list all of the bless effects to which your selections have entitled you. Look at the bottom of the screen. The +1 morale effect is not listed because it is common to all pretenders.

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

Example: Your pretender is Neter of the Sun, which starts with Fire 2 and Astral 1. You decide to boost the magic paths to Fire 4 and Astral 4. You are playing Machaka, so you get no further bonuses and thus you have six bless points to spend on bless effects. You will be facing Ermor, so you choose Solar Weapons, which costs four, leaving you with two bless points. You spend these points on Magic Resistance. Your blessed units will gain both of these effects. In addition, all of your blessed units will have +1 morale, because this is an effect common to all bless spells.

Dominion

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

Cost for Dominion Candles

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

The cost to add dominion strength is calculated for each additional candle chosen, above the pretender’s base dominion strength. Thus, a pretender who starts with dominion 3 would use 7 design points to increase to dominion 4, and 14 more to go to dominion 5. Every pretender starts with at least Dominion 1, and the maximum is 10, so you can only ever choose 9 new candles, and thus

the table stops there.

Scales

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

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

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

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

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

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

abilities like Ice Protection are dependent on Heat/Cold scales as well.

Scales range from -5 to +5, but usually they can be tipped a maximum of only two to either side.

Certain pretenders are attuned to one or two scales and can tip these scales one step further. E.g. the Master Lich is attuned to the death scale and can raise the death scale to 3. In turn the opposite scale (growth) is more difficult to raise and can only be raised to a maximum of 1. Some nation are also attuned to certain scales and can raise these scales one or two steps further. Pretender and Nation scale attunements can cancel out each other, but they cannot stack and raise the limit above 1.

The bonus/penalty listed in the Dominion Scales table is per click. So clicking twice in the direction of Order gives you Order 2, and increases your income by a total of 4% while decreasing random events by 4%. Like in the magic screen, the scales screen displays the cumulative effect of your choices. Note that extreme scale values of 4 or more are not recommended as they usually bring certain unwanted side effects, you can read about these in the Dominion chapter.

Example: The Carrion Dragon from the above example begins with dominion 2. Because the dragon costs 160 points for his physical form, and you spent 192 points on magic, that leaves you with 98 points for dominion and scales selection. Increasing dominion to 5 costs 42 points, leaving you with 56 points for scales. Because changing your scales costs 40 points for each click, you can only change one scale, and by only one click. You can gain more

Scale	Effect
Order	Increases income by 3%, Resources +2%, Recruitment +10%, Unrest reduction +1, 2% fewer random events
Turmoil	Decreases income by 3%, Resources -2%, Recruitment -10%, Unrest reduction -1, 2% more random events
Productivity	Increases income by 3% and resources by 15%
Sloth	Decreases income by 3% and resources by 15%
Heat/Cold	Each step of heat/cold level away from a race's ideal level decreases tax revenues by 5% and decreases supplies by 10%
Growth	Increases population growth by 0.2% per month, Increases supplies by 10%, Increases income by 1%
Death	Decreases population growth by 0.2% per month, Decreases supplies by 10%, Decreases income by 1%
Fortune	5% more random events, Chance of a random event being good increased by 10%
Misfortune	5% more random events, Chance of a random event being good decreased by 10%
Magic	Makes spells harder to resist (-0.5 MR per scale rounded down, to all units in a province), All spellcasting generates 10% less fatigue per scale, Gives all friendly mages +1 research points per scale, +50 points of starting research per scale
Drain	Makes spells easier to resist (+0.5 MR per scale rounded down, to all units in a province), All spellcasting generates 10% more fatigue per scale, Gives all mages -1 research points per scale, -50 points of starting research per scale.

Effects of dominion scales.

points for pretender design through The Awakening (see below), or reassign some of the points you used for magic or dominion to give yourself enough points for scales.

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

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

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

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

- * +1 strength,
- * +½ magic resistance point
- * +10% hit points

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

- * -1 strength
- * -½ magic resistance point
- * -10% hit points. Hit points cannot be reduced below 10% of the total.

The Awakening

This determines the time needed to pass before the pretender is actually summoned to this world. If you start the game with your pretender, your initial points for pretender construction are 450 (minus the cost of the physical form of your god). To have your pretender appear one year (10-13 turns) into the game (Dormant) gives you a 150-point bonus. If you wait three years (28-42 turns) you get an extra 350 points (Imprisoned). Note that while one turn is a month, and thus 12 turns equals one year, the time to the Awakening is not precise, and you may wait a little longer than (or not as long as) other nations in the same game.

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

Disciples will awaken in about half the time of their pretender.

Pretender death

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

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

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

Death of Immortal Pretenders

Dominion immortal pretenders who die in a friendly

dominion re-appear in their home after the reformation period, and do not suffer the magic skill or dominion strength loss. A dominion immortal pretender who dies outside a friendly dominion is subject to all the above rules. An immortal pretender does not lose any dominion or magic paths on death no matter where it dies. A pretender that gets soul slayed will not be able to use its immortality ability however.

Call God

If a pretender dies, he or she can be brought back by his nation's priests. Each priest level assigned to the Call God order in a turn generates 1 point. Once a nation has accumulated around 50 points, the pretender returns to his or her home province. The total is not exactly 50 in order to add some uncertainty to the exact reappearance. In a disciple game the points required to call the dead god are increased by 50%.

Example: The pretender of Vanarus has died. Because he had Nature 3 when he died, he has an 80% chance of losing one skill level in one magic path (not necessarily Nature) and if he does not, he will lose one point of dominion strength. On the following turn, Vanarus assigns three level 1 priests and a level 2 priest to Call God. If no other priests are assigned to this, it will take about ten turns for the pretender of Vanarus to return.

The nations Ur and Uruk have a special property which allows their god to be called back from the dead without losing any magic levels or dominion strength.

Automatic Bless Effects

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

Units

The world of Dominions 6 was populated by all manner of creatures. These ranged from weak, lightly armed militia to giant monsters of unspeakable horror and magnitude. In between there were bards, mages, bandits, dragons, and many others.

In the game, units can be summoned by spells, recruited from the countryside, or may appear at your gates on their own. Each province has its own recruitable units. Some units may require a structure such as a temple or laboratory before they can be recruited. Some can only be recruited in a province with a particular magic site.

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

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

From the tomes of the lore of Dominions

Ermor was once a great empire that had conquered much of the known world. The realm crumbled as the great mages of the Empire studied dark magic under the Sauromancers of C'tis. Unaware of the dangers of dark sorcery, priests performed unholy rites in the capital city of Eldregate. But there were voices who demanded that the foul practices stop. Theurgs and Thaumaturgs foresaw the cataclysm and advised generals, governors, and consuls to revolt. When the Apostate Emperor marched on Ermor itself, the Augurs and Bishops of the Empire were forced to act in concert. In one cataclysmic event, Death was let loose and the empire was shattered. The Cataclysm attracted attention from an earlier God, a dark and hungry God. The vast power of this Awakening God erased the boundaries between the land of the living and the land of the dead. Ermor is now a cursed land of ashes and darkness where nothing grows. The bones of long-dead inhabitants reassemble to form legions of undead under the leadership of the cursed priests of the old Ermorian faith. Undead legions march forth to conquer a world once theirs. The Ermorian Dominion reanimates the dead without the aid of unholy priests. It also destroys the land, turning crops and forests into ashes, and people and livestock into bones. The Pretender God of Ermor will also be able to sense where any corpses are in provinces under his Dominion.

attributes.

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

Some attributes show further attributes

Basic attributes

Hit Points

Everyone knows what this is.

Size

Size determines how many units can be in a single square on the battlefield (a maximum of 10 points in a single square). It also determines how many supplies a unit needs each turn. Units consume size minus 2 supplies each month. Small units (size 1-2) consume ½ supply each month and size 0 units do not consume any supplies. Animals have their supply usage halved. For cavalry units both the rider and the mount will consume supplies.

Strength

This determines how much damage a unit does when it successfully strikes a target. Strength is also used to break free from certain effects like entanglement.

Attack

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

Defense

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

Protection

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

Morale

This measures a unit's likelihood of not running away from battle.

Magic Resistance

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

Precision

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

Encumbrance

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

Map Move

This determines how far a unit can move on the world map, subject to the movement costs listed under Movement on page 48.

Combat Speed

This determines how far the unit can move in combat.

Fatigue

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

Age

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

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

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

Leadership

This is the number of units a commander can lead.

Undead Leadership

Like leadership, but for undead beings. Mages can lead 50 undead beings per level of Death magic skill and 10 per level of Blood magic skill he or she has.

Magical leadership

As above, but for magical beings. For mages this is determined by indirect magic bonuses (see Indirect Magic chart – not all paths confer the same benefits).

Units also may have special abilities. Some of these are

summarized below.

Special abilities

Units in Dominions 6 can have a wide variety of special abilities. In fact, there are about 500 special abilities in the game. Each modifies the unit's attributes or capabilities in some way. A mouse-over or right-click on the ability in the stats screen will give an explanation of what it does. Some of these attributes bear further explanation, which appear below.

Ambidextrous

This ability reduces the attack penalty for wielding two or more weapons by an amount equal to the Ambidextrous level. It does not remove the 1 point of encumbrance penalty per extra weapon wielded.

Berserker

A unit with this ability goes berserk when wounded if it passes a morale check vs. 12. Berserk units fight until dead – they do not rout. A unit with +Berserk ability gets that number as a bonus to its berserk attributes. A berserk unit that falls unconscious loses its berserker state (but can go berserk again if wounded after regaining consciousness).

Ethereal

Very difficult to hit with non-magical weapons. 75% of such strikes will miss. When storming a fort ethereal units can pass through the walls and attack defenders on the other side.

Glamour

These units gain Mirror Image in combat, and are undetectable in friendly provinces.

Recuperation

This unit can heal its battle afflictions over time, unless it has the Old Age icon.

Regeneration

Regenerative creatures heal some of their lost HP after every combat round and have a reduced risk of getting permanent afflictions from getting wounded in battle. Regeneration does not affect inanimate beings like golems and longdead. There are two more varieties of regeneration that are called Reconstruction and Reforming Flesh. Reconstruction only works on inanimate beings and nothing else. Reforming Flesh works on all undead beings, but not on anything else.

Sailing

Can cross (but not remain in) water provinces when moving.

Awe

Units with Awe force enemies to take a morale check against 10 + Awe in order to be able to attack them. Thus, a unit with Awe +4 would force attackers to pass a morale check against 14, or be awestruck and unable to attack the awe-inspiring monster on that combat round. There is a special kind of Awe called Sun Awe which does not work underground, or when it is dark.

Fear

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

Heat

Units with this ability radiate heat into adjacent squares. You will see this as little black smoke. This creates level 1 or 2 heat clouds in the vicinity. The default size of a heat aura is 3 squares and is increased by Heat scales and reduced by Cold scales. Some monsters may have a greater heat aura, which has a larger area of effect. Also a huge number of units with heat aura will cause the clouds to spread further, but the effect on a single nearby enemy unit will still be the same.

Chill

This is exactly the same as Heat, except that it creates frost clouds. It looks like bluish-white smoke. The default size of a chill aura is 3 squares and is increased by Cold scales and reduced by Heat scales.

Poison cloud

This creates level 1 or 2 poison clouds in the vicinity. These clouds look like green smoke.

Stun

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

Invisibility

Units that are invisible cannot be seen. You suffer a -9 penalty to Attack when attacking a unit you cannot see in melee. In order to see invisible units you must have the ability Spirit Sight. Units that are blind anyway are not further penalized

when attacking invisible enemies.

Petrification

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

Standard

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

Horror Marking

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

Trample

Trample is exactly what it sounds like – a large unit runs over a smaller one. Smush! A trampling unit displaces all of the units in the square it enters to an adjacent square. These units have to take a Defense – (fatigue / 10) check against 3d6. If they fail this check, they take 7 + Size trample damage. This is an armor-piercing attack, so Protection is halved. Ethereal trampers have their trample damage halved. A trampled unit will always take at least one point of damage, regardless of Protection. A unit which successfully passes the defense check is still displaced, but just takes one point of damage, total.

Swallow

Some monsters are able to swallow the target of a successful trampling attack. The swallowed monsters are removed from the battlefield until the swallowing monster is killed. Some monsters are able to digest swallowed targets, which does damage to the swallowed target each turn, and some monsters can even incorporate the swallowed target into their own bodies and get extra hit points from the damage they do to swallowed creatures. Being swallowed prevents many life saving abilities and spells (e.g. Regeneration and Phoenix Pyre) from working and usually means certain death unless the swallower is killed swiftly.

Unit classes

Some special ability divide units into classes that have different abilities associated with them, and often leadership requirements that restrict who can lead them.

Magic being

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

Mindless

Mindless units have 50 morale and will never rout as long they their is a suitable commander present to lead them. if left without a suitable commander they will suffer mindless dissolution on the battlefield . Mindless units cannot be in the same squad as non-mindless units.

Undead

Undead units are subject to banishment. Undead units require undead leadership, which is generally conferred by skill in Death magic (or being an undead commander). Zombies aren't going to take orders from just anybody. A squad that mixes undead and non-undead gets a -1 morale penalty, for obvious reasons. Undead are also immune to affliction healing effects and will not suffer any adverse effects by being diseased. They rout if left without undead leadership.

Demon

Demons are subject to banishment. Demons require undead leadership, just like undeads. Demons are also immune to disease. They rout if left without undead leadership.

Lifeless

Lifeless beings are immune to disease, regeneration, life drain and affliction healing effects. Lifeless beings are also immune to many combat spells, but they can heal themselves with life draining attacks like everyone else.

Spiritform

Beings with spiritform cannot be affected by transformation types spells like ironskin, skeletal body and polymorph. They are also immune to both diseases and affliction healing effects.

Animal

Animals can be led by normal commanders, just like humans. Animals only consume half as many supplies as a humanoid of the same size. Animals without arms like apes are worse at both sieging and defending forts (half strength for this purpose), on the other hand most animals compensate by being stronger than humans.

Additional abilities

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

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

XP: Experience points

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

Some items, sites and the Heroism bless grants additional XP.

Heroic abilities

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

Afflictions

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

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

- * Units with the Recuperation special ability heal afflictions over time (unless they have Old Age).
- * Units that are Immortal (or Dominion Immortal) may heal afflictions when they reform after dying.
- * Units with an involuntary shapechange mechanic (such as Jaguar Warriors of Mictlan) can sometimes heal afflictions when they change back to their normal shape. This is checked every time they change back to their first shape, but it is not a reliable method of healing.
- * Units with the Healer ability will cure a number of afflictions up to the value of the ability automatically in the same province every turn.
- * Units with the disease healer ability will automatically cure a number of diseases equal to the value of the ability in the same province every turn.
- * The global enchantment Gift of Health will automatically cure afflictions in the dominion of its owner (including allied nations in disciple games as long as dominion is positive).
- * The magic artifact The Chalice will automatically cure up to 5 afflictions in the same province.
- * The Miraculous Cure all Elixir magic item will automatically heal one diseased unit in the same province.
- * There are a couple of magic rituals that can be cast to cure a disease from a specific unit in the same province.
- * There are a few magic sites that can heal afflictions like a healer.
- * Undead, inanimate or spiritform beings usually cannot heal afflictions unless they have Recuperation or Immortality.
- * Afflictions caused by cursed items such as Eye of Aiming and The Black Heart cannot be healed unless the item is removed first.
- * The corpse sticher ability can heal corporeal undead beings (ethereal beings are immune).

Afflictions have a difficulty level that is checked against when subjected to healing. If the healing check succeeds, the affliction is cured.

Afflictions are different from Curses or Horror Marks. The latter two entities cannot be removed. Horror marks may be lessened by staying dead.



skilled, heavily equipped units to cost a fortune.

Sacred units also have a Holy point cost, which is usually 1 per unit (including sacred commanders), but some large sacred units can cost more sacred points.

Recruitment restrictions

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

Recruiting units

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

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

Recruitment costs

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

- * **Commanders:** You can only recruit as many commanders in a province in a turn as you have available commander recruitment points. Commanders can cost more than one point.
- * **Gold:** Units may only be recruited up to the limit of that nation's current treasury. Units cannot be queued up for the next turn if you don't have gold for them.
- * **Resources:** Units may only be recruited in a province in a given turn based on that province's current resources, but they may be queued for following turns. This makes it possible for players to recruit units in provinces that don't produce enough resources to fulfill that unit's resource requirement in a single turn. Units that cannot be built in the current turn, but are in the queue, are dimmed in the recruitment area.
- * **Recruitment:** Units can be queued based on recruitment points just as they may be queued based on resources.
- * **Holy:** Sacred units can only be recruited up to the home province's Holy limit, which is the same as the current maximum dominion. Units can be added to the queue beyond the Holy limit.
- * **Limited:** Some units may have a recruitment limit that only allows a certain number to be recruited per turn (e.g. maximum of 2 Sobek Sacred Guard per turn, regardless of available gold or resources).

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

Recruited units go into the unassigned unit pool of units at the top of the Army Setup screen. Below them you will see all your commanders in that province. Holding down [SHIFT] while selecting a unit for recruiting will choose ten of that unit. Up to 250 units may be queued in a province.

Army Setup

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

Garrison units

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

Squads

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



to lead them, like undead leadership for undead and demons or magical leadership for magical beings. Units that are both undead and magic beings require undead leadership.

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

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

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

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

Double-click to select all units of the same type Shift-click to select multiple units Hover mouse over a squad and hit 'w' to select all units with afflictions Hover mouse over a squad and hit 'e' to select all units with 2+ experience stars Hit 'Enter' after you've already clicked on a unit(s) to deselect the unit(s) Press ? to see the complete list of keyboard shortcuts.

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

Battle position

There are green boxes to the right of each commander's icon on the left side of the Army Setup screen are Position Commander and Position Squad boxes, which for short this manual will call the Battle Position box when it is talking about both. Similar boxes appear to the right of each squad (on the right edge of the Army Setup screen). These boxes define where a unit will appear on the battlefield initially. The box shows all of the units currently occupying the province. Commanders are shown as circles, and squads as boxes. The color of the circles and boxes are dependent on their current orders. The currently selected unit (either squad or commander) is highlighted in white. You can select a single commander or squad by left-clicking, or select a group by drawing a selection rectangle. By right-clicking you can move the squad, commander or groups around. The left side is the back of your formation, and the right side is the front. Note that the size of a squad or commander is reflected in the size of its circle or box. The predominant unit icon is displayed to help you keep track of which squad contains what type of units.

Color	Meaning
White Circle	Currently selected commander
Grey Circle	Commander
Purple Circle	Commander with Cast order
Yellow Circle	Commander with Retreat order
White Box	Currently selected squad
Grey Box	Squad with default orders
Turquoise Box	Squad with Attack Rear order
Dark Blue Box	Squad with Guard Commander order
Light Blue	Squad with Hold and Attack order
Yellow	Squad with Retreat order
Red Box	Squad with undisciplined units

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

Battle Orders

Because players don't control units directly in combat, squads have to be issued orders which they then attempt to

follow once combat is joined. Each squad can be issued a different order, even if it is under the leadership of the same commander. Squads can be assigned general orders, or general and target orders. The ones indicated by an asterisk (*) require target orders – the remainder do not.

General orders

None

This simply turns the control of this squad over to the computer. It will decide what is best.

Attack*

This will engage an enemy in melee

Fire*

Missile units will fire at a target until they are out of missiles.

Guard commander

The unit centers on the commander and protects him or her (or it) from harm. If there is an assassination attempt on the commander, these units have a chance of fighting in the assassination battle with their commander.

Hold and attack*

The squad will hold in place for two turns. If it is armed with missile weapons, it will fire at targets in range. After two rounds, it will advance to melee combat.

Hold and fire*

The squad will hold in place for two turns, then fire or advance to get into firing range

Fire and keep distance*

The squad will fire missile weapons until their target gets close, and then attempt to withdraw to a safe range and keep firing.

Retreat

The squad retreats off the battlefield. This is treated exactly like a rout and the units may scatter to adjacent provinces.

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

Target orders

None

Targets one random enemy and his squad

Archers

Targets a random enemy archer and its squad

Cavalry

Targets a random enemy cavalry unit or fast unit and its squad

Fliers

Targets a random enemy unit which can fly, and its squad

Large monsters

Targets one random enemy of size 7 or more and its squad. If no enemy of this size exists, a size 6 unit will be treated as a large monster.

Closest

The squad will target the closest enemy squad

Rearmost

The squad will target a random enemy at the rear of the enemy battle formation.

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

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

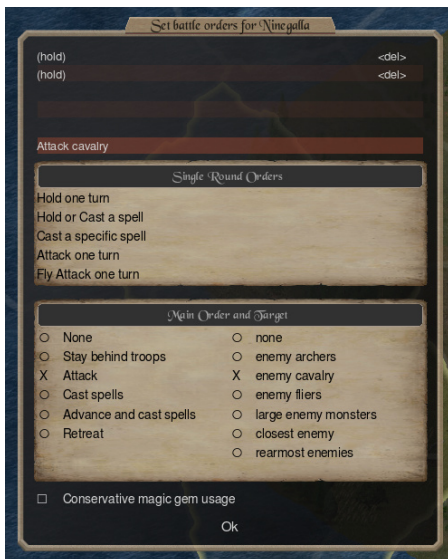
Answer: No. Hold and Attack will have your troops stay in place for 2 rounds, but after that, they attack.

Commander orders

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

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

Scripts of orders can be copied from one commander to another. Hold the mouse over the script you wish to copy and hold down the [Ctrl] key, and then hit a number key.



The script will be stored under this number. Then, place the mouse over the <set battle orders> text of a commander to whom you wish to copy the script, and hit the same number key (without holding down [Ctrl]). The script will be

copied to the new commander. You can store multiple scripts by using the 0-9 keys.

Specific orders

Hold one turn

Hold position for one turn

Hold or Fire missile weapon

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

Hold or Cast a spell

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

Cast a specific spell

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

Attack one turn

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

Fly Attack one turn

Commander will fly toward a random enemy and try to engage it in melee if possible. The commander must be able to fly to use this order.

General orders

Stay behind troops

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

Attack

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

Cast spells

The commander will cast spells chosen by the AI

Advance and cast spells

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

Retreat

The commander will attempt to rout off the map.

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

After giving a commander an order, the same order can be

repeated by clicking [x].

Unit Inventories

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

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

Magic gem inventory

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

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

column will be greyed out.

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

Any commander can carry gems, even if he or she cannot use them. Because the gem-carrying limit is 40, sometimes it can be helpful to have a commander accompany a mage as a "gem squire."



Movement

Dominions 6 is a game of provinces. Movement still consists of going from one province to another, and depends on several things: the movement speed of the unit(s), the terrain in the province, and whether or not the province is friendly or enemy. In general, you can only move from one province to another if they are connected. To see a province's connections, hit the [Ctrl-8] key. These connections will be color-coded.

It is possible to move through multiple provinces of enemy territory if your movement allowance is high enough.

The basic concepts regarding movement are as follows:

- * Movement takes place as a series of "half-steps": you move out of one province and into another.
- * When you do this, you pay movement costs for each half-step according to the Movement Cost Table
- * Stopping in an enemy province triggers combat, unless all entering units are Stealthy (like scouts).
- * Armies with multiple units move at the speed of the slowest unit.
- * Only commanders may move. Armies may not move if they are not led by a commander.
- * Movement into or out of difficult terrain (forest, mountains, swamp) is affected by units' survival abilities.

General rules governing movement

Movement in Dominions 6 occurs from province to province, and is determined by a unit's map movement factor. If you right-click on any unit, you will see this factor next to the word "Map Move" in the unit attributes. A unit with "Map Move 12" has 12 movement points for moving on the strategic map. Even if a unit has a movement greater than 1, however, it is subject to certain restrictions.

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

Half step move cost for ground units

Plains	3
Forest	5
Waste	5
Highlands	6
Swamp	7
Sea	5
Cave	4
Cave Forest	6
Crystal Cave	6
Drip Cave	7

These are modified as follows:

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

Note that roads are not present on the random maps, but they can be added to custom maps by map creators.

Flying units have different movement costs entirely:

Half step move cost for fliers

Most terrain	3
Cave	5
Enemy province	+1

If a unit has a survival ability, such as forest, swamp, waste, or mountains it moves through that terrain with a -2 cost. Forest survival also helps when traversing fungus caves, mountain survival helps when traversing crystal caves and swamp survival helps when traversing drip caves.

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

Heavy infantry	8
Light infantry	14
Light cavalry	20
Unicorn	26
Slow flier	14
Flier	20
Fast flier	26
All commanders	+2

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

There are two special terrain types which are properties of

the borders between provinces rather than the provinces themselves: rivers and mountain passes.

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

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

Additional details about movement are listed below.

- * Unless a unit is amphibious or aquatic it cannot enter an underwater province. [Poor amphibians are included, but differ from amphibians in combat.] Amphibians (poor or otherwise) may cross rivers without penalty.
- * Aquatic units cannot enter land.
- * A unit with the sailing ability may cross water provinces, but may not remain in such a province at the end of the turn. This ability does not in itself allow units to cross rivers.

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

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

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



Armies move at the speed of the slowest unit in the army. Thus, forming armies composed of units with widely varying speeds will slow the whole group down. If you want to quickly remove slow units from a squad you can mouse-over the squad and hit the 'm' key to select the slowest units in that squad.

Example of movement:

Aethelwald the Knight Commander of Avalon is leading his troop of knights (of Avalon) on a raid from the Canese Plain. He wants to strike into the Atlantian province of Ard. He has a map move of 22. Moving from Canese Plain to Trisia costs 3 to leave the plains province which is reduced to the minimum of 2 due to the road, and then entering Trisia costs 3 reduced to 2 (plains/road) as well. So far he has expended 4 movement points. Moving from Trisia to Sottera, however, costs 3 for the half-step to exit Trisia (total so far is 7 movement points expended), but the half-step to enter Sottera costs 3 for the plains, plus 4 for the fact that Sottera is an enemy province. That is 7 movement points to enter Sottera, making the overall total 14. To get to Ard, Aethelwald would have to spend 3 points to leave, plus 4 for the enemy province, and then 3 to enter Ard, plus 4 for the fact that Ard is an enemy province as well. That would cost 28 points, and Aethelwald only has 22 (and the Knights of Man under his command only have a move of 20). He stops in Sottera and will fight the forces of Agarth.

Stealthy Units with the Stealth ability can move unseen from province to province. All movement restrictions apply normally.

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

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

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

Stealthy priests may preach the faith of their pretenders. In effect, they are gathering adherents and setting up

subversive cults in enemy lands. The newly converted protect and hide their cult leaders. Therefore, a preaching stealthy unit gets a bonus to its stealth dependent on the population of the province. It is easier for a priest to hide in a densely populated province. This stealth bonus is only available while performing the Preach the Teachings of God order.

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

Glamour also gives units the Mirror Image ability in combat.

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

Initiation of combat.

Combat in Dominions 6 is resolved between any mutually discovered enemy forces in a province where neither side has the benefit of a fortress. This means that you can have a scout or spy in a province with the enemy, but if he remains undiscovered, combat is not initiated. If one side is in a fortress, it cannot be assailed until the fortress is besieged and broken [see Sieges, page 73], or the defending force chooses to sortie [Break Siege].

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

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

Armies which are allied can occupy the same province. The above applies to allied armies as well. However, if allied

armies are attacked, and thus the defenders in a battle, the attacker will fight each battle sequentially, and if he wins the first then the survivors will fight against the second defender, and so on. The order of the defenders is random.

Orders

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

Move

Move to another province. If it is an enemy province, combat will occur. This is the default move for when left-clicking on another province while an active non-stealthy commander is selected. Note that a commander who is given an order to move to a province containing a fort will enter the fort. Contrast this with Move and Patrol (page 52).

Sneak

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

Combat will not occur unless the unit is discovered by patrollers or other means. This is the default move for

stealthy units. To give a stealthy commander the order to move normally (and thus attack the province it enters), hold down [Ctrl] while left-clicking on the destination province.

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

Patrol

Patrolling a province both reduces unrest and has a chance to discover hidden units. Some units are better at patrolling than others (fast units, flying units, or units with patrol bonus). For each point of unrest eliminated in a province by patrollers, the population is reduced by 10. This represents the permanent elimination of the troublemakers. The larger the patrolling force, the more effective it is. A provincial defense level of 15 can act as a patrolling force for purposes of detecting stealthy units, but it is not as effective as an actual army. If there is no unrest in a province, the population will not get hurt by patrollers.

If an enemy is discovered by a patrol, the entire defending force of the province will engage the enemy to bring it down. If there is a castle in the province, those inside the castle without a patrol order will not participate in any combat.

The success of the Patrol order depends on the Stealth ability of the units that are hiding, their number, the provincial defense (if any), and the "Patrol Strength" of the patrolling units. Patrol Strength is affected by unrest. Stealth strength: Stealth value of leader -1 per stealthy unit in his army (or -0.5 if unit has $\geq +50$ in stealth)

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

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

The individual Patrol Strength of a given unit = (Precision + (Map Move, or 30 if flying)) / 20. Units with a Patrol bonus add the Patrol bonus to their individual Patrol Strength value. Commanders have their value doubled and undisciplined and mindless units only counts as half.

A unit's patrol Strength can be inspected by clicking on the Precision stat when inspecting a unit. An army's Patrol Strength is shown as a spying-glass symbol with a value after

it, this is shown on the Map screen when selecting one or more commanders.

Defend

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

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

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

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

Movement is carried out in two steps.

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

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

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

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

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

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

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

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

Move and Patrol

This order becomes available to a unit once it has been given an order to move into a friendly province with a fortress in it. After giving the initial move order, you can click on the commander's orders again, and "Move and Patrol" will now appear as a choice. You can also hold down the 'shift' and 'ctrl' keys when selecting destination to give the Move and Patrol order. Selecting this will instruct the commander to move to the province and then patrol outside a fortress. Enemy units entering that province will be engaged in combat. The commander and his squads will not have time to patrol the province for stealthy units. Next turn the commander will have his Move the Patrol order replaced by a regular Patrol order.

Blood Hunt

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

- * First, a level check: % chance of success = $10 + (\text{blood level} \times 30)$
- * Second, a population check: % chance of success = $\text{province's population} / 75$
- * Third, an unrest check: % chance of failure = $\text{province unrest} / 4$

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

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

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

Beware: Some people might refuse to give up their daughters in order for them to be sacrificed. In that case a fight might occur between the upset commoners and the blood hunter and any of his bodyguards that happen to be nearby. A strong dominion and belief in the god will convince the commoners that it is an honor to be sacrificed, with a dominion strength of 10, there will be almost no one refusing to be sacrificed.

Break Siege

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

Maintain Siege

This is the default order for any units besieging a fortress. It does not have to be given unless you change such a commander's order, and then need to change it back. Only units with this order contribute to siege strength. Other orders, such as Preach, can be performed by commanders in a siege, but they will not add their siege strength to the siege unless they perform the Maintain Siege order.

Storm Castle

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

Assassinate

A random enemy commander in that province is targeted for assassination. The assassin will fight a battle with the commander, plus any possible guards or townsfolk that happen to be nearby when the assassination occurs. Bodyguards explicitly assigned to the victim have a 50% chance each of being present at the time of the assassination attempt. This chance is increased by the Bodyguard ability and decreased by the Assassin's patience value.

The target of an assassination is considered to be unprepared for the attack and will not follow any scripted orders he may have. Assassinations occur at random locations based on what buildings are present in the province and who the victim is. E.g. a priest might be assassinated in the temple when he is praying alone and a normal commander might be assassinated at the local tavern. Depending on the location there might also be townspeople or city guards present. Townspeople always start surprised and guards have a chance to start surprised that is decreased by the assassin's patience value.

Scale Walls

Assassins can usually operate in all provinces they are sneaking in, even provinces with forts. But if the fort is under siege, it will not be possible to assassinate into or out of the castle.

There is a special ability called Scale Walls that will negate this protection and allow the assassin to operate as if there were no walls.

The same problem with fortifications applies to most similar abilities, e.g. Seduction, Lure or Infiltration.

Mounts

The assassin's target is likely to not be mounted during the assassination in most locations, e.g. inside a tavern. In these cases the victim's mount will be killed automatically if the assassination was successful. The assassin is assumed to sneak into the stable and kill the horse as well.

Seduction

Some units can seduce and make enemy commanders of the opposite gender switch sides. Nagini and dryads have this power. The victim must succeed with a morale check or become seduced and switch sides. The seducer must be adjacent to a friendly province into which the target is taken. However a flying seducer will fly with the seduced one to her master's capital and need not be adjacent to a friendly province. Magic items that grant beauty will make the seduction harder to resist. A failed seduction may result in an assassination battle if the morale check fails badly and the target decides to attack.

Dream Seduction

This works similar to seduction, but there is a difficult magic resistance roll to resist as well and the morale check difficulty is usually higher. Succubi have this power. Dream seducers may benefit from magic items that boost beauty (vs morale) and penetration (vs magic resistance).

Corruption

Some units can corrupt enemy commanders and make them switch sides. This works similar to seduction, but beauty enhancing items have no effect.

Lure of the sirens

This works in a similar way to seduction. First there is a difficult magic resistance check, followed by a morale check against the lure ability (10). The lure can only be used in coastal provinces. Failure doesn't cause an assassination battle, which makes the siren's attempt rather safe. If successful, the target drowns himself, or enters the sea and attacks the siren in an assassination attempt if he is able to breathe underwater (and returns to land if he survives). Magic items that boost penetration will help vs magic resistance, but items that boost beauty have no effect.

Preach

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

Pillage

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

Raid

A raid is a move that can only be performed by a commander with the Pillager ability if his army has a map move of 20 or more. The force under his command will do a movement followed by a pillage. It is essentially the same as the Move and Pillage orders combined, except that the pillage is performed at reduced strength. Only units with the pillager ability will contribute to the raid's pillaging and their pillage strength will be divided by 2.

A raid will often result in a fight. In this case the fight must be won in order for any pillaging to take effect.

Reanimate

This is an order available to many undead priests, some nations (Ermor, Lemuria), and some units (Carrion Lords and their servants).

Most reanimator priests can choose what kind of undead they reanimate. This may vary depending on the nation. The table lists the reanimation rate for Ermor - Ashen Empire.

Ghouls are living humans transformed into undead monsters by vile rites. Reanimating ghouls reduces the population of the province. Soulless are the reanimated corpses of the newly dead and reanimation of soulless can only be performed when there are unburied corpses in the province. Reanimating soulless reduces the number of available unburied corpses in the province. The Longdead are reanimated skeletal warriors. There is no limit to the number of longdead that can be reanimated in a province.

Manikin Reanimation

Asphodel gets manikins and different carrion beasts instead of normal undead. If there are still human inhabitants or at least dead human corpses in the province, there is a chance for manikins and mandragoras to appear. If not there will be different kinds of carrion beasts reanimated instead. The carrion beasts are based on animals and these types can always be reanimated.

Reanimate Manikins will be much less effective if done in an enemy dominion. More powerful priests will be able to reanimate more creatures per month, but the quality is the same.

Contact Allies

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

Perform Blood Sacrifice

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

Early age

Mictlan, Xibalba, Marverni, Sauromatia, Abysia, Pangaea, Vanheim, Hinnom, Berytos

Middle age

Abysia, Vanheim, Pyrène, Vanarus, Nidavangr

Late age

Marignon, Mictlan, Xibalba, Abysia, Midgård, Gath

Capture Slaves

This order is available to Mictlan and Nazca. A 1d6 + 5 number of slaves are rounded up and forced to join the army. They are weak and cowardly soldiers but are free to recruit.

Become Prophet

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

Instill Uprising

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

Infiltrate

Infiltrate the enemy capital in order to access the records and find out as much as possible about the nation. This can only be performed in the capital of an enemy nation and if successful it will reveal the mundane score graphs. If the spy is a spell caster the magic related graphs will also be revealed. If the spy is a priest the dominion graph will also be revealed. This order is only available to units with the spy ability, such as spies and bards. The infiltration attempt has about 50% chance to fail and then the enemy will get to know that someone has attempted to infiltrate.

Hide

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

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

Reanimation table

Attack Current Province

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

Construct Building

In any friendly province, three types of buildings can be constructed. These are a fort, a temple and a lab. Anyone can construct a fort, a sacred commander is required to build a temple and a mage is required to build a laboratory.

Demolish Building

Demolishing a building can be done by anyone and only takes one month, regardless of whether it is a fort or a lab. Temples cannot be demolished, however enemy temples are destroyed automatically as soon as they are conquered without taking any extra time. A fort cannot be demolished if it is under siege.

Turn resolution sequence

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

1. Send messages

Messages sent by using the Send Messages button are dispatched. This means that gold, gems, and items are always sent, because everything that could stop this from happening occurs later in the turn.

2. Research

Mages perform their research. Even if a mage is assassinated or otherwise killed, he will contribute his research points to his nation that turn.

3. Recruitment

New units and commanders are recruited. This means that recruits will always be available during the turn, as nothing that happens beforehand can stop them.

4. Empowerment

Increased magic paths due to Empowerment are conferred here.

5. Forge items

New items are forged and placed in their nation's magic item inventory.

6. Preach

Priests preach the word of their god, and dominion is adjusted accordingly.

7. Heretic preaching

Heretics, insane commanders and commanders with shattered soul preach.

8. Claim thrones

Thrones of Ascension are claimed now.

9. Quick special orders

A few special orders are quicker than others, such as Enter Site to Scry and Cultivate Pearls

10. Magic rituals

All mages cast their rituals in a random order.

11. Remote attacks

All rituals that strike enemy armies in remote provinces (e.g. Fires from Afar) are resolved here.

12. Magic battles

All battles caused by magic are resolved. For example, commanders taken away by Wind Ride or teleporting to an enemy province fight now. Retreats to adjacent provinces occur after all battles have been resolved.

13. Lost in other planes

If a unit becomes lost in another plane, it happens now. This includes resolving battles fought in other planes.

14. Site searches

Magic site searches are resolved.

15. Prophets

Prophets are declared.

16. Call God

Priests call their gods who have been banished.

17. Awakening

Pretenders awaken (dormant or imprisoned)

18. Blood hunting

The hunt for blood slaves takes place.

19. Horrors

Units are visited by Horrors now, if such a misfortune should befall them.

20. Assassinations

Assassination attempts are resolved, this includes all types of seduction and spy abilities. The battles are fought immediately.

21. Relinquish province

Commanders with the Relinquish Province order will relinquish the province to any non-stealthed allied commander already present in the same province.

22. Claim mounts

Commanders without mounts can claim new ones here if they can find one.

23. Lone mounts

If there are any riders without mounts or any smart mounts without riders they will try to make their way home here or maybe disperse.

24. Friendly movement

All movement ending in a friendly province takes place now. If you are trying to get to a friendly province before an enemy does, you will do it if you are not stopped by an event that takes place in steps 1 through 21.

25. Other movement

All other movement, including Break Siege, takes place.

26. Resolve battles

All battle resolution from movement happens here.

27. Castle storming

Castles are stormed and battles resolved. Retreats to adjacent provinces occur after all battles have been resolved (this includes units that retreated in the previous step).

28. Global enchantments

Global enchantments take effect on the world. Note that the casting takes place during the Rituals step (10), though.

29. Random events

Like it says. This is where those Fortune/Misfortune events happen.

30. Resolve battles

Battles caused by these events happen now. Retreats to adjacent provinces occur after all battles have been resolved.

31. Magic items/monsters

Special effects from magic items (or monsters) take place. The items themselves are forged during the Forge step (5) though, and any rituals cast with the help of magic items are resolved during the Rituals step (10).

32. Resolve battles

Any battles caused by the previous are resolved now. Retreats to adjacent provinces occur after all battles have been resolved.

33. Sneak discovery

Stealthy units have been discovered! If so, they fight now for their lives. Retreats to adjacent provinces occur after all battles have been resolved.

34. Change besieger

If two allies are besieging the same castle, the one who is besieging is decided now. Larger armies take precedence.

35. Building construction

Fortresses, temples, and labs are built (or demolished). Forts melting also take place here.

36. Special orders

Special orders like Reanimate or Summon Allies are performed. Thus, allies summoned during a turn will not be available for that turn's battles.

37. Pillage

The Pillage order increases unrest and kills population.

38. Income

All nations collect income for their provinces. Note that this comes after Pillage, meaning that if you pillage a province you conquered, you will gain reduced income from it, or perhaps no income at all.

39. Unrest alterations

Changes in unrest from dominion, scales, and patrolling are reflected.

40. Starvation

Units without supplies suffer starvation effects. This means that the first turn an army goes without supplies, it will fight its battles without starvation effects, since all battles occur in previous steps.

41. Upkeep / Desertion

Unit upkeep is paid for. Note that this is after income is collected for the turn. Desertion happens now as well.

42. Dominion spread

All dominion spread (for whatever reason) is conducted now.

43. Dominion effects

Special effects of dominion (population death, insanity, spreading heat or cold etc.) are applied.

44. Site effects

Magic sites spread disease, unrest, and the like, if they have such an effect.

45. Overpopulation

A rare occurrence: if we get close to the limit of 600,000 units or 50000 commanders in the world, some of the most numerous ones will be killed to keep the game running smoothly.

46. Aging

This step only occurs during midwinter. Units age and get one year older. If they are too old they might get an affliction here, e.g. disease.

47. Resolve battles

Any leftover battles caused by previous events are resolved. Retreats to adjacent provinces occur after all battles have been resolved.

48. Heal / Disease

All units regain lost hit points, unless they are diseased, in which case they suffer more damage instead and may incur more afflictions.

49. Insanity

Units may go insane, from certain dominion or other effects.

50. Mercenaries

Mercenaries are bought or maintained.

51. New random heroes

Heroes may appear at a nation's capital gates.

52. Kill lone units

Lone units (non-commanders) in enemy provinces are killed. If there are units without commanders inside enemy territory they will be killed here to prevent them from making any pointless attacks.

53. Reclaim provinces

If a fort does not own the province it is in and it is not under siege, it will take ownership of the province. This can happen in team games where the province and the fort might have different owners from the same team. This step is resolved in favor of the owner of the fort.

54. Conscription

Province Defence is raised to a minimum of one and Dominion and Commander effects to raise the PD take effect.

55. Scouting

New scouting reports are generated for each player.

56. Elimination

Players without any provinces or dominion are eliminated from the game.

57. Victory

If a victory condition is fulfilled, the game declares a winner and ends.

58. Update stats

Hall of Fame and scoregraphs are updated.

59. Heroic abilities

Units gain and improve heroic abilities.

60. Reform Immortals

Immortals that are due to return will reform their bodies here.

61. Reduce PD

Province defense is reduced if the population cannot support the current level. At least 10 population is required for each point of province defense.

62. Yearning artifacts

If any new artifacts become yearning, it will happen now.

63. Aftermath

The game validates orders and items, changes shapes if necessary, etc.

Combat

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

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

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

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

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

From the tomes of the lore of Dominions

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

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

- * Units are deployed on the battlefield corresponding to the Army Setup screen under Position squads.
- * The attacker is on the left, the defender on the right.
- * Units move across the battlefield in accordance with the instructions in <set battle orders>
- * When units move adjacent to an enemy, they halt due to a "zone of control"
- * Once units are adjacent, they attack each other every turn.
- * The chance of scoring a hit in melee depends on the difference between attack and defense values
- * The chance of scoring a hit with missile weapons depends on the number of units in square the missile hits, and how good the target's shield is (if it has one).
- * The chance of doing damage after scoring a hit depends on the attacker's strength and weapon damage versus the defender's protection.
- * Magic in combat works a lot like missile weapons (see page 66)
- * Morale is calculated for each squad. A squad takes a morale check when it suffers enough casualties.
- * A squad routs when it fails a morale check.
- * Battles are fought until one side routs off the map: the other side is said to have won the battle
- * Troops will rout when all of their commanders have been killed or routed. The entire army will rout when their side loses 75% of its total hit points

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

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

Battles View

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

The battles in Dominions are actually very detailed tactical resolutions fought at the level of the individual fighters, mages, and priests. Each unit has its own equipment and abilities. They move and fight according to these parameters, according to the battle sequence. When you watch the battle replay, you can see what happened with various degrees of detail. There is a box in the upper left

which describes the action. You can change the level of detail in this box by hitting the number keys: [1] for least detail, [2-3] for more detail, and [4] for most detail.

Other useful keys when viewing battles are:

Arrow	for scrolling around the map
PageUp / PageDown	for adjusting the camera height
Space	for pausing the action
c	for toggling colored squares for the teams
g	for toggling grid
w	for toggling the wire frame grid (battlefield graphics disappear from view)
q	to quit out of the battle replay
f	speed up battle replay to fast speed
t	speed up battle replay to fastest speed
s	switch battle replay back to normal speed
v	while viewing a unit, this key will show its combat log
z	slow motion replay (useful when using greatest amount of detail to see what happens and when)
F1	Obtain a list of all the units
F2	View current weather and dominion scales
?	View the available hotkeys
1 / 2 / 3 / 4	adjusts the level of detail in the battle log (upper left text box describing the battle action)
+ -	scroll the battle log

Battle sequence

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

Army Setup

Units in Dominions 6 are placed into squads, which are under the leadership of a commander. A single commander can lead up to five squads.

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

From the tomes of the lore of Dominions

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

And undead and demons don't take orders from just anybody either.

Squad limits related to leadership values

- * Leadership 10: automatic -1 to morale for a single squad. An additional -1 to all squads for every squad beyond the first (so five squads = -1 base penalty and -4 for four extra squads = -5).
- * Leadership 50: No morale penalty if leading one or two squads. -1 penalty for every additional sq.
- * Leadership 100: +1 morale for all squads if three or fewer. -1 penalty to morale for every squad above three.
- * Leadership 150: +2 morale for up to 4 squads, -1 penalty to all if fifth squad added.
- * Leadership 200: +3 morale for all five squads.

The morale effects of leadership rating are based on the base leadership rating of the commander. Commanders gain more leadership with experience, so a highly experienced commander with a base leadership of 50 might be able to lead up to 175 units or more, but the morale bonuses still stay the same.

Experience level	Leadership bonus	Poor leaders (ldr 10)
1	+25	+5
2	+50	+10
3	+50	+10
4	+50	+10
5	+50	+10

Other effects on morale:

- * Mixing undisciplined units with normal makes entire squad undisciplined and hits them with -1 morale
- * Mixing undead with living gets a morale penalty of -1
- * Mixing demons with normal units gets a morale penalty of -1

Each unit is placed on the map in a grid square. A single grid square can hold a total of ten size points of units. For human-sized units (size 3), this means three units can fit in a grid square.

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

Formations

Formations are the patterns used to deploy units of a squad onto the map. There are five types of formations, some of which can only be used by good leaders.

Box

A box formation deploys your units in as close to a square as possible. For example, a squad of 36 Infantry of Ulm (size 3) deployed in a box formation would be placed with four squares frontage and three squares deep, yielding 12 squares of three units each.

Line

A line formation deploys your units in a straight line facing the enemy. This formation is only available to good commanders.

Double line

A double line is the same as a line except half the units are placed in a rank immediately behind the first line. This formation is only available to good commanders.

Sparse line

A sparse line formation is identical to a line, except that an empty square is inserted between each square of units. This doubles the length of the line. It carries a -1 penalty to the squad's morale. This formation is only available to good commanders.

Skirmish

Skirmish formation forms a box-like checkerboard formation which separates each square of units from its neighbors with an empty square in four directions, as above. It has a -1 penalty to morale.

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

The ability Tight Rein negates the undisciplined trait of a commander's units, enabling other formations as well as giving specific orders to undisciplined units.

The Skirmisher ability negates the -1 morale penalty when

the unit is deployed in a skirmish or sparse line formation.

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

Battlefield movement

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

When units move adjacent to an enemy, they become locked in a "zone of control" which remains as long as the enemy persists. However, fleeing units do not care about zone of controls and just run regardless of danger and nearby enemies.

Usually there can only be 10 size points in a single square and a unit is unable to enter a square if that results in the square being too full. However, giants or other monsters that are considerably larger than the other units will be able to enter the square by displacing the smaller units. The large unit must be at least 3 size points larger than any displaced unit and it will cost one extra point of combat speed.

Note that trampling units will never try to displace anyone as long as they are not routing, as that would cause damage to the friendly units.

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

Melee combat

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

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

The attack and defense rolls are modified by a random number (which is added) and a fatigue penalty (which is subtracted).

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

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

Damage roll:	attacker's Strength attribute + weapon Damage attribute + DRN
Protection roll:	defender's Protection attribute + DRN (+ shield Protection if it is a "shield hit")

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

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

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

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

If the damage roll is greater than the protection roll, the difference is subtracted from the target's hit points. If the protection roll is equal to or greater than the damage roll,

there is no effect.

Armor defeating hits

A low protection roll may result in an armor defeating hit that bypasses 25% of the protection. This in addition to the protection roll being very low is likely to result in a serious wound.

Fatigue plays a large role in enabling armor defeating hits and units that are immobilized or unconscious counts as having 100 fatigue for this purpose.

- * Protection roll of 2 always results in an armor defeating hit
- * Protection roll of 3 results in an armor defeating hit against targets with 50 or more fatigue
- * Protection roll of 4 results in an armor defeating hit against targets with 100 or more fatigue

Note that it is very hard to score an armor defeating hit on an unfatigued and not immobilized unit.

Shield destruction

Shield hits can damage or destroy the shield. A shield has a Resistance, which is the same as its shield protection value, +5 if the shield is a magic one. The attack has a Break value, which is equal to the damage of the attack before any Protection. Slashing attacks add 50% to damage when calculating break value, and blunt attacks add 25%.

If the Break value is $\geq 3x$ the Shield Resistance, the shield is damaged. If the Break value is $\geq 5x$ the Shield Resistance, the shield is broken.

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

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

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

Hit locations

Dominions 6 uses anatomical locations to determine where

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

In order to score a hit on a certain part of the body, however, the attacker must be able to reach it. To score a head hit, attacker size + weapon length must be equal to target size. This requirement is one less to hit the torso and two less to hit the arms. Thus a human (size 3) wielding a mace (length 1) could hit a size-7 creature only in the legs!

Some monsters have their heads located lower than their size would indicate and therefore anyone attacking them will get a bonus to their reach. Lizards and dragons are very low and are two steps easier to hit when striking anything higher than the legs. Most four-footed beings like elephants and wolves are slightly lower than a humanoid would be and are one step easier to reach. Their lower stature does not mean they are more likely to be hit in the head (or any other hard-to-reach location). It is still only a 10% chance, but attackers with shorter weapons might be able to reach and hit them in the head in situations where their size might otherwise prevent it.

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

A significantly larger unit that attacks a smaller one will have an increased chance of hitting its target in the head and a lower chance of hitting it in the leg (20% head, 10% leg). To be considered "significantly larger" it must be 2 sizes larger (if mounted the mount's size is used).

Weapon types

Melee weapons in Dominions 6 come in three different types: slashing, piercing, and blunt. Each type has different effects when calculating damage. These are all calculated after the Damage vs. Protection calculation above, except for Piercing weapons which reduce Protection prior to the calculation.

Blunt weapons do 25% more damage when scoring head hits before the Protection value is deducted. They score 25% more damage toward shield destruction.

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

Piercing weapons reduce Protection by 15% prior to any calculation. This is the same mechanic as the Armor-Piercing ability, except that Armor-Piercing reduces Protection by 50%. The Armor-Piercing ability stacks with the piercing weapon type for a total of 65% reduction in armor.

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

Underwater effects

Slashing and blunt weapons have an attack penalty equal to weapon length underwater, while piercing weapons do not. If a weapon does both piercing damage as well as another type, the underwater penalty is halved. Flails have an additional penalty of -1.

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

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

In addition, weapons may have additional special effects, such as doing additional fire damage when it hits someone.

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

Harassed

Every time a unit is attacked, it gets a point of harassment penalty. Each point of harassment penalty reduces the unit's defense by 1. It is then reduced continuously by a percentage, so it goes down quickly if it is high and the unit is no longer being attacked.

For cavalry units only the unit attacked (the rider or the horse) will be affected. I.e. an attack against the rider will not give any harassment penalty to the horse.

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

Only directed melee attacks will result in harassment penalty, ranged and AoE attacks do not incur any penalty.

Fatigue

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

Defense penalty for fatigue

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

Attack penalty for fatigue

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

Unconsciousness

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

Repel

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

prevent it from happening. This occurs as follows:

Any defender that has a longer weapon than the one used by its attacker makes a repel attack automatically upon being attacked. Attack and defense rolls are made. If the result is a hit, the attacker must pass a repel morale check or immediately abort his attack. If the attacker passes the repel morale check, he may make his attack, but the defender's attack then generates damage and protection rolls. If damage is inflicted, the attacker takes one point of damage and continues his attack.

Repel morale check

Attacker morale check: morale + DRN + (attackers size - repellers size)

Repeller check: 10 + DRN + (the number by which the defender won the repel attack) / 2

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

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

Giant sized units (size 6+) wield longer weapons than normal humans. The length of their weapons are 1 point longer than ordinary human weapons. So a giant wielding a mace (length 2 for giants) would be able to repel humans with ordinary maces.

Multiple attacks

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

Multiple attacks can target different units as long as there are many in reach. Some rare weapons (e.g. flail) have more than one attack, these attacks always target the same unit and if he dies on the first attack the second one is wasted.

Multiple weapons

Attackers with multiple weapons have their attack skill reduced by the sum of their weapon lengths. Thus, it is much easier to fight with two daggers than with two swords. The Ambidextrous ability reduces this penalty by the amount of the Ambidextrous skill. Some weapons are considered intrinsic to a unit and do not cause multiple weapon penalties for the attacker. These are called bonus weapons.

For example, some lizardmen of C'tis might have both a trident and a bite attack. This bite is considered a bonus weapon because it is not a wielded weapon and it will not result in any multiple weapon penalty.

Units with multiple wielded weapons also get one point of extra encumbrance for each weapon after the first.

Melee attack resolution

There are many special abilities that can affect units that are fighting in melee and the order in which they take effect can be important. Here is a list of when most abilities take effect when doing a melee attack.

Determine target

Determine which unit in the square will be the target. This will be a single unit or mount.

Early strikeback effects

This is certain longer range defensive abilities of the defender, e.g. Awe and the Gorgon's petrifying gaze. If the attacker ends up immobilized for any reason the attack is aborted now.

Repel

Check for repel and abort the attack if it is repelled.

Strikeback effect

This is effects like Slimer, Sight Vengeance, Horror Mark Attacker and many others. If the attacker ends up immobilized for any reason the attack is aborted now.

Attack and Defence rolls

The attacker rolls his attack value and the defender his defence value. If the attack missed completely it is aborted.

Damage and Protection rolls

Rolls for damage and protection are rolled now. Protection from shields will be added if the previous step indicated a shield hit.

Defensive abilities

Here abilities like Mirror Image, Protective Force, Luck, Mossbody and many more take effect and may reduce damage or negate the attack completely.

Limb cap

If the attack hit an arm or a leg (or a head in the case of a certain beings that can live without those), the damage will be limited to at most half of the maximum HP.

Damage Redistribution

If the defender has Damage Reversal, Blood Bond or Blood Vengeance it will take effect now and maybe shift the damage to other targets or maybe even kill the attacker. Killing the attacker in this stage will not negate the attack.

Deal damage

Deal damage to the target as well as any shields that might have been hit.

Dancing Weapons

Some magic items like the Dancing Trident or the Stone Birds will float around their wielder and attack nearby enemies. These weapons attack independently of their owner and do not incur any multiple weapon penalty or fatigue. They will cause harass penalty to whomever they attack, just as normal attacks do. These weapons strike at different times in the combat round and when or if their owner is attacking does not matter.

Dancing weapons cannot be repelled, but they can repel attacks aimed at their owner if they are longer than the attacking weapon. Dancing Weapons with more than 2 attacks per round get one point of repel attack bonus per number of attacks over 2. Dancing weapons also get an increased repel penalty if they try to repel repeatedly in a short time, but the penalty is only half of that for a normal repelling unit.

Mounted Units

Some combat units like cavalry and chariots are formed from two or more separate units combined as a single entity. These are referred to as mounted units.

The individual parts of a rider and its mount can be targeted and wounded separately and if one dies the other will remain on the battlefield. A horse without rider will rout from the battle, but some monsters like the gryphon will stay and fight even if its rider perishes.

Hitting mounted units

When a mounted unit is attacked either the rider or the mount is targeted. The chances of hitting the rider vs the mount is based on the difference of their sizes and the reach

of the attacking unit. If a mount has multiple riders, the size of the largest rider will be used. The reach of a unit is its size plus the length of its weapon.

First of all, mounts that are much larger than its rider have an extra chance of getting hit according to the following table.

Size difference	Chance of targeting mount
3	25
4	50
5+	75

If the mount wasn't large enough or the attack didn't target the mount, the attack will choose a target according to the following rules instead.

- * Missile attacks have 50% chance of targeting the mount
- * If the mount's size is 2 larger than the reach, the mount will be targeted
- * Otherwise chance of targeting mount is $30\% + 10\% * \text{mount's size} - 10\% * \text{reach}$. (Chance cannot be lower than 10%).

Some attacks work a bit differently and target one specific unit or both units.

- * All AoE attacks will target both rider and mount.
- * Lightning will target both rider and mount.
- * Trample will always target the mount.

Mounted units and magic items

It is possible to put a single magic saddle or barding on a commander's mount. If the mount should be a commander for some reason it can have its own misc items too, but that is rare and usually only a single magic saddle or barding is allowed. However, it is possible for the mount to take advantage of some of the rider's magic items as well as certain items will bestow some or all of their effects to the mount as well. This is indicated in the magic item information if that is the case.

It is very cumbersome to use two-handed weapons while mounted and doing so will result in a -3 attack penalty.

Rider skill

Some riders are exceptionally skilled and have the Skilled Rider ability. This ability will increase the Morale and Defence Skill of the mount. The defence increase is most effective on lightly armored horses as it is reduced by the encumbrance value of the mount's armor.

Mounted units and morale

Unnatural fear effects (e.g. Fear auras or Terror spells) will usually target both the rider and the mount. If the rider is routed he will leave the battle together with his mount. If only the mount is broken, the rider is thrown to the ground and the mount routs from battle, but the rider fights on. If both are broken by a fear effect, the rider will be thrown off and then both will retreat separately.

Falling off a mount deals a size difference open ended roll of AN damage. Falling of a chariot does not result in any fall damage however.

Normal rout checks that affect the entire squad or army will only affect the rider. When the rider flees this way he will flee together with his mount.

Rerecruiting mounted units

When a rider loses his mount he will need to get a new one. If there are riderless mounts of the appropriate type that survived or fled the battle, the rider will claim one of these and remain in the army. If on the other hand there are no surviving mounts to claim the rider will leave the army and return to his home province. This might take a few turns if the rider is far from home. The traveling rider will not be affected by province ownership, but he will need to roll morale checks every turn. A failed check means the rider has deserted, lost his way or been killed. If the rider arrives in his home province a new mounted unit can be recruited at half cost. A small blue number next to the unit icon in the recruitment screen indicates how many available returned riders are present. When rerecruited this new unit retains his identity including experience and battle afflictions.

Normal mounts do not return to their home province, but mounts with the tag 'Smart Mount' will. Just like returning riders they will add to the number of available half-cost recruits that are available. Smart mounts, like riders, retain their experience and afflictions.

Mounted commanders do not return to their home province

if left without mount. If there are regular units with the appropriate mount they will just claim one of these and force the rider of that mount to return home instead. If there are no appropriate mounts the commander will remain in the army without mount. However he can spend a month and use the order 'Reclaim Mount' to get a new mount.

A few types of riders will automatically regain their mounts.

Missile combat

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

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

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

Once the game decides where a missile lands (even if it is far away, that square is affected), any unit in that square may be targeted. The size of the units relative to one another influences who will be hit. If a square with a giant of size 6 and a human of size 3 is hit, the giant will be struck two times out of three. Once the target has been decided, there is a hit calculation that uses the following values:

Attacker:	$\text{DRN} + (\text{Size points in the square})/2 + 2$ if magic weapon
Defender:	$\text{DRN} + (\text{shield parry value} \times 2) - (\text{Fatigue} / 20)$

If the attacker's roll is greater than the defender's then a hit is achieved. Damage is calculated identically to melee combat (see above). Most missile weapons add one-third of the unit's Strength to the weapon damage value (plus a random number). Crossbows and some other weapons are armor-piercing, meaning that only half of the defender's Protection value is used. Some spells can even be "armor-negating," which means that armor affords no

protection. Lightning spells are armor-negating. Fire spells are armor-piercing.

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

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

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

Special damage

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

Some units are not as susceptible to certain kinds of damage. In Dominions, this is represented by the concept of resistances. This works similar to protection, but damage is also reduced by a percentage after the resistance is deducted from the damage. The reduction is equal to twice the resistance value. This means that a unit with fire resistance 50 is completely immune to fire damage.

Example: A Pillar of Fire spell with 35 fire damage hits an unarmored unit with 15 fire resistance and an armor with protection 10. The damage DRN is 11 resulting in a total of 46 fire damage. Pillar of Fire is armor-piercing, so the armor only gives protection 5, but the fire resistance gives its full value of 15. The protection DRN is only 6 and results in a total protection value of 26. The difference is 20 points of damage, which is reduced by 30% (twice the fire resistance value). In the end the target suffers 14 points of damage.

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

Fire damage

Fire is generally armor-piercing, which means that a unit only gains half its normal benefit from Protection. In addition, a unit may catch fire, which will subject it to additional burning damage until the fire goes out. Fire fatigue damage only counts as 1/3 when determining the chance of catching fire.

Chance of catching fire

Fire damage before protection x 4%

A unit that is burning takes $(1d(\text{size}))/2$ damage each turn until the fire goes out. In other words a die with a number of sides equal to the size of the unit and with the result divided by 2 (rounded up). So for a size 8 unit it would be $(1d8)/2$. This damage is halved for units with 5 or more points of Fire Resistance. The chance of the fire going out is:

Chance of putting out fire

25% + (fire resistance) + (cold scale x5) + (100% if raining)

All fire have a minimum 1% chance of being extinguished. Fire vulnerability counts as negative fire resistance. Units with 10 or more fire resistance, units with chill auras, units with mistform and ethereal units, cannot burn.

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

Cold damage

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

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

Chance of thawing

25% + (cold resistance) + (heat scale x5)

There is always a minimum of 1% chance of thawing each round. Cold vulnerability counts as negative cold resistance. Units with 10 or more cold resistance, units with heat auras, and ethereal units will never freeze.

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

Profuse bleeding

A unit suffering from profuse bleeding suffers 10 fatigue and takes HP/20 damage each round. The chance of the bleeding stopping in a round is:

Chance to stop bleeding

10% + (regeneration value)

The chance to stop bleeding is halved when fighting underwater.

Poison damage

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

In addition to taking damage a unit that is under the effect of poison will also have reduced attack and defence skill. The skill penalty depends on how much poison is still remaining in the unit. The penalty is 25% for every dose equal to the unit's full amount of HP, capped at a maximum of 50%.

So if a unit with 10 HP (when uninjured) takes 15 points of poison damage, it will take 2,2,2,1,1,1,1,1,1,1 points of damage (each number is in one round). In the first three rounds it will take 2 points per round, and in the last seven rounds it will take 1 point per round. In addition to taking damage the units attack and defence will be reduced by 37.5% as soon as it gets poisoned, this penalty will then decrease by time as the remaining amount of poison is reduced.

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

Shock damage

Shock damage can Stun a target. The chance of getting stunned is:

Chance of getting stunned

5% + (percentage of hit points lost from this hit) / 2

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

Acid damage

Acid damage can inflict Rust.

Chance of equipment rusting

Acid damage before protection x 4%

Only units with iron weapons or iron armor can be affected by Rust.

Rust

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

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

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

Life Drain damage

Life Drain damage is not extra damage, but instead is a way for the attacker to restore his or her hit points and fatigue by damaging an enemy. Once damage has been calculated (if the target is a living unit), the attacker with life drain receives the following:

Benefits from life drain

Increases hit points with damage / 2

Reduces fatigue by damage x 2

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

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

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

the damage will not heal the attacker in any way. Lifeless units with a life drain attack or weapon will receive the full benefit from it.

Paralysis damage

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

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

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

If already paralyzed, $\text{Damage} = (\text{minimum of old and new duration}) / 2$

This damage can never exceed 5 points.

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

Fatigue damage

Fatigue damage adds to a unit's fatigue rather than subtracting from its hit points. Units fall unconscious when they reach 100 fatigue. No unit can have more than 200 fatigue – each 25 fatigue points inflicted once a unit has reached 200 inflicts 1 point of hit point damage. If fewer than 25 fatigue points are inflicted, the chance of taking 1 hit point of damage is $(\text{the number of fatigue points inflicted} \times 4)\%$ except that a single fatigue point will never result in any damage.

False damage

Illusions as well as most spells from the path of Glamour will only cause false damage. The false damage is kept real in the mind of the victims with the help of glamour magic. If all enemy glamour mages die, the false damage will quickly dissipate (2 points / round) without leaving any scars on the victims.

The false damage feels real enough that someone taking damage + false damage equaling his total HP will die instantly. False damage will never cause any afflictions, apart from death.

False damage is shown as light purple numbers and dots in the battle.

False damage will not trigger certain effects like Damage Reversal, Blood Vengeance and Blood Bond. Also regeneration, life drain and healing spells will not heal false damage.

Clouds

Certain beings, spells and attacks create battlefield clouds. E.g. a Hydra is surrounded by a poison cloud, a Fireball will leave a lingering heat cloud where it strikes and an attack with the magic Ice Mist Scimitar will create a large frost cloud when it is swung.

Battlefield clouds will dissipate quite fast if not replenished, having their strength reduced by about 1 level per battle round until it disappears. Multiple clouds of the same type cannot overlap, if there are many units spreading the same type of cloud they will simply spread the cloud further away instead. However clouds can sometimes increase the level of a cloud square by at most one level instead of spreading further away.

Damage from clouds is always armor negating. The different type of clouds and their effects are listed in the following tables:

Frost Cloud	
Level 1	2 fatigue
Level 2	3 fatigue
Level 3	4 fatigue, 1 damage
Level 4	5 fatigue, 2 damage
Level 5+	6+ fatigue, 3+ damage
(damage is capped to 1 unless unit is frozen)	

Heat Cloud	
Level 1	2 fatigue
Level 2	3 fatigue
Level 3	4 fatigue, 1 damage
Level 4	5 fatigue, 2 damage
Level 5+	6+ fatigue, 3+ damage

Poison Cloud	
Level 1	1 poison
Level 2	2 poison
Level 3+	3+ poison

Disease Cloud	
Level 1	disease (easy MR)
Level 2	disease (easy MR)
Level 3+	disease (MR)

Sulphur Cloud	
Level 1	1 fire fatigue + 1 poison
Level 2	1 fire fatigue + 1 poison
Level 3	2 fire fatigue + 1 poison
Level 4	2 fire fatigue + 2 poison
Level 5	3 fire fatigue + 2 poison
Level 6	3 fire fatigue + 3 poison
Level 7	4 fire fatigue + 3 poison
(poison is capped to 1 point of damage)	

Rust Cloud	
Level 1	armor rusts
Level 2	armor rusts
Level 3+	armor rusts

Death Cloud	
Level 1	1 damage (MR)
Level 2	2 damage (MR)
Level 3+	3+ damage (MR)

Shimmering Light Cloud	
Level 1	1 capped false damage (easy MR)
Level 2	1 capped false damage (MR)
Level 3	2 false damage (MR)
Level 4+	3+ false damage (MR)

Leeching Cloud	
Level 1	weakness (easy MR)
Level 2	weakness (easy MR), 1 damage (easy MR)
Level 3	weakness (MR), 1 damage (easy MR)
Level 4+	weakness (MR), 1 damage (MR)
(weakness decreases Str by 1 permanently)	
(all damage is capped to 1)	

Sleep Cloud	
Level 1	sleep (easy MR)
Level 2	sleep (MR)
Level 3+	sleep (MR)

All type of clouds range from level 1 to 7. Sometimes the effects of the different levels are the same and higher level clouds will only last longer. All damage from clouds is armor negating.

Monsters that spread clouds, e.g. Hydra and Ghost, spread level 1 clouds. As they are spread at level 1 they can accumulate to at most a level 2 cloud. Spells and magic items can create clouds at higher levels.

Heat Clouds and Frost Clouds cancel out each other and it is not possible for both of them to be in the same square.

Morale and rout

Morale

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

Morale bonuses

A unit can have a number of modifiers to its morale. For example, Sacred units can be blessed, which increases their morale by 1. In addition, all units can gain the following bonuses:

- * +1 for fighting in friendly dominion
- * +1 for fighting in a unit's home province (the province where it was recruited)
- * +x for a commander's leadership bonus (click on Leadership attribute) This is further modified by the formation in which the unit is fighting, how many squads the commander is leading, etc.
- * +1 for every level of the Inspirational ability the squad's commander has (can also be negative)
- * +x if there is a unit with the Standard ability in the squad, where x is the bonus from highest Standard

Morale, magic bonus

Many magic effects can modify a unit's magic bonus to morale. This bonus can go from -10 to +1. Units with fear will lower this bonus and priests can increase it with the

Sermon of Courage and Fanaticism spells. Most combat spell that causes some kind of fear effect will also modify this bonus.

The morale magic bonus will increase by 1 about every 2 rounds if it is negative. A positive bonus will last the entire battle if left to itself.

Rout

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

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

In a few rare cases a unit routs independently from its squad. This might happen if a mount loses its rider.

- * The squad has suffered "heavy losses" since the last morale check, and its overall casualties are at least 20%
- * The squad has four or fewer units left in it and at least one of the units has taken damage this round
- * The squad is near a monster causing Fear (e.g. an Abomination)
- * The squad has been subjected to a spell causing Fear (e.g. Terror). Note that the spells causing Frighten do not apply.
- * The entire army has taken 50% or more of its total hit point value in casualties. In this case, morale will be checked every turn for the remainder of the battle. Retinues are excluded from this "greater than 50% of army hit points" if there is nothing more than one creature and its retinue. This is a special case.

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

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

Army rout

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

Mounts only have 25% of their HP count towards the army's total HP. Any units from the Province Defence also only have 25% of their HP count, they are expected to run. Slaves are also expected to run and only have 50% of their HP count.

Morale check

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

Morale roll:	squad morale + DRN + survivor bonus
Fear roll:	14 + DRN

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

Rout effects

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

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

Once a routing unit reaches the map edge, it is safe, and on the turn after the battle will appear in a province adjacent to the battle (see Retreat rules on page 74). If a unit retreats to an enemy province, it is destroyed. A routed army may scatter to multiple provinces after a battle, requiring a commander to go collect it. Routed units suffering from profuse bleeding, poison, burning, decay or other special damage will have the remainder of that damage applied once they get off the map edge and may not survive. This represents the unit successfully fleeing the battle but expiring of its wounds before finding help.

Units in a victorious army can rout off the map as well, since

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

Mindless units

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

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

Magic beings and undead

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

Magic fear effects

There are two types of magic fear effects: fear and frighten. Fear is the most severe and the most common one, it can decrease morale by up to 10 points. Being subject to fear will also force the entire squad to make a morale check at the end of the round, failure means it will break. Units hit by magic fear effects may also break individually if they fail an easy morale check.

Breaking individually will make the unit flee while his companions stay and continue to fight. This can only occur due to magic fear, normally the squad will always break and flee together.

Frighten is much less severe. It can lower morale by up to 5 points, but does not force any automatic morale checks.

Long lasting battles and Twilight

If a battle goes on for too long the sun sets. This will have profound effects on the remainder of the battle. Battle enchantments and other spells will end and the battlefield

will be affected by Twilight, as per the spell. Berserking ends and berserkers cannot go berserk again.

Turn	Effects
100	Twilight: All enchantments, temporary magic effects and berserking ends, Twilight effect (-2 prec, +1 glamour magic).
150	Nightfall/Daybreak: Attacking units rout, Darkness effect (-3 att/def/prec), or return to daylight in case of a night time battle.
170	Defending units rout.
200	Any units left on the battlefield are killed.

Note that mindless units cannot rout and will dissolve instead of routing.

Afflictions

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

It is possible to get more than one affliction if the damage exceeds 100%, e.g. a single blow dealing 15HP damage on a 10HP soldier would result in one affliction and then a 50% chance for an additional one. Of course the soldier would be dead afterwards, so the extra affliction would only matter if he was raised from the dead somehow.

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

Body Part	Minor Affliction	Major Affliction
Any	Battle Fright	
	Profuse Bleeding	
Head	Eye Loss	Dementia
	Mute	Feeble-mindedness
Chest	Chest Wound	Blindness
	Never-Healing Wound	Diseased
Arm	Weakened	Lost an arm
Leg	Limp	Crippled

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

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

Cripple will cause commanders to lose 75% of their map movement speed. Non-commander units do not lose any map movement points, but whenever their army marches, they will have a 35% chance of dying, or a 70% chance of dying if marching more than one province.

Sieges

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

Reduction strength = unit strength squared

* Flying units are doubled

Repair strength = unit strength squared / 2

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

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

That's why you get the message sometimes when you're the besieger, that "the enemy is repairing the walls faster than we can destroy them. We need more men." This means the repair value is higher than the reduction value, and the besieged units are actually fixing the walls. There is no way for the besieger to know exactly how close a fortress is to being breached (although you will get hints). The defender, however, can click on the fortification location button in

that province, and the current defense value will be displayed. Fortresses which are damaged but not besieged are automatically fully repaired.

Supply during sieges

When a fortress is besieged, it provides its supply value to the defenders, divided by the number of turns of the siege. So on the first turn of a siege, a fortress with 300 supply provides 300 supply points on the first turn of the siege, then 150, then 100, then 75, then 60. Units which are unsupplied suffer the starvation effect, and units which starve for two consecutive turns can become diseased. Diseased units will then start to slowly get more afflictions and eventually die.

Storming a castle

When the fortress' wall integrity value is reduced to zero it can be stormed. Commanders besieging the fortress can choose to 'Storm Castle' or 'Maintain Siege'. If one or more commander storms the castle a battle at the gates of the fortress will take place. Inside the walls are the defending units and outside the walls are commanders with the 'Storm Castle' order along with all units under their command. If a commander set to 'Storm Castle' is killed before the battle at the fortress takes place, units under his command will not participate in the battle. The storming of the castle takes place after any other battle in the province, so it is possible to fight off or decimate the besieging army before they storm the castle.

All forts have some additional units that will aid the defender in the battle "see page 26.

Weather

The weather for any land battle is usually clear skies and during the day. But the weather can also be rainy or snowy at random times, unless the battle occurs in a wasteland or in a cave.

Snowfall can only happen if the cold scale is 1 or more and rain can only occur if the heat is 0 or greater.

Snowfall chance

Cold scale * 15%

Rainfall chance

Growth scale * 10% + 10%

Global enchantments can also affect the weather in many ways. Assassination battles are special and often occur indoors where there is no weather and have about 50% chance of occurring at night. If they occur outdoors they use the same chances for rain and snow as other battles.

Retreats

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

A smart leader will:

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

A not-so-smart leader will:

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

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

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

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

Retreating when besieged

Units or commanders that retreat while defending their castle during a siege battle will retreat and hide deeper in the castle. If the battle was won and they were "smart" they will reappear in the castle, if the battle was lost they will all be killed. Units that were not smart will be killed instead.

Commanders are always smart and lone units have an extra 50% chance of being smart when retreating in a fight where they are defending their castle.

Battle Summary

When battle results are reported, you can see the relative effectiveness of the units present by seeing which units were responsible for the most kills. They will of course be affected by your tactics, formations, and magic. The summary will show you how many units started the battle, how many kills they scored, and how many of them were killed by the enemy. Killed mounted units are shown with two numbers divided by a '+'. The first number shows killed riders and the second number shows riders that were left without a mount after the battle.

Magic

If the combat system is the heart of Dominions 6, the magic system is the soul. Everything is affected by magic in some way. The most powerful spells can summon awesome monsters or change the face of the entire world. Magic can also be used to craft artifacts for use by heroes. Some basic points to remember are:

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

The Paths of Magical Power

There are nine paths of magical power. The first four are the elemental paths of Fire, Air, Water and Earth. The next four are the sorcery paths of Astral, Nature, Death and Glamour. Finally there is the magic path of Blood, that path is slightly different from the other ones and is part of neither

elemental nor sorcery magic.

There are eight types of magical gems which correspond to the one path of magic each. There are no Blood gems – Blood magic requires blood slaves, which can only be obtained through blood hunting. The symbols shown are used to represent magic paths, and will appear in spell descriptions as requirements for casting the spell.

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

The Schools of Magical Research

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

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

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

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

Conjunction

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

Alteration

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

Evocation

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

Construction

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

Enchantment

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

Thaumaturgy

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

Blood Magic

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

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

Access to Magic Spells

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

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

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

Combined Paths

Some spells require knowledge of multiple paths to cast them. A spell with multiple paths in its requirements necessitates that the mage have the requisite level in each

Path	Level 1+	Level 3+	Level 4+
Fire	Ldr +10/level, Magic Ldr +10/level, Shorter life	Fire Res +5	Fire Res +5
Air	Magic Ldr +10/level	Shock Res +5	Shock Res +5
Water	Magic Ldr +10/level	Cold Res +5	Cold Res +5
Earth	Magic Ldr +10/level	Natural Protection +3	Affliction Resistance +1
Astral	Magic Ldr +20/level	-	Magic Resistance +1
Death	Undead Ldr +50/level	Rarely dies of old age	Morale +10
Nature	Magic Ldr +10/level, Supplies +10/level, Longer life	Poison Res +5	Poison Res +5
Glamour	Magic Ldr +10/level	False Damage Regen	True Sight
Blood	Undead Ldr +10/level, Magic Ldr +10/level	HP +5	HP +5

Indirect Magic bonuses

path to cast the spell. When calculating bonuses for extra skill levels (see Fatigue below) only the first magic path listed in the skill description is considered. Dual path spells and rituals use magic gems of the primary path.

Empowerment

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

Indirect Magic

Indirect magic represents the general arcane knowledge that a mage possesses about any magic path in which he has skill. This knowledge allows him to gain side benefits just from being knowledgeable in that type of magic. The more skill a mage has in a path, the more benefit he gains. See the Indirect Magic bonuses table to see what effects are gained from which paths.

Example

You are playing Asphodel, Carrion Woods and select a Freak Lord pretender. You take advantage of the 10-point cost for new paths and choose Fire 2, Air 2, Water 3, Earth 4, and Blood 1. Your pretender will gain +20 Leadership and +20 Magic Leadership (for Fire 2), +20 Magic Leadership (for Air 2), +5 Cold Resistance and +30 Magic Leadership (for Water 3), +3 Protection, Blunt Resistance and +40 Magic Leadership (for Earth 4) and +10 Undead Leadership and +10 Magic Leadership for Blood 1.

The more powerful Indirect magic bonuses usually have a minimum skill level requirement of 3 or 4. At the first level usually only increased leadership (Show as Ldr in the table) is gained. All the abilities gained on level 1 scales depending on level (including shorter/longer lifespan).

The False Damage Regen gained from glamour will heal 1 point of false damage per combat round. A unit can receive false damage when attacked by illusions and certain glamour spells.

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

Types of spells

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

Battle Magic

Battle magic can only be cast during a tactical battle. These spells have battle effects like inflicting damage, granting increased protection, reducing fatigue, or some similar effect which only makes sense in the context of the battle mechanics.

Battle magic can be scripted into a mage's list of battle actions using Set battle orders. If a battle spell requires gems, that mage must have those gems in his inventory before the battle begins.

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

All battle enchantments and temporary magic effects are dispelled if the battle lasts until sunset (see Long Lasting Battles and Twilight page <<Long Lasting Battles and Twilight).

Interrupts

Spells have to be prepared for a while before they can be cast. During this preparation time, the caster can be interrupted if he is damaged.

The preparation time is about half of the time required to cast the spell. The other half of the time is spent recovering after the spell has been cast. The casting time for most spells is about one combat round, but battle enchantments and spells that cost magic gems often take longer.

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

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

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

Battle Magic mechanics

The method for resolving battle magic is very similar to that for missile weapons. Mages have a Precision attribute just like archers do. Spells have a Precision rating, also. For the purposes of calculation these two are added together.

Some spells (like Acid Bolt) are armor-piercing. This means Protection against them only counts for half, just like armor-piercing missiles. Some other spells (like Orb Lightning) are armor-negating. This means they completely bypass Protection, and the target's only defense is the die roll.

In some cases, instead of Protection, though, some spells check a target's Magic Resistance. It actually is protection. Protection from magic! Magic Resistance is most often binary in nature, it either protects the target or it does not,

with nothing in-between. Against some spells a successful resistance check merely means crippling injuries rather than instant death.

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

Caster's Penetration roll: $11 + \text{DRN} + (\text{additional skill in spell path}) / 2$

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

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

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

Some battle enchantments have effects that continuously affect units on the battlefield and require a magic resistance check to resist. These follow the same rules as above and can take advantage of skillful casters and penetration boosting magic items.

Fatigue

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

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

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

Rituals

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

Some rituals affect the entire province that they are cast in. Some of these (but not all) last longer than one turn. These are termed local enchantments.

An example of such a spell is Dome of Air. Once the Dome of Air is cast, it persists in that province until dispelled. The spell is dispelled if the caster dies. Most local enchantments are also dispelled if the province they affect is conquered by an enemy.

Some local enchantments have a limited duration and extra gems have to be put into the enchantment during its creation to make it last longer than a single turn. Most enchantments with limited duration last 1 month per 1 extra gem, but some can last as long as 3 months per 1 extra gem.

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

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

Global Enchantments

Global enchantments are rituals. These are very powerful spells that affect the entire world of Dominions 6. They often cost a lot of gems and have severe effects. Only a certain number of such spells can be in effect at any one time. This can be 3, 5, 7, or 9 and can be changed in Game Setup. You can find out which global enchantments are in effect at any point of a game by clicking on the Global Enchantments button in the main screen, or just hitting F6.

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

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

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

Some global enchantments are tied to a specific province, e.g. Stellar Focus focuses the stellar energies into a single land where the power is then collected. If this specific country is conquered by the enemy the global enchantment will be dispelled. By pressing F6 you can see the origin listed for any global enchantments that are tied to a specific province.

Dispelling global enchantments

Global enchantments can be dispelled in two ways. The first is by casting one of the different dispel rituals. The most commonly used one is an Enchantment-5 spell that is Astral-3 (that's a spell that requires a skill of 3 in the Astral path, and is level 5 in the Enchantment school of magic) and is called Dispel. The other way is to cast another global enchantment when the maximum allowable number of global spells is already active. The next one will replace one of the existing ones if it is successful in overcoming it. The enchantment it will attempt to replace is random, so casting a global enchantment to dispel a specific enemy global is unlikely to select exactly that spell. However, it's better than nothing.

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

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

- * if there is already a global of the same name active, the new global attempts to replace it according to the dispel mechanics

* if there are fewer than five (usually) active enchantments and there is not already an instance of this spell active, the newly cast global immediately fills one of the empty slots

* if there are already the maximum number of global spells active, the newly cast global attempts to replace a randomly chosen spell. This can be a spell cast by the same nation casting the new global. You can accidentally dispel your own spells. These are unruly magicks.

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

Dispel mechanics

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

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

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

A DRN (two open-ended dice) is added to each side. The side with the higher number wins.

Protection vs global enchantments

Most globals that affect units can be protected against with the use of Enchanted Domes (e.g. Dome of Solid Air). They protect in the same way as against local rituals with the exception of strikeback (trap) domes. Any strikeback against the caster will not take effect against the caster of the global enchantment. Thus the Dome of Flaming Death will have no effect against global enchantments.

Many global enchantments only take effect inside their own dominion, or has its effects increased inside its dominion. Protecting against these enchantments can be done by pushing away the enemy dominion from your provinces.

Communions

The Astral and Blood paths of magic contain a special type of

spell called communion that allows mages to increase their magic skill temporarily while in combat and to distribute the fatigue from their spellcasting among other friendly mages. It requires two mages to cast one spell each, one casting the master spell and the other the slave spell.

The Astral spells are called Communion Master and Communion slave, while the Blood spells are called Sabbath Master and Sabbath Slave, and function almost identically except for the name and the fact that the Blood spells cost blood slaves to cast. For the purposes of this section they will simply be referred to as communions. A valid communion cannot exist without both the spells Communion Master and Communion Slave (or Sabbath Master and Sabbath Slave) in effect.

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

Level bonus

A communion master gains n extra levels in each of his or her known magic paths for every '2 to the power of n' slaves in the communion. This is true for each communion master in the communion. E.g. a master with 2 slaves gain +1 to his magic, a master with 4 slaves gain +2 to his magic.

Fatigue distribution

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

slave level = master level -> no modification

slave level > master level -> fatigue / 2

slave level < master level / 2 -> fatigue * 4

slave level < master level -> fatigue * 2

Definition of participant

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

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

Slaves cannot perform any actions on their own while part of the communion. However, they do benefit from any self-buffs (single target range 0 spells) cast by the communion master(s).

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

Some magic items (e.g. Crystal Matrix, Slave Matrix, Slave's Heart and Master's Athame) allow their bearers to participate automatically in a communion with having to cast the spell. The bearers must be mages (at least 1 skill in a magic path other than Holy). They do not, however, have to have Astral or Blood skill.

Communal Chants

Spellsingers of MA Man have access to the communion spells Chorus Master and Chorus Slave. They work similar to regular communions, but can only be cast by Spellsingers. If a Chorus Slave loses consciousness, she leaves the communion and thus will not take damage when more spells are cast by the masters.

Different Communions

There can be one communion of each type (communion / sabbath / chorus) active at the same time. They have their own separate masters, slaves and bonuses. Thus a blood mage sabbath master will not be able make use of astral mages that have cast the communion slave spell.

There are also some minor differences in how the different types of communions work.

Communion

25% longer casting time for spells

Sabbath

Only half as much fatigue on caster, but 20% extra fatigue on slaves.

Chorus

25% longer casting time for spells. Slaves drop out when losing consciousness.

Magic Gems

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

Managing your magic resources

The magic resource treasury lists all the gems your nation currently has, as well as the rate at which it is acquiring new ones. To the right, the "pool" button allows you to collect all gems from commanders stationed in a province with a laboratory. This is especially effective for blood hunters, who will often need to transfer slaves from their inventory to the national pool.

Clicking the choice at the bottom of this screen opens a new window that allows you to transfer gems between commanders by clicking on the number of gems they have.

The other more commonly used way to transfer gems to a commander, is to click on his gem inventory when inspecting his stats.

Using magic gems in combat

Mages can use magic gems in combat for two purposes: to temporarily raise their skill level, and to reduce fatigue. This represents the release of the distilled magical power of the gems themselves.

Because it takes a skilled caster to keep things from getting out of control, a mage can only use as many gems as his current skill level in that path each turn.

By using a magic gem, a caster gains one skill level in that magic path. This can be used both to allow a mage to cast a spell for which he would not normally have the skill, or to reduce the fatigue of a spell, or both. However, a mage may never increase his skill level by more than one by using gems, or gain skill in a path in which he or she did not already have at least one skill level.

The player may script spells for which a mage does not have the requisite skill and place the necessary gems in his inventory. He may also simply include extra gems in the mages inventory and the computer will use them to reduce

fatigue for spells he already has the skill for, if necessary. However, the specific use of gems in this manner is controlled by the computer. Checking the box “conservative gem use” will ensure that the mage uses his gems as sparingly as possible and for scripted spells only. This can be useful if you want to save gems for later battles. Otherwise there is no opportunity for the player to intervene.

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

Research

The research bars in the Arcane Laboratory (accessible with the [F5] key) determine how far research has progressed in the current level of each school of magic. The research speed shown below is equal to the total of the research abilities of all commanders given orders to research in that turn. In order to have research as an available command, that commander must be in a province with a friendly laboratory, because that is where the magic books are.

Normally only commanders with magic skill can conduct research. The number of research points for a specific mage is indicated next to the pile-of-magic-books symbol. The higher a mage’s magic skills, the more research points he or she will have.

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

A few nations have special commander units that can research even if they lack magic skills. Examples of this are the philosophers of Arcoscephale and Therodoros and units with the Divine Insights special ability such as the Monks of Man and the Cloistered Ladies of Feminie. Commanders with Divine Insights contribute a few research points but there can only be a number of them at work in a single lab equal to the dominion strength in the province. Any divinely inspired researchers over that limit do not contribute anything. Philosophers get a research bonus from Sloth scales, because the general lying about and thinking that is prevalent under such scales agrees with the philosophers’ lifestyle. Philosophers are not affected by Magic or Drain scales, because their understanding is not magical, but more fundamental.

Research ability: $(5 + (2 \times \text{magic levels of mage}) \pm \text{research bonus/penalty})$

Research ability can never go below 1

The affliction Dementia reduces the research ability by half.

Legendary Spells

Level 9 of all magic schools except construction consists of legendary spells. When you research this level you will get to choose a single spell to research. The other legendary spells can be researched as well, but since it is done one at a time it will be very expensive to research all the level 9 spells of a magic school. The legendary spell level usually consists of spells that are very powerful or more cost effective than the lesser ones.

Magic Items

The Construction school of magic allows you to construct magic items which can be given to commanders to use. This is done by giving the order “Forge Item” to a mage in a laboratory. He then uses whatever magic gems are required to create the item.

The items at research level 9 are called artifacts and are unique, only one of each can exist in the game at a time. The remainder of the magic items available for forging can be created without restriction, as long as the creating nation has researched the appropriate level in the Construction school, and the crafting mage has the requisite skill and gems.

The unique artifacts will start to yearn to be forged once their creation seems within reach. An artifact that is yearning for its creation can be forged at half the usual cost. The artifact may start yearning once at least one of these events has occurred.

- * At least one nation has researched construction level 9
- * The global enchantment Forge of the Ancients has been cast
- * The Throne of Creation has been claimed
- * The Throne of the Artificer has been claimed

Each of these events will increase the yearning rate by 50%. So if only one event has occurred, there will be 50% chance per month for an artifact to start yearning.

A mage can be set to repeatedly forge the same item every turn by selecting him and using the key combination [shift] +

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

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

[o].

Some items are restricted to certain nations and cannot be forged by most nations (e.g. Black Halberd for MA Ulm). These items don't show up in the forge unless your nation is able to forge them. Restricted items that you can forge are shown with a dark blue background in the forge.

There are also some items that are discounted for certain nations (e.g. Blacksteel Sword for MA Ulm). These items are shown with a gray background in the forge.

Divine Magic

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

battlefield spells.

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

If a pretender's magic does not reach the threshold (lvl 4 or higher) in any path, priests of that nation retain Banishment and Smite spells as normal.

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

Alchemy

Magic gems can be converted from one type to another

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

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

through alchemy. This can be done by any commander with magical skill by selecting the “Alchemy” order in the Orders list. This brings up the Alchemy screen, which allows gems to be converted from one type to another.

In general, alchemy can only convert gems into Astral gems, or convert Astral gems into gems of any other type. Either way, the rate is 2:1 old:new gems. It is possible to convert gems into Astral gems first and then into a different type in a single turn. In that case, the rate is effectively 4:1 old:new, so this can get very expensive. A commander can only perform alchemy if he or she is in a province with a friendly laboratory.

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

Dominion

The pretenders of Dominions 6 aspire to godhood. Dominion represents this belief in god separately from military control, as a force that extends with varying strength from province to province.

Friendly dominion (i.e. yours) shows up on the map as a white candle in the province. The extent of your dominion is represented by the number of candles: the greater the dominion, the more candles. Dominion is measured by province: you may have high dominion in one province but low dominion in an adjacent one. Each province has this candle symbol, although you can only see it for those provinces where you have some way of getting information. Just like with military reports, you don't know who believes what in a province unless you have someone close enough to find out.

Be clear on one point: conquering provinces does not expand your dominion. Your armies can march across entire continents without changing the dominion in the provinces they've conquered. Dominion is a representation of the religious dominance of a pretender god. So while a military banner denotes one type of control, dominion depicts another.

This section is devoted to the concept of dominion, how it spreads, and what that means for you, the aspiring god of the universe. The take-home points are:

- * Dominion is not related to military control.
- * Your dominion is represented by white candles and its reach can be seen by the yellow border around the provinces that your dominion covers.
- * The initial strength of your pretender's dominion (set in god creation) is very important.
- * Once that strength is set, you can increase it by building temples.
- * Your god spreads dominion wherever he goes.
- * You can appoint one (and only one) prophet – he spreads dominion, too.
- * Temples spread dominion (except for certain nations who must use blood sacrifice) and building them is important.
- * Priests can raise dominion by preaching, but it is different from the other types of spread.
- * Some nations can sacrifice blood slaves to spread dominion
- * The level of your dominion scales in a province is related to the strength of your dominion
- * If you are playing a disciple (team) game, your side only has one overall dominion.
- * In a disciple (team) game, disciples spread dominion like prophets do.
- * You cannot appoint a prophet in a disciple game. The pretenders of disciple nations are treated as prophets of the god nation.

From the tomes of the lore of Dominions

Xibalba is a vast realm of dark caverns beneath the forests of Mictlan. According to legend, the sun and the moon passed through the labyrinthine caverns on their daily journey to the eastern horizon. On this journey they were guarded by the bat people, Zotz, that dwelled in the dark reaches of the Xibalban underworld. Being almost blind, they would not see and not covet the splendor of the sun. No one has seen the sun or moon pass through Xibalba for ages, but the Zotz keep their vigil and traditions alive. Lately, the bat people have lost purpose and the priestly rulers of Xibalba look to the surface world to once more bask in the splendor of the sun and moon. The Zotz are led by priest kings from various cities, and only the priesthood represents centralized power. They still train the sacred Sun Guides that were once tasked with guarding the celestial entities through the dark world of Xibalba. The Zotz have contact with surface dwellers, primarily those of Mictlan, and have adopted some of their technology and practices. The Zotz have an affinity for blood hunting and black magic. Despite being guides of the sun, their skill in solar magic is limited. The Zotz are numerous and live in great swarming cave colonies. Numbers—rather than strength—allow them to win battles.

The level of dominion in a given province is very important and has many effects. It is also limited by certain factors.

Maximum dominion

The maximum dominion you can have in any one of your provinces is equal to the initial dominion score of your pretender, plus one for every (five times the number of players on the team) temples you have, rounded down.

Example: You are playing in a four-player game with two players per team. Your nation has 12 temples and a pretender with an initial dominion score of 3. Your nation can never have more than dominion 4 in any province.

Enemy dominion

Any dominion that is not yours is enemy dominion, and shows up on the map as a dark candle if you press [Ctrl-3]. You can also see it in the province info box. Only one nation can have dominion in a single province at a given time, so if a province is at -3 dominion to you, it is -3 to everyone except the nation exerting +3 dominion into the province.

Increasing your dominion

Dominion doesn't correspond to military control of a province. Instead, dominion radiates outward from its four sources: your pretender, your capital, your temples, and your prophet (if you have one). In a team game it also radiates from disciples. In a game with Thrones of Ascension, it radiates from those as well. This is why your dominion is almost always high in and immediately adjacent to your home province: every turn, the game checks for dominion spread in your home province. The role-playing reason for this is obvious and requires no explanation.

The chance of your dominion increasing in a province or spreading to an adjacent province partly depends on your god's initial dominion, which you specified when you created your pretender.

Chance of increasing dominion

$50\% + (\text{maximum dominion} * 5\%)$.

Example: In a game with no teams (just individual players), a certain nation has eight temples and a pretender with an initial dominion of 7. Each turn, each temple has an 80% chance of successfully increasing the god's dominion. If this nation builds two more temples (to a total of ten), the

chance of dominion increase per temple will go up to 90%.

This "temple check" is the fundamental unit of dominion increase in the game. Considered in these terms, your centers of dominion have the following effects:

- * Pretender: one automatic increase plus two temple checks
- * Home province: one temple check
- * Prophet: one temple check
- * Temple: one temple check
- * Disciple: one temple check
- * Throne of Ascension: see below

Thus, having a pretender in a province automatically results in a dominion increase or spread of one, and could result in two more. All other types have the possibility for an increase/spread of one, according to the formula above.

Dominion over water

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

Appointing a prophet

One unit can be named as the prophet of your pretender (except in disciple games, as mentioned above). The prophet gains additional abilities as follows:

- * If the unit is already a priest of level 3 or more, it is increased by 1.
- * Otherwise, the unit becomes a level 3 priest, regardless of whether the unit was a priest or not to begin with.
- * The prophet spreads dominion like a temple.
- * The prophet gets +2 to Attack, Defence & Precision skills.
- * The prophet will have his HP, Str and MR influenced by dominion, just like a pretender god.

Thrones of Ascension Provinces that contain Thrones of Ascension only come into play if the "Thrones of Ascension" special victory condition has been selected in game setup (it is the default victory condition). If so, provinces with a throne spread dominion for the owning player as though they were a temple of that nation. A Throne of Ascension can cause anywhere from 1 to 7 temple checks, which varies

from throne to throne. The throne must be claimed to spread dominion. A throne can only be claimed by a pretender, prophet, or level 3 priest, and requires the Claim Throne of Ascension order.

Mictlan

The nation of Mictlan in the early and late eras is another exception to the above rules. Mictlan's home province, prophet, and temples do not spread dominion. Its pretender checks are half as effective as a normal pretender. The only way for Mictlan to spread dominion (aside from the pretender) is to conduct blood sacrifices (see below). Several other nations have also used blood sacrifices at various times in their history, and thus are also able to spread dominion through blood sacrifices. However, their pretenders, prophets, home provinces, and temples function normally; for these nations, blood sacrifices are in addition to normal dominion spread. These are listed at the end of this section.

Blood Sacrifices

To conduct a blood sacrifice, a priest of the appropriate nation can sacrifice a number of blood slaves up to and including his priest level. The province he occupies must contain a temple. For each blood slave thus sacrificed, one temple check (described below) is generated. Thus, blood sacrifices can be a powerful method of spreading dominion.

Dominion spread

When a "temple check occurs," the following happens:

If the dominion in the province is neutral, dominion increases to +1 automatically.

If the province contains friendly dominion, the chance for it to increase by one is 30% minus (3% multiplied by the current friendly dominion in that province). Thus, the higher your dominion in a province, the less likely that a random spread will increase it. If the dominion isn't increased in the current province the dominion spread will go to a random neighboring province.

If the province contains enemy dominion, there is a chance that you will reduce it by one point.

Chance of reducing enemy dominion

$50\% + (\text{maximum dominion} * 5\%) - (\text{current enemy dominion in the province} * 5\%)$.

Thus, high enemy dominion is harder to reduce via random spread than low enemy dominion. A series of high dominion provinces can act as a "wall of faith" that keeps enemy dominion out.

Each dominion spread in a province with friendly dominion will either increase that dominion level or make a new dominion spread in a random neighboring province instead. So a temple check can spread dominion to provinces far away as long as all provinces in between have friendly dominion.

Preaching the Word of God

This is an order available to priests which enables them to raise the dominion level in their province only. The base chance of this occurring is 30% multiplied by the priest level. If the priest is preaching in a province with an enemy dominion already present, this base chance is reduced. If the dominion in the province is friendly (positive) or neutral (zero), the chance is equal to the base chance, with no subtraction.

If there is a temple in that province, the priest is treated as though he were one-half level higher than his current priest level. Thus, a level 2 priest will be treated as a level 2.5 priest. This is for purposes of preaching and maximum dominion increase (see below).

Chance of successful preaching

$30\% * (\text{priest level} (+\frac{1}{2} \text{ for temple})) - (\text{enemy dominion}) * 5\%$

Example: A level 1 priest is preaching in a province that has -4 dominion (that is, an enemy has 4 dominion there). His chance of successfully increasing his dominion (and thus reducing the enemy dominion from -4 to -3) is 10%. If he were preaching in a province with neutral or friendly dominion, he would have a 30% chance of increasing dominion. If there were a friendly temple in the province, his chance would be 25% (in the -4 dominion) and 45% (in neutral or friendly dominion).

Preaching is thus independent of pretender dominion strength, and completely dependent on priest level and enemy dominion in the province being preached in. Furthermore, preaching in a province can only raise dominion as high as twice the level of the priest doing the preaching. Thus, a level 2 priest can preach in a province, but cannot raise the dominion in that province above 4. If there is a temple in that province, the priest is treated as though

he were one-half level higher than his current priest level – so a level 2 priest preaching in a province with a temple could raise the dominion in that province to 5. This increase is in addition to (and independent of) the spread check for the temple, but only affects that province (it cannot spread to an adjacent one).

The chance of reducing enemy dominion when preaching cannot go below 5%, so it is never completely useless to preach in a province with enemy dominion.

Inquisitor bonus

Inquisitors are more effective at preaching when in an enemy dominion, due to assorted role-playing reasons. Their priest level counts as double for the purposes of preaching. Their chance of increasing dominion through preaching is thus (60% times the priest level) minus (5% times the enemy dominion level). Thus, in the example above, a Marignon inquisitor of level 2 would have a 100% chance of increasing dominion in a province with -4 dominion. In a neutral or friendly dominion province, his chance for success would be the same as any other level 2 priest: 60%.

If the dominion in a province is already as high or higher than twice the level of the priest who is preaching (including temple benefit if applicable) and you try to give a priest in that province a "Preach" order, then a warning box will appear, informing you that "Preaching cannot be used to raise the dominion of this province any higher." However, when you close this box, the priest in question will still have his orders set to "Preach." This preaching will have no effect, so you should change it to something useful. If you have a priest preaching in a province for several turns, and when he started doing it he was able to increase your dominion but now he has raised it to a point where he has no further effect, the game will not warn you that your priest has stopped being useful there – you need to keep track of this yourself.

Heretics

Heretics are units that spread lies or uncomfortable truths detrimental to faith in general. Their presence will have a chance of automatically lowering any pretender's dominion in a province. Heretics are detrimental to your dominion, but if there is enemy dominion in your lands heretics may be sent there to reduce faith in the enemy god. Some heretics are stealthy and can be sent into enemy lands to spread their subversive words.

Chance of reducing dominion

Heretic Ability * 20%

Dominion effects

It's obvious what benefit you get from militarily controlling a province, but what does having a high dominion do?

Throughout this manual, you'll run into a number of things that depend on the state of dominion in a given province. For example, units fighting in a province with friendly dominion (whatever the strength) gain +1 morale, while fighting in enemy dominion reduces morale by 1. A pretender (as well as a prophet) gains hit points when in friendly dominion, and suffers a hit point penalty when in enemy dominion (and the magnitude of the bonus or penalty is directly related to the level of dominion). Pretenders and prophets also gain friendly dominion bonuses and suffer enemy dominion penalties to strength and magic resistance. (see below)

Dominion scales

When you create your pretender, the dominion scales you choose will spread with your dominion. This does not all occur at once – if you have Order 3, provinces with low friendly dominion may only gain Order 1 or 2. Over time, they will reflect your chosen scales. Each turn a province has your dominion in it there will be a small chance for each scale to tip one step towards your chosen dominion. The chance for this to happen is (5% multiplied by the dominion level in the province) plus (10% multiplied by the difference between the actual scale and your nation's scale).

Thus, a big difference between your scales and the scales in a province makes the provincial scales react more quickly. Once the difference has become small, the chance of tipping the scales is reduced. Likewise, having a strong dominion in a province makes the provincial scales change faster (but this is only half as important as the difference in scales is).

Effects of Dominion Scales

The table shows the main effect of scales in a province.

The default starting research at neutral Magic/Drain scales is 150 points researched. The default chance of receiving a nation hero is 3% per month.

Scales with extreme values (4 or higher) can also have other often negative effects, these are shown in the extreme scales table. Most negative scales (e.g. sloth or misfortune)

have no additional negative effect, having 5 in a negative scale is usually bad enough.

Scales that are 4 or higher will also start to spread to neighboring provinces, even if they are part of another Pretender's Dominion.

Extreme dominion scales

Scale	Value	Effect
Order	4+	People lack creativity. Magic research -2 (or -4 with order 5).
Productivity	4+	People get unruly. Unrest will increase with 1-5/month (or 1-15/month for productivity 5).
Heat	4+	Decrease population by 0.4% per month (or 1% with heat 5)
Cold	4+	Decrease population by 0.4% per month (or 1% with cold 5)
Death	4+	Slowly turns forests & farms into plains and plains into wastelands
Growth	4+	Slowly turns plains into forests or farms (order scale required for farms) and seas into kelp forests
Growth	5	Slowly turns farms into forests
Fortune	4+	Decreases income and resources by 5% (or 15% with fortune 5)
Magic	4+	Horrors thrive here and horror marks will start to appear. Unrest will increase with 1-5/month (1-15 for magic 5).

Heat/Cold scale variability

The heat scale of a province is affected by the current season and terrain in addition to the dominion that is

Scale	Effect
Order	Increases income by 3%, Resources +2%, Recruitment +10%, Unrest reduction +1, 2% fewer random events
Turmoil	Decreases income by 3%, Resources -2%, Recruitment -10%, Unrest reduction -1, 2% more random events
Productivity	Increases income by 3% and resources by 15%
Sloth	Decreases income by 3% and resources by 15%
Heat/Cold	Each step of heat/cold level away from a race's ideal level decreases tax revenues by 5% and decreases supplies by 10%
Growth	Increases population growth by 0.2% per month, Increases supplies by 10%, Increases income by 1%
Death	Decreases population growth by 0.2% per month, Decreases supplies by 10%, Decreases income by 1%
Fortune	5% more random events, Chance of a random event being good increased by 10%, Chance of national hero +0.5%
Misfortune	5% more random events, Chance of a random event being good decreased by 10%, Chance of national hero -0.5%
Magic	Makes spells harder to resist (-0.5 MR per scale rounded down, to all units in a province), All spellcasting generates 10% less fatigue per scale, Gives all friendly mages +1 research points per scale, +50 points of starting research per scale
Drain	Makes spells easier to resist (+0.5 MR per scale rounded down, to all units in a province), All spellcasting generates 10% more fatigue per scale, Gives all mages -1 research points per scale, -50 points of starting research per scale.

Effects of dominion scales.

present.

Summer makes it one step warmer and winter makes it one step colder. Cave and outer planar provinces are not affected by seasons however.

Deep seas are always at neutral temperature and other seas can only get one step of cold or heat, regardless of the dominion or enchantments present.

Extreme heat/cold scales

Extreme heat and cold kills off population, just like a high death scale would. However some nations are able to reduce this effect. E.g. the inhabitants of Abysia like extreme heat and the inhabitants of Niefelheim like extreme cold.

The heat/cold scale in a province with a fort for these nations will count as one or two steps less regarding the population killing effect of the heat/cold scale. So for Niefelheim that reduces the killing effect of the cold scale by 2 there would never be any population deaths in a fortified cold province, but in a warm province the deaths would start already at heat 2 (this would count as heat 4 for population killing purposes).

Pretender and prophet hit points

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

of friendly dominion in a province, a prophet and/or pretender gains

- * +1 strength
- * + ½ magic resistance
- * +10% hit points

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

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

Hit points cannot be reduced below 10% of the total.

Dominion victory

The most powerful use of dominion is to win the game! If a pretender has no friendly dominion on the map, he or she is eliminated from the game. This is known as the Tinkerbelle Effect: if no one believes in you, you cease to exist.

This is more useful than it seems: for example, if you're facing down a pretender in his last fortress with a strong defending army, you may not need to storm the fortress at all. Instead, besieging the fortress while reducing the enemy dominion with your pretender can wipe him out without a battle! And you'll never have to brave those annoying tower archers.

Note that this does not refer to just the dominion in his province – it refers to all of his dominion everywhere. But if you can pin your enemy down and box him in, you can reduce his dominion without necessarily having to fight an apocalyptic battle.

Dominion strategy

You can now perhaps start to see how this works. In order to spread dominion, you have to build temples, or preach, or both. Because you can only build temples in friendly provinces, and because your priests can't enter enemy provinces and survive unless they have stealth capability (like the priests of Man), you need to expand your borders through military force in order to spread your religion. There are many events in history – fantasy history – that are examples of bringing religion to the people at the point of a sword. You almost certainly read about them in fantasy history class.

Special Dominions

Some nations historically had special dominions which had additional effects. These are represented in game terms in the following ways:

Arcoscephale (all eras)

Arcoscephale will scry on all provinces under its dominion. This scrying is very accurate and will also reveal enemy units that are using the glamour ability to hide. The information gained from this will be available to disciple players as well.

Mictlan, Reign of Blood (early era)

Mictlan, Blood and Rain (late era)

May blood sacrifice. Also has dying dominion, meaning it will not spread dominion from temples etc. like other nations. The dying dominion only affects this nation regardless of being disciple or God.

Yomi (early era)

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

Oni generals also attract Oni if they are in a province with Turmoil scales or Unrest. These Oni are only of the least powerful type. Yomi's dominion is not required for this.

R'Iyeh, Dreamlands (late era)

Spreads insanity to all non-void beings and madmen will emerge to help in the war. Over time the madmen and dreamers will partly cross over into the world of dreams and become insubstantial beings known as void dreamers. Both effects will also happen in lands owned by disciple players and the disciple players will be slightly protected from madness just like humans in R'Iyeh. This protection is far from adequate however and being a disciple to a R'Iyeh god will not be easy.

Ermor, Ashen Empire (middle era)

The dead will rise to serve Ermor and the living will die so they can rise later on. These effects will also take place for disciple players and the undead will obey the disciples when they appear there. The disciple players start with full population in their realm, but it will die quickly and undead will rise instead. Being a disciple to Ermor will not be easy.

Ermor's dominion also senses any unburied corpses in the provinces it covers.

Asphodel, Carrion Woods (middle era)

The living will die and be animated by vines and roots to serve in the war against the world. Manikins will rise from the corpses of humans, animals, satyrs, harpies, minotaurs, and other creatures animated by the vines and the malign will of the God of the Vengeful Woods. Disciples will also get this effect and their population will soon be killed. Being a disciple to Asphodel will not be easy.

C'tis, Miasma (middle era)

The dominion of C'tis will cause heavy rain that lasts for months at a time and turn the land into soggy wetlands. Mosquitoes will thrive and so will diseases.

All warm-blooded beings without the swamp survival special ability will be affected by diseases and all enemy provinces under this dominion will have their income severely reduced. Provinces owned by C'tis will have their income slightly increased instead. All provinces (except seas) will slowly turn in swamps or drip caves as appropriate.

Disciples are affected in the same way as enemies, but their sacred troops are immune. Underwater provinces are not affected, so it would be possible to have an underwater disciple without facing a ruined economy and a dying army.

Agartha, Golem Cult (middle era)

Constructs will have increased hit points in this dominion. It will help disciple players as well as enemies should they have any constructs.

Abysia (all eras)

Marverni, Time of Druids (early era)

Sauromatia, Amazon Queens (early era)

Pangaea, Age of Revelry (early era)

Vanheim, Age of Vanir (early era)

Hinnom, Sons of the Fallen (early era)

Berytos, Phoenix Empire (early era)

Xibalba, Vigil of the Sun (early era)

Pyrène, Time of the Akelarre (middle era)

Vanheim, Arrival of Man (middle era)

Nidavangr, Bear, Wolf and Crow (middle era)

Marignon, Conquerors of the Sea (late era)

Midgård, Age of Men (late era)

Gath, Last of the Giants (late era)

Xibalba, Return of the Zotz (late era)

May blood sacrifice to increase dominion. This ability is not transferred to disciple nations. Disciple nations with this ability can still use it. These nations do not have dying dominion. Note that Marverni does not have any blood mages, so it will have a very hard time finding blood slaves.

Phaeacia, Dark Ships (middle era)

All Phaeacia's commanders can sail (see Movement, p. 48) if both the origin and destination provinces are in friendly dominion. The Dark Vessels ability cannot be transferred to other nations. Disciples do not benefit from the Dark Vessels. If Phaeacia is ruled by a disciple, it can still use its Dark Vessels in all lands under their pretender's dominion.

Therodos (early era)

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

Mekone (early era)

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

Phlegra (middle and late era)

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

Ubar (early era)

Na'Ba (mid era)

Ind (middle era)

Feminie (late era)

This dominion will hide the province name and ownership from enemies unless they are investigating more closely. Scouts will need to enter the province in order to see

through this illusion. Scouts in nearby provinces will see it as an independent owned province with a false name. Disciples to pretenders with these dominions will also benefit from the effect.

The Origins of Nations

The world of Dominions is very much the story of certain nations over the ages. In Dominions 2, nations could have various "themes" which gave them certain characteristics. In Dominions 3, this was altered somewhat by formally separating the nations into ages and their histories are reflected to some extent in the progression from one age to the next. Kristoffer Osterman, the co-designer of the Dominions series, describes the thematic inspiration and influences for each nation in Dominions 6.

Abysia

Abysia does not have any clear inspirational sources. Malign devil-worshipping empires of the fantasy genre combined with some ancient Middle Eastern concepts, perhaps. Think of great temple ziggurats adorned with ever-burning braziers fed with still-beating hearts in pompous ceremonies, witnessed by a cowed populace of slaves and smoldering Abysian rulers. Imagine magma-lit caverns filled with screams, roars, and fleeting shadows. With blood sacrifices being part of the official state cult it might be considered an evil nation, but it is sprung from elemental forces, and only under infernal influence and ignorance - does the kingdom turn to evil. It is a tragic nation with a proud heritage, and dilution of their magic - perhaps due to temptation by infernal forces - leads it to embrace blood sacrifice.

Agartha

Agartha is inspired by fantasy TTRPG's in general, and an Earth Dawn setting of my brother's imagination, ripe with mummified ancestors entombed in ancient cavern halls, in particular. Old ideas of a race of pale, cave-dwelling humanoids from my ideas of the game "Shepherds of Creation" completed the conglomerate. Think of opulent halls adorned with riches of the deeper earth in which reside ancient bloated oracles with pallid skins ruling their kin with increasing desperation; desperation because their proud race is dying. Agartha is perhaps the most tragic of the nations in Dominions. Surviving oracles cling to memories of a glorious past unable to stop the unavoidable disappearance of their ancient race. I wanted a sense of loss

to permeate the nation.

Arcoscephale

Arcoscephale is together with Pythium the first nation conceived in the creation of Dominions. After having played GMT's Great Battles of Alexander and S.P.Q.R. I got fascinated by ancient warfare, and the hoplites were among the first units to appear in Dominions. At first the two nations were one, with a troop roster of ancient units, while Man and later on Ulm had troop rosters with a more medieval touch. Soon, however, it became clear that Pythium and Arcoscephale should be two distinct nations. Arcoscephale is heavily influenced by ancient Greek city states and Hellas. The Golden Age is influenced by the mythical past and the archaic age. Later ages boast Hellenic and Mesopotamian influences: elephants, mysteries and Chaldean astrologers.

Asphodel

If you have walked in a forest with trees covered in ivy and stumbled across the carcass of a dead animal, partly covered by leaves and vines, your imagination might give life to the vines and the roots of the nearby plants. The carrion jerks and twitches as the roots give life to the dead animal. It opens its jaws and lets out a silent hiss.

Asphodel is a nation of the vengeful wild. Pannii and halfmen of Pangaea have revolted against their brethren and unleashed the powers of a dark and hungry god upon the living world. Vines and roots turn into slithering and growing entities strangling the living in their sleep and reanimating their corpses as marionettes of vines and bones. These marionettes are known as manikin. The first carrion beasts appeared in one of my Ars Magica campaigns. There was a manikin in the bestiary that sparked my imagination and resulted in animal carcasses reanimated by vines. The concept has always been something I liked, and I suspect it has sneaked into other TTRPG campaigns of mine from time to time.

Asphodel as a Dominions nation has a history similar to Lemuria. The nation was once a theme in Dominions 2 that was removed and made into a global spell available to primarily late age Pangaea. Unfortunately, this made the whole setting of the Carrion Woods rare, and that was a pity. We decided to remake the old theme into a new Pangaeian splinter nation.

Bandar Log, Kailasa, Lanka and Patala

Bandar Log, the nation of the monkey people, is inspired by Hindu myths, ancient India and Rudyard Kipling. The Vanara comes from the Ramayana, an epic in which the monkey people aid prince Rama in his struggle against the demon king Ravana. The hierarchical division of the different species of monkeys has parallels in the Hindu caste system. I wanted the Bandar to use the alleged colors of the Indo-Aryan castes: white for priests, red for nobles and black for commoners. Markatas are exempt from the hierarchy and society at large and might be seen as untouchables of earlier times, although I imagine them less vulnerable. Important to the development of the Bandar Log were the semi-divine beings of Hindu myth. With a slight breath of 2001: A Space Odyssey, the Yavanas and Devatas became lords of the monkey people. When these beings left the world the monkey people found themselves in control, until the emergence of another divine race, the Nagas. As Kaa hypnotized the monkeys in Kipling's Jungle Book, the Nagas mesmerized the Bandar and Vanaras and claimed rulership over the nation.

The latest addition to the monkey business was Lanka, the mythical kingdom of Ravana. The nation is in many ways similar to Kailasa, but rakshasas of various forms replace the yakshas and yavanas, and blood magic and cannibalism is prevalent. I confess to having a weakness for great ape sorcerers and necromancers in semi-civilized apparel, preferably raging and howling with gory mouths. Hindu myth is rich and you could probably make a Dominions game based entirely on Hindu nations, beings and gods.

Berytos

Berytos exists only in the early era. It is the Phoenix Empire that was destroyed and reemerged in numerous coastal city states. It is a cultural melting pot influenced by several other nations. The nation is heavily inspired by Mediterranean seafaring peoples and the Phoenicians in particular. The sea peoples of Canaan and Egypt, combined with Greek migrational hypotheses, Phoenicians and their Carthaginian/Punic extension have been important sources. The Canaanite/Phoenician cities of Byblos, Tyros, Sidon and Carthage inspired the ideas of a seafaring nation and led to the Berytian dependency on coastal forts.

The legendary founding of Carthage by Dido/Elissa and her marriage with the high priest of Melqart combined with the biblical concept of Canaanite Ba'al worship laid the ground

for the concept of Berytian Melqart worship. This enabled some intertwining of Hinnomite and Berytian backstories. I also wanted a deeper mythical backstory and found that the Telchines, Dactyls and other Greek mythological island-peoples combined with the Greek migration hypothesis fit the role. I liked that the nation had an arcane legacy free from influences from Hinnom.

When I remembered the slightly bizarre Ars Magica supplement "South of the Sun" by Atlas Games, where there are Carthaginian descendants dabbling in dark magic I figured the great men and queens of Machaka would fit a niche as exile queens and leaders of the cult of the Melqarts. Berytos has been one of the most fun nations to develop, probably because it involves and expands the backstories of several other nations and concepts. It also has several unique mechanics designed primarily for them.

Bogarus, Vanarus, and Rus

Imagine cold winters, princes in sable-rimmed cloaks, opulent halls where sinister old men practice vile magics or seduce their masters' wives. Think of Rasputin. Think of orthodox patriarchs and bizarre sect-like movements of religious fanatics living in hiding. Imagine the monsters, heroes and bogatyrs of Russian fairy tales.

When Bogarus was added to Dominions 3, I already had some ideas about the predecessors. My imagination was influenced by Kievan Rus' when the nation was given Vanir ancestors. I wanted priests and an institutionalized religion that brings the Russian Orthodox Church to mind and some sectarian movements on top of that. I did some research and I was quite happy when I found the skoptsy, the "castrated ones," and other strange religious movements.

Vanarus was partly conceived during the development of Dominions 3. Hints were included in the descriptions of Bogarus, but I never got around to finishing it.

Vanarus is the predecessor of Bogarus. It is a nation of ruling Vanir that have subjugated and intermingled themselves with the previous rulers of the land. Kievan Rus' is one of the sources here, but I've also used the Chuds, a people that appears in the myths of various peoples from the eastern Baltic seaboard. I haven't found very much on the Chuds, so they are mostly my creation. The "Pine of Skulls," shape-shifting and shamanic bear cult practices fit the nation. These features, as well as the Thunder Priests mentioned in the descriptions of the nation appear in Rus,

the early version of the nation. I wanted the national troops of the nation to reflect the change from the earlier era to the late Bogarus. Versatile Vanarusian sages are slowly replacing the mighty Vanir and will eventually develop into the Starets and mages of the late era.

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

Caelum

Caelum was originally a purely fictional nation of winged humanoids living atop the coldest mountain peaks. Later development has gifted them with Zoroastrian traits. In a Dominions 4 patch, the nation's backstory was remade and more Zoroastrian traits, summons, and spells were added to the nation. The backstory of a primordial was between Daevas and Yazatas along with concepts of the pollution of the sacred flame merged with earlier ideas of Catharsis/ Anthrax. We also added some new guardian spirit mechanics based on Zoroastrian concepts of the soul.

C'tis

C'tis is a nation of lizardmen under Egyptian and to some extent Mesopotamian influence. Sacred priest kings, pyramids, swamps, and flooding rivers surrounded by deserts are all elements of these cultures. Sacred priest kings celebrating hieros-gamos with hierodules atop temple ziggurats, with high priests chanting and swaying in procession under the glare of sacred serpents depicted on murals on the great walls have to me a more Mesopotamian feel than Egyptian. On the other hand, the Desert Tombs of the late age is influenced by Egyptian concepts of the dead and modern fiction on Egypt, and the lizard king might as well be a Pharaoh as a Lugal. The connection between C'tis and Erimor suggests that C'tis is more Egyptian than Mesopotamian. The sauromancers' initiation rituals are inspired by Oriental cults of the late Roman Empire, such as that of Isis and Sarapis/Osiris.

In Dominions 4 another influence was added to C'tis: the Sobeks of Trade & Taint. They were initially a T&T version of C'tis and Pythium, with theurgists, legionnaires and necromancers as possible career options. Part of the Sobek lore and inspiration from T&T were put into middle age C'tis, and I might expand these thoughts at a later date.

Eriu

With the development of Tir na n'Og it became evident that I wanted another nation of Irish stock to accommodate human heroes such as Cu Chulainn. The legacy of Tir na n'Og was split between Eriu and Man and the remaining Sidhe became to Eriu what the Vanir were to Vanheim in later ages, a blessed ruling race with human subjects.

Erimor and its legacy

Erimor was initially a conglomerate of the Roman Empire and undead nations of general fantasy stock. With time, it has received a history that begins as something like the early Roman republic, with military units of that age and priests and diviners inspired by Roman religious officials. The New Faith replaces the old state cult of the Numina, as Christianity eventually replaced the old Roman state cult. With the turn of the age, the mistake of the Augurs becomes apparent, and the nation is brought into darkness.

Erimor is one of the first conceived nations in the Dominions universe. In the first Dominions, the Erimorian backstory influenced many of the other nations. When the eras were introduced in Dominions 3, the undead empire ended up in the late age and the Dominions history lost some of its coherency. With Dominions 4, I tried to straighten things up and once more placed the Ashen Empire of Erimor in the middle age where its antagonists and splinter empires can be found.

The backstories of Sceleria, Pythium, Marignon and Ulm are all influenced by Erimor. Several other nations have interacted with the nation or its shadow. It would be difficult to imagine the Dominions setting without Erimor.

Hinnom, Ashdod and Gath

Hinnom, Ashdod and Gath are heavily influenced by ancient Israelite, Canaanite and Philistine concepts. I have always been intrigued and fascinated by biblical mythology, and had long I wanted to include the Nephilim and biblical Genesis myths into the game. However, I was worried that I would not do the sources justice, so it took a while before I finally got down to finishing the nations. The Bible, the Book of Enoch, the Dead Sea scrolls and the Ras Shamra texts of Ugarit and interpretations of these texts are the main sources of the nations.

Hinnom draws more heavily on the biblical and Enochian tradition, while the veneration of the deified dead kings of

Ashdod draws inspiration from the Ras Shamra and Canaanite/Ugaritic concepts of the dead. The rephaim/r'p'm of the Ugaritic texts are ghosts or deified dead rather than giants, so Ashdod turned out a bit different than I first intended, with death magic replacing blood. The shift from blood to death gave the nation a different and interesting mood.

I have looked a bit at Sumerian and Babylonian history when designing Hinnom and Ashdod. Gath, on the other hand draws more heavily from Israelite and Philistine concepts. Early Israelite religion and history with a centralized cult at the temple and Israelite tribes, combined with the legends of David and Goliath of Gath are obvious sources for the late iteration of the nation.

I wanted the nation to be an abomination, slowly becoming more civilized throughout the ages. Hinnom is perhaps more than any other nation in the game an evil nation. I'm not very fond of the concept of evil, but it would be difficult to claim that the cannibalistic giants of Hinnom are anything but.

Fomoria and Tir na n'Og

These nations are the predecessors of Man and Eriu. They are both heavily influenced by "The Book of Invasions" and Celtic myths and folklore. The wars and conflicts between Fomorians, Nemedians, Fir Bolg and Tuatha were used to create a common backstory for the nations. The Fomorian ideas were combined with some ideas of sailing storm giants, inhuman goat-headed giants and some concepts of Fomorians as keepers of the watery dead that struck my imagination.

Ind and its successors

Ind is heavily influenced by the kingdom of Prester John, a medieval idea of a hidden christian kingdom surrounded by heathen tribes. The idea of the hidden kingdom survived until the seventeenth century. As more and more of the world became known to the Europeans the kingdom was moved to new unexplored regions. The first sources placed the kingdom in the orient. Later on it was conceived as an Ethiopian kingdom.

For inspiration on Ind I have used the first and most fantastic medieval accounts of the marvelous kingdom, with streets of gold and dining tables of emerald. I wanted to be true to the over the top accounts of the virtue of the kingdom and its inhabitants. In the descriptions of Ind's units

I have paraphrased several accounts of their outstanding virtue, like everyone being a priest and every noble being a king. I have also used accounts of cannibals and other strange tribes subservient to Prester John. Ind is probably the dominions nation least influenced by my own ideas. The only addition to the nation that can't be found in the medieval accounts of the kingdom are the dog headed cynocephalians. These are also found in medieval accounts and they are placed in the orient. Combined with judaeo-christian ideas of Gog and Magog they were added to Ind as the worst of the cannibals serving the Prester King.

Piconye, Feminie and Andramania are successors to the magnificent kingdom of Ind. They mainly draw inspiration from my previous ideas of Ind and the kingdom of Prester John. I wanted the successors of Ind to split the virtues of the magnificent kingdom and so Piconye inherits the theocratic traditions of Ind, Feminine inherits the magic secrets, and Andramania inherits the order and discipline of the kingdom.

Andramania draws additional inspiration from medieval myths on the cynocephalians. While most sources portray them as wild brutes, there are some representations where they appear civilized and peaceful. After some reimagining Andramania became a nation of cynocephalians trying to overcome their barbaric legacy.

Machaka

Machaka is a nation inspired by African kingdoms and the Shona in particular. The king, a sacred figure, reigns, but does not rule. He is served by vassal chiefs, and his priests, the Eyes, Ears and Mouth, keep constant surveillance over sub-chiefs and serve as a link between the people and the temple. The Shilluk concept of regicide and other unspecified ideas from African cultures have also made their way into the nation. Modern Oriental concepts and fantasy clichés can be found in the black sorcerers of the God Mountain, and the spiders. I admit to some obscure influences from the comic The Phantom as well. The Machaka of the early age is influenced by the old TTRPG Powers and Perils. In the fantastic campaign setting of this game there was a nation of African stock led by great men that were released from a great sleeping city. The notion of a released race of superior men was attractive. Various myths, tales, films and "African" fantasy concepts have been mashed together and mixed with the middle age Machaka ideas. My first idea of clans based on body parts like liver,

heart, hand, head and leg, did not feel right and was replaced with animals, more fitting with the spiders of the middle age. The nation evolved side by side with Berytos, but it took a bit longer to finish. Creating two nations together and intertwining their history gave them both additional life. It is probably something I want to do with more new nations in the future.

Man

Man is one of the first nations conceived in the Dominions universe. The nation is a conglomerate of medieval English and Arthurian concepts spiced with some fantasy elements from *Ars Magica* and the books of Robert Jordan. The Irish/Northumbrian monastic tradition, Anglo-Saxon society, and Welsh longbowmen are all inspirational sources. Later on, the nation turns towards scholarship paired with dark tidings. The mood in the movie *Sleepy Hollow* is a nice comparison.

In *Dominions 4* steps has been taken to accentuate the influence of invading barbarians reminiscent of the Angles and Saxons. It is not difficult to see an early Ulm or a similar nation in the Logrian backstory.

Marignon

Marignon is a late medieval nation of inquisitors and religious fanatics. Prudent – or perhaps paranoid – priests search for vice and heresy throughout the land, putting men and women to the pyre with fiery justice. Imagine the soldiers wearing fancy and colorful Renaissance clothing, while religious and arcane officials wear red or black robes and severe miens. In the late era the Spanish influence is heavier than the Albigensian. Later Gothic concepts of occultism and devil worship are incorporated along with seafaring and missions abroad.

Marverni

Marverni is a nation inspired by Celtic Gaul. Gutuaters, vergobrets, druid astrologers, and blood sacrifices are all heavily influenced by the accounts of Caesar and Roman historians. Bare-chested warriors or nobles dressed in newly invented chain mail fight side-by-side with their chieftains to prove their worth. Bronze horns in the image of various animals are also images to keep in mind. Further inspiration was probably found in *Asterix*, a remarkably good comic by the way.

Mekone & Phlegra

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

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

Mictlan

Mictlan is a nation mainly inspired by the Aztecs and their practice of blood sacrifices. The name is that of the realm of the dead in Aztec mythology. Tenochtitlan was built on a swamp, and so is the Mictlan capital, but Mictlan, particularly in the late era, is also a nation of the rainforest, closer in resemblance to the Maya. Toads are common on mural motives, but the *Slann of White Wolf's Warhammer* is probably an equally important source of influence on the Atlantian remaking of the Mictlan nation in the late era. *Quetzalcoatl*, the Lawgiver, figures in most of the Mesoamerican cultures as a returning savior figure. One could not paraphrase a Mesoamerican nation without having at least a fleeting reference to him. Mictlan is also supposed to be a backwards nation reminding us of the arrival of the technologically (and perhaps virally) advanced Europeans in the Americas.

Na'Ba and Ubar

These two nations are inspired by the Arabian Nights as well as preislamic arabia and the Nabataeans in particular. The biblical narrative of Sheba has also made its way into the nation. The city of Petra with its water reservoirs and cultivated lands hidden in the desert has always fascinated me. Na'Ba had to be a nation hidden by the magic of the unseen, the jinnun. Na'Ba and Ind were developed simultaneously and were both given the new hiding dominion mechanics.

Na'Ba would be a nation where humans, jinnun and crossbreeds coexisted. I wanted Na'Ba to be a mostly human nation with access to jinn summoning rituals. Out of chance I stumbled across Hud, prophet of the 'Ad people, who were great of stature. Needless to say this fits all too well in the dominions setting. The Avvites of Hinnom became refugee 'Adites, the giants of Na'Ba.

When Na'Ba was created I knew that there would be a predecessor with more focus on the jinnun. Ubar is a jinn nation more heavily inspired by arabian fairy tales, the city of Brass and Iram of the Pillars.

Nazca

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

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

Nidavangr

Nidavangr is a nation based on three main sources. Two of them are derivatives of rpg settings of mine. The first setting was a land inhabited by barbarians divided into seven clans named after their totemic animals. At the center of this land

was a kettle hole at which unholy rites were performed to create Nidlögade, warriors with several lives, which together with their raven clan shamans served as the final antagonists of the campaign. I reused and reworked the totemic tribes for my current pathfinder campaign. In this setting there are only three clans: wolf, bear and raven. The shape shifting seithberenders of Nidavangr closely resemble the clan druids of that campaign. Nidavangr is a mix of these two settings with some added mood of the novel Midnight Tides of the Malazan Book of the Fallen. My impressions of the frozen waste and the undying Rhulad have trickled into Nidavangr and the Nidbathed, but I can't say for sure how much of the mood you would recognize. Finally Nidavangr was set in a Dominions context with jotuns and vanir as ancestral enemies of the clans.

Oceania, Pelagia, and Erytheia

Oceania and Pelagia are nations inspired by medieval bestiaries abundant with creatures of the sea corresponding to beings living on land. As most of these creatures are half-men and fish-beasts, Oceania as a nation became quite similar to Pangaea. The development of the Triton Kings incorporated modern concepts and imagery of mermen, and in Dominions 4, Pelagia was made a nation of its own, less Pangaeian in style. Knights armed in mother-of-pearl armor, Triton Kings on hippocampoi-drawn sea-shell chariots, and golden tridents are all part of the Pelagia setting.

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

Erytheia is the late era development of Pelagia. It is a nation heavily inspired by Ptolemaic Egypt. Like Ptolemaic Egypt, it is a nation of foreign conquerors adopting local traditions forming an isolated kingdom desperate to keep its royal blood lines and avoid foreign influence. I wanted the Ptolemaic practices of royal sibling marriages represented in the game and this led to some new mechanics developed for Erytheia. I also wanted Erytheia to be more of a contender for the closed realm, Pelagia's name for dry land. The idea of a merman kingdom of both worlds started to

take form when I worked on the Dominions 4 UW-patch. The pairing with Ptolemaic concepts fit well and Erytheia became a nation quite different in feel from previous underwater nations.

Pangaea

Pangaea is a nation of wild half-men of Greek myth, as they could have developed if exposed to a vast and technologically superior humanity: Iron or skin. Adapt or die. As in most cultures exposed to so-called civilization, some inhabitants cling to traditions, or current perceptions of them; while others adapt to the circumstances, with loss or gain in influence. The loss of ancient magic and traditions over the ages is quite apparent in this nation, but in the late era the centaurs have found new paths of magic, giving hope to the nation.

Phaeacia

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

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

Pyrène

EA Pyrène is a nation inspired by basque mythology and an Ars Magica rpg campaign of mine, set in the Pyrenees. The caves of Ariège and prehistoric cave paintings combined with the Bekryde myth were great inspirational sources for the setting. The giants of basque myth were also incorporated and one of my players played a character of giant descent. In dominions more of the basque myths have been reworked and incorporated, although I would like to add some more stuff.

MA Pyrène is inspired by more modern concepts of the Akelarre, the witches sabbath, and the art of Goya. The Bekrydes still lingers on, but their legacy is more apparent in the physique of the population than in the culture of Pyrène. The nation also draws inspiration from the song of Roland and the wars between christians and muslims in medieval Spain.

Pythium

Pythium is based on the eastern Roman Empire and Byzantium. Its history and military bears a legacy of Ermor, as did Byzantium from Rome. The Theurgs and their ceremonial magic are influenced by the lavish liturgy of the Orthodox Church. The Cathedral of the Spheres is filled with chanting, the fragrance of incense, and processions of Theurgs robed in gold and silver. Ritual magic is a public and religious affair. The serpent-and-emerald part of the nation is more free-form fantasy fiction, and comes from the name I think.

In the late era the nation is influenced by the mystery cults and religious worshipers of subjugated lands, much as the late Roman empire became a melting pot of imported religious beliefs and faiths. The mystery cults of Isis/Sarapis, Mithra, Dionysos and Euleusis gave Pythium in the late era a new and interesting flavor. The serpent priests are more of a fictional addition, and probably came about as a result of the sacred serpent cataphracts and hydras. Since the mystery cults were inspired by the cult of Isis, a serpent priest with a C'tissian legacy felt fitting. I'm personally quite fond of late era Pythium, since my thesis was about the Roman Isis/Sarapis cult.

Ragha

Ragha was added in the Caelum patch for Dominions 4. I had played with ideas on a dual Caelian/Abysian nation earlier

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

R'Iyeh and Atlantis

These two nations are heavily influenced by H.P. Lovecraft. While R'Iyeh is closer to the Cthulhu mythos with Starspawn and strange beings from the stellar void, Atlantis is a nation of deep ones native to the depths. The early era is more heavily Lovecraftian, while the middle era is more influenced by fantasy concepts and ideas. Atlantis is another nation devastated at the end of the second era. Late Atlantis incorporates Inuit concepts apart from the earlier Lovecraftian elements.

R'Iyeh is the other nation heavily influenced by the fiction of H.P. Lovecraft. While Atlantis represents the more tellurian aspects of the Cthulhu mythos, R'Iyeh represents the stranger aspects and beings of the Lovecraftian universe. Starspawn, strange openings and beings of the Void are mixed with a bit of fantasy role-playing game clichés. The nation progresses from a D&D-ish nation of Aboleths to an insane nation of dreaming madmen, mutated lunatics and mind-defying void beasts. F'tagn.

Sauromatia

Sauromatia is a nation based on Herodotus' accounts of the Scythian peoples in *The Histories*. Here Scythians, Amazons, Sarmatians, and Androphags are described with their strange traditions and unsavory practices, and the book is a splendid source for any modder seeking inspiration for a new nation. Grave goods, archaeological findings and Osprey military books have given the nation further life. Finally, Witch Kings and elements of the Pythian predecession (serpents, swamps and hydras) were added to the Androphags to make the nation more sinister and Dominion-esque.

Sceleria and Lemuria

Sceleria is the daughter of Ermor and sister of Pythium. In *Dominions 3*, the nation was the middle era Ermor, but with the cleanup of the history, that which was Ermor in the middle era had to be rewritten. Sceleria became a splinter empire that together with Pythium broke free from Ermor before the cataclysm. Sceleria, as Pythium, is of course influenced by the Romans. Fantasy concepts of sinister nations with undead workers and soldiers walking side-by-side with the living population are not uncommon.

Lemuria is a reprise of the *Dominions 2* Ermor theme "Soul Gates." With *Dominions 3*, the Soul Gate and the Carrion Wood mechanics were remade into global spells. This change practically removed them from the game. We wanted them back and with the rewriting of the history the new nation of Lemuria followed in the wake of Sceleria.

Lemuria is an undead nation of ghosts and immaterial undead instead of skeletons and zombies. Think of grey lands of ash and dust. Imagine spectral hordes marching forth under banners swaying in a wind you cannot feel. Stand still and you might hear the clamor of ancient weaponry when the ghost legions pass you by. At the horizon a great darkness is spreading as shadows pour forth from the Soul Gate.

Therodos

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

T'ien Ch'i

T'ien Ch'i is obviously influenced by China. I couldn't even resist the name Spring and Autumn, from the period of the same name in Chinese history. Chinese history is rich and there is plenty to draw upon. Daoism and its five elements, inner alchemy, and quest for longevity inspired the Masters of the Way as did the T'ien Shih—celestial master—of institutional Daoism convert into the Celestial Master of T'ien Ch'i. Heroes come in plenty in the Chinese tales and

the Seven Immortals are all interesting figures. Sun Wukong and his friends are perhaps even more so. There is plenty of stuff to expand on should I or a merry modder find the time. Finally, T'ien Ch'i has been inspired by movies from Hong Kong, China, and Korea.

Ulm

Ulm is a nation that goes through major changes with the eras. In early times it is a barbarian nation. Think Conan! Or at least, think of the first five minutes of Conan, the Barbarian, when Conan's family is slaughtered by Thulsa Doom and the young boy is brought to slavery. Think of fur-dressed shamans and warrior smiths speaking of the Enigma of Steel. Then think of the German tribes described by Caesar in The Gallic Wars, the Roman disaster of the Teutoburger Forest, and the pagan temple at Irminsul. Ulm in the early era is an Ulm before the arrival of civilization.

Ulm of the later eras is inspired by, amongst others, Teutonic Knights and German Landsknechts. Late Ulm is an intended shift of style towards central and eastern Europe, southern Germany/Bavaria, and Transylvania. One of the classic ingredients of gothic novels is tainted bloodlines. Another feature common amongst the traditional, Anglo-Saxon and Protestant, gothic novel is that it takes place in some part of Catholic Europe, so making a Goethicized fantasy "Bavarian" Ulm is a natural step, I think.

Ur and Uruk

Ur came to be as a result of Trade & Taint, an earlier unfinished Illwinter project. I made the first Enkidus and Sobeks for that game. Shame, bone readers and reavers were some of the possible career paths for the Enkidu race. In Dominions 5 the Enkidus were given a nation influenced by Mesopotamian history. They had it in Trade & Taint as well, but in Dominions 4 it became more pronounced. After Dominions 4 was released we took up work on Trade & Taint again and ideas on the Enkidus were developed. Last summer I found myself reading more on Sumerian cities and culture. The transfer of religious and temporal importance from Eridu to other cities during Sumerian times is an interesting process. Thus Uruk became the first new nation added in Dominions 5.

Hinnom is to some extent Sumerian, but I wanted the backstory of Ur to have a more Sumerian feel. I like the concept of a single center of civilization surrounded by lands inhabited by wild men roaming around tending goats and

hunting game.

This led to the development of the mechanic where some of a nation's units are recruitable, not in their home or fortresses, but in their surrounding lands. It gave the nation a troop roster that accentuated the backstory of the nation. And of course they had to have sirruses, the wingless dragons of the Ishtar Gate.

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

Ur develops into Uruk in the middle age and gets access to armaments of iron. The Ensi priest king of Eridu will see his power diminished as civilization spreads and Ensis of other cities claim temporal and religious authority. In this new era the Entu of the Moon, inspired by En Hedu'anna, the daughter of Sargon the Great, becomes the unifying power of the kingdom and Uruk turns into a theocracy.

Vanheim, Helheim, Niefelheim, Muspelheim, Jotunheim, Midgård, and Utgård

These are all nations sprung from old Norse myth. The Poetic Edda and some later tales, combined with general conceptions of Iron Age Scandinavia, are the main sources. Vanir, Aesir and Giants are ancient antagonists in these myths. The Aesir, being perceived as gods, have been made pretenders in Dominions. Not that Vanir weren't, but they seem less so than the Aesir in most instances. As with most nations of supernatural origin, it seems fitting that their magic fades with each passing age as humans become more and more numerous.

Niefelheim, Muspelheim, Jotunheim, and Utgård are part of the history of a single nation through the ages. Vanheim, Helheim and Midgård also share a common ancestry and development. In the middle era Helheim merges with Vanheim and disappears as an independent nation. Only the valkyries remain as reminders of the legacy of Helheim.

Muspelheim was added in Dominions 6. I've wanted to make the nation for a long time, but haven't had the tools or inspiration to finish the nation. I wanted to convey the idea presented in the creation of the world in Norse myth, with the flames and heat from Muspelheim meeting the frost and ice of Niefelheim. In Dominions 6 new mechanics were added that allows a nation to prefer cold lands, while the

capital is exempt from the effects of severe heat. Thus I could make Muspelheim a land of ash and flames ruled by fire giants, surrounded by icy lands inhabited by jotun giants.

Xibalba

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

In the middle era Xibalba is flooded and toad people take over. Toads are important in Mesoamerican iconography and I wanted them to have a role in a Mayan nation. I also liked the idea of a nation that goes through heavy changes during the eras. Mesoamerican flood myths and concepts of the Bacab were used in conjunction with a slightly rewritten Atlantian backstory to fit the concept of a flooded underworld inhabited by Atlantian refugees.

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

Yomi, Shinuyama and Jomon

These three nations are heavily influenced by Japanese history, folklore, and myth. The first of the three nations is an uncivilized nation of demonic brutes enslaving and eating humans and other races. They are replaced by Bakemonos, ghostly goblins of Japanese folklore of similar outlook, and finally the humans take control. The beings of Shinuyama are quite heavily influenced by the old pen-and-paper TTRPG Bushido, although some other sources on mythological beings such as Tengu and Kitsune have been used. Modern myth, such as the western idea of the ninja, also has a place in the late nation of Jomon.

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

Ys

Ys is based on Breton myths of the sunken city of Ys/Kêr-Is and morgen water spirits. To expand the nation I added some Irish/Welsh ideas of the merrow as well as the Marverni tribe of Kernou to give the nation an opportunity to establish coastal forts with their own unique units. I initially intended to merge the Ysian backstory with Marignon and add a Melusine morgen hero for that nation, but never got around to finish my ideas. It is not unlikely that Melusine and some other Ys/Marignon connections appear in upcoming Dominions 6 patches.

Level	Cost in gems
1	5
2	10
3	15
4	20
5	30
6	40
7	55
8	70

Cost to forge magic items

Magic Items

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

Path requirements determine the forging cost of magic items, see table at the top for the costs in gems (or blood slaves in the case of blood magic). If multiple paths are needed, gems of each type are used.

Example: The Sword of Many Colors (Earth 4, Astral 3) requires 20 Earth gems and 15 Astral gems to forge.

You will not be able to forge a unique artifact (research level 9 item) that is already in existence.

Artifacts that are yearning can be forged at half the normal cost.

key	meaning
Path	Magic path skill required to forge (also determines cost)
F / A / W / E	Fire / Air / Water / Earth
S / D / N / G	aStral / Death / Nature / Glamour
B / H	Blood / Holy
Rng	Range
Att / Def	Attack / Defence
Dmg	Damage
Len	Length
Enc	Encumbrance
Prot	Protection
AP / AN	Armor-Piercing / Armor-Negating
Und / Mind	Undead / Mindless
Spi / Illu / Eth	Spirit Form / Illusion / Ethereal
SpSi / TrSi / DV	Spirit Sight / True Sight / Darkvision
Ldr	Leadership
RP	Research Points
Str	Strength
Prec	Precision
MR	Magic Resistance
+Path	Magic skill boost
Aff Res	Affliction Resistance
FS / MS / SS / WS	Forest/Mountain/Swamp/Waste Survival
CR / FR / PR / SR	Cold/Fire/Poison/Shock Resistance

One handed weapons: Magical Trinkets (Construction level 1)

Name	Path	Att	Def	Dmg	Len	Special properties
Fire Sword	F1	1	1	10	1	
Ice Sword	W1	1	3	6	1	
Ice Lance	W1	1	2	3	3	Lance
Blacksteel Sword	E1	2	2	9	1	
Enchanted Sword	S1	1	2	8	1	
Enchanted Spear	S1	2	2	7	3	
Hardwood Club	N1	1	1	5	1	

One handed weapons: Lesser Magical Items (Construction level 3)

Name	Path	Att	Def	Dmg	Len	Special properties
Sceptre of Authority	F1	1	0	0	1	Command 50, spell: Burn
Burning Blade	F1	3	1	12	1	On hit: Flames
Mace of Eruption	F1	1	0	8	1	On dmg: Flame Eruption
Thunder Whip	A1	0	0	2	4	SR +5, Max 1 dmg, On strike: Chain Shock
Ice Mist Scimitar	W1A1	2	3	8	1	CR +10
Coral Blade	W1	2	2	9	1	AP, HP +8, On dmg: Draw Blood
Stinger	E1	2	1	7	3	AP
Sword of Sharpness	E1	2	2	10	1	AP
Axe of Sharpness	E1	2	0	11	1	AP
Main Gauche of Parrying	E1	1	6	4	0	
Smasher	E2	2	0	16	1	On hit: Shatter
Star of Heroes	E2	4	-2	12	1	On dmg: Break Armor
Dwarven Hammer	E3	0	-1	8	1	Forge Bonus 2
Eyecatcher	E1W1	-2	0	-5	0	AN, On dmg: Eyeloss
Faithful	E1G1	2	4	7	1	Luck, Aff Res 1
Rod of the Leper King	D1	1	0	0	1	Diseased, Undead Command 100
Duskdagger	D1S1	3	1	3	0	AN, On dmg: Draw Blood
Bane Blade	D1	1	2	7	1	On dmg: Decay
Hunter's Knife	N1	2	1	4	0	AP
Thorn Spear	N1	2	2	5	3	On dmg: Strong Poison
Vine Whip	N2	3	0	0	4	Max 1 dmg, On hit: Entanglement
Knife of the Damned	N1S1	4	1	4	0	AP, Cursed, Curses wielder, On dmg: Curse
Jade Knife	N1B1	1	0	1	0	Sacrifice Bonus 2, Nation restricted
Pixie Spear	G1	3	1	5	3	On dmg: Pixie Fatigue
Toy Sword	G1	2	2	1	1	Glamour Manipulator, Max 1 dmg, On hit: Imagined Wound
Shillelagh	G1N1	1	1	5	1	Luck, Retinue 1, cost: 3 glamour gems + 2 nature gems, Nation restricted
Sprite x1	HP 2, Prot 0, MR 14, Mor 7, Str 3, Att 14, Def 19, Prec 14, Enc 1, CS 10, MM 22, FS, SS, Fly, Glamour, Magic, NNEat, Stealth 65, TrSi, Wpn: Fist, Elf Shot					
Blade of Grass	G1N1	2	2	7	1	AP, On dmg: Draw Blood
God-Slayer Spear	E1	2	0	6	3	On strike: Bane of Heresy, Nation restricted
Anemone Mace	W1	4	1	-2	1	On hit: Anemone Poison, Nation restricted
Mercybrand	F2	1	1	7	1	Fear +5, Inquisitor, Patrol 10, On dmg: Flames of Mercy, Nation restricted
Sword of the Five Elements	F1W1	3	4	8	1	Reinvig 2, cost: 2 fire gems + 2 water gems, Nation restricted
Spear of the Morrigan	D1A1	3	2	6	3	Partial life drain, On dmg: Decay, Nation restricted

One handed weapons: Greater Magical Items (Construction level 5)

Name	Path	Att	Def	Dmg	Len	Special properties
Wand of Wild Fire	F3	1	0	0	1	spell: Fireball
Lightning Spear	A1	2	2	5	3	SR +5, On hit: Shock
Rune Smasher	W2F2	2	1	7	1	Penetration +2
Frost Brand	W1	1	2	8	1	CR +5, On strike: Frozen Flames
Sword of Swiftess	W2	2	4	10	1	2 attacks
Elf Bane	E1S1	3	0	12	1	AP, On dmg: Slay Magic
Starfire Staff	S2	1	0	0	1	Astral Spell Range +25%, spell: Star Fires
Herald Lance	S2	1	1	6	3	Inspirational +1, spell: Solar Rays
Serpent Kryss	N1	2	1	4	0	AP, PR +5, On dmg: Death Poison
Snake Bladder Stick	N1	0	1	64	2	AN, Str not added
Thistle Mace	N2	-1	-1	3	1	Nature Magic +1, On dmg: Strong Poison
Whip of Command	N1	3	0	1	4	Inspirational -2, Command 150, TM +3, Max 1 dmg
Rat Tail	N1	2	0	0	4	Animal Awe +4, TM +1, Max 1 dmg, On hit: Greater Fear
Summer Sword	N2E1	1	2	11	1	Supply 150, spell: Tangle Vines
Unseen Sword	G1	2	2	8	1	Patience +2
Flesh Eater	B1	4	-1	14	1	Berserker +3, On dmg: Chest Wound
Heart Finder Sword	B2	4	2	10	1	On dmg: Heart Finding
Star of Darkness	D1	2	1	10	1	On dmg: Cause Fatigue
Cockerel Scepter	F2	2	1	6	1	spell: Holy Pyre, On hit: Cockerel Blindness, Nation restricted
Vajra	S2	2	0	5	0	SR +10, spell: Lightning Bolt, On hit: Shock, Nation restricted

One handed weapons: Very Powerful Magical Items (Construction level 7)

Name	Path	Att	Def	Dmg	Len	Special properties
Fire Brand	F1E1	3	0	8	1	AP, Morale +2, FR +5, On strike: Small Area Fire
Dragon Sceptre	F2	-2	0	-2	0	Dragon mastery 1, spell: Flame Bolt
Rod of the Phoenix	F4	-2	0	-2	0	spell: Incinerate
Evening Star	F1D1	6	-2	10	1	On strike: Fire and Weakness
Demon Whip	F1B1	4	0	2	4	Max 1 dmg, On strike: Bonds of Fire
Star of Thraldom	G1	6	-2	10	1	On strike: False Fetters
Shadow Brand	D2E1	4	1	12	1	AP, On strike: Leeching Darkness
Axe of Hate	N1	4	0	13	1	PR -15, On dmg: Fatigue and Disease
Singing Sword	G2	2	3	9	1	casts: Entrancement
Blood Thorn	B3	2	0	4	0	Blood Magic +1, Partial life drain
Master's Athame	B3S1	0	0	5	0	Partial life drain

One handed weapons: Unique Magical Artifacts (Construction level 9)

Name	Path	Att	Def	Dmg	Len	Special properties
O'al Kan's Sceptre	F3	0	0	0	1	Fire Spell Range +50%, CR +10, Command 100, spell: Flare, On strike: Small Area Fatigue
Unquenched Sword	F5	4	1	22	1	AP, Berserker +1, casts: Heat from Hell, On strike: Large Area Fire
Ember	F2W2	5	4	15	1	FR +10, CR +10, On strike: Small Area Frost and Fire
Winter Bringer	W3	0	0	2	0	CR +15, Retinue 1d6 Winter Wolves, spell: Falling Frost
Dawn Fang	E2S1	3	3	10	2	MR +1, Aff Res 1, Awe +1, Double dmg vs undead and demons
The Summit	E4	12	6	28	1	AP
Mage Bane	E6	5	6	10	1	MR +5, Tainted, On dmg: Unconsciousness
The Tartarian Chains	E4F2	3	-2	5	2	2 attacks, On hit: Enslavement
Twin Spear	S1B1	2	2	10	3	AP, Luck, Command 100, spell: Call Lesser Horror

Twin Spear	S1D1	2	2	10	3	AP, Luck, Command 100
The Sword of Aurgelmer	G6	2	2	13	1	Luck, Curses wielder, Morale +4, Affects mount too, casts: Dreamwild Legion, On dmg: Curse
Rod of Death	D3	3	0	10	1	AN, Undead Command 100, Summoner 2d6 Longdeads, Str not added, spell: Control the Dead
The Sickle whose Crop is Pain	D6	4	4	5	1	AP, On dmg: Decay
Sceptre of Dark Regency	D6	1	0	0	1	AP, Death Magic +2, Death Spell Range +50%, Fast Aging +3, On dmg: Major Life Drain
Sword of Injustice	D4	3	2	6	1	Priest +1, casts: Prot of the Sepulchre, On strike: Small Area Bane Fire
Woundflame	D4	4	5	8	1	Diseased, On dmg: Plague
Picus's Axe of Rulership	D2E1	5	-2	12	1	On hit: Armloss
The Sharpest Tooth	N2S1	2	0	3	0	AP, PR +25, Patience +2, On dmg: The Deadliest Poison
Sceptre of Corruption	B4	2	0	1	1	Cursed, Command 100, Tainted, spell: Bane Fire, On hit: Decay
Procas's Axe of Rulership	B2E1	3	-2	14	1	On hit: Armloss
Dimensional Rod	S3	1	1	0	1	Quickness, Cursed, Astral Magic +1, Astral Spell Range +25%, Tainted, Causes insanity, On hit: Dimensional Shift

Two handed weapons: Magical Trinkets (Construction level 1)

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

Two handed weapons: Lesser Magical Items (Construction level 3)

Name	Path	Att	Def	Dmg	Len	Special properties
Holy Scourge	F1	5	-2	6	2	2 attacks
Staff of Flame Focus	F1	2	4	3	3	Fire Spell Range +25%
Greatsword of Sharpness	E1	4	4	15	2	AP
Halberd of Might	E1	2	3	16	3	Strength +4
Hammer of the Mountains	E1	-1	-3	25	3	On strike: Small Area Stun
Lightning Rod	E1	2	4	3	3	Corpse construction Bonus 4, SR +15
Bane Blade	D1	2	3	10	2	On dmg: Decay
Doom Glaive	D1S1	2	2	16	3	On strike: Small Area Curse and Decay
Thorn Staff	N1	3	5	5	3	On dmg: Strong Poison
Gloves of the Gladiator	N2	2	1	3	0	MR +1, Strength +3, 4 attacks
Shaman's Staff	N1S1	2	4	3	3	Nature Spell Range +25%, Penetration +1, Reinvig 1
Black Halberd	E1	1	2	12	3	On strike: Bane of Heresy, Nation restricted

Two handed weapons: Greater Magical Items (Construction level 5)

Name	Path	Att	Def	Dmg	Len	Special properties
Flambeau	F3	4	2	13	2	AP, FR +5, spell: Holy Pyre, On strike: Holy Fire
Ice Pebble Staff	W3	2	4	3	3	CR +5, spell: Winter's Chill
Shock Trident	A1	3	4	10	3	SR +5, On strike: Chain Shock
Staff of Corrosion	W2F1	2	4	3	3	spell: Acid Bolt
Midget Masher	E1	3	1	20	2	Double dmg vs smaller
Implementor Axe	E1D1	2	0	10	2	AP, Fear +10, Pillage +25
Wraith Sword	D2	2	3	11	2	Partial life drain
Skull Staff	D2	2	4	3	3	Death Magic +1
Skull Standard	N2D1	-2	-3	1	4	Mun, Fear +5, spell: Panic
Twilight Glaive	G2	4	4	15	3	On strike: Twilight Fatigue
Moon Blade	S1	4	5	13	2	

Two handed weapons: Very Powerful Magical Items (Construction level 7)

Name	Path	Att	Def	Dmg	Len	Special properties
Staff of Elemental Mastery	F4W4	2	4	3	3	Elemental +1, Elemental Spell Range +25%, FR +5, CR +5
Carmine Cleaver	F2E1	4	1	18	2	AP, FR +5, On dmg: Burn Flesh
Staff of Storms	A5	2	4	3	3	Corpse construction Bonus 8, spell: Lightning Bolt, casts: Storm, On hit: Shock
Staff of Elemental Mastery	A4E4	2	4	3	3	Stoneskin, Elemental +1, Elemental Spell Range +25%, SR +5
Demon Bane	W1	5	2	15	2	HP +5, FR +15
Wave Breaker	W3	3	3	10	3	Water Breathing, 3 attacks, casts: Friendly Currents
Rime Hammer	W2A1	5	1	21	3	CR +10
Gate Cleaver	E3	-1	-1	29	2	AN, Siege Strength +100
Standard of the Damned	D4	-2	-3	1	4	Mun, Fear +5, spell: Drain Life
Banner of the Northern Star	S4	-2	-3	1	4	Mun, MR -2, casts: Light of the Northern Star
Treelord's Staff	N5	2	4	3	3	Nature Magic +2, Nature Spell Range +25%, Awaken Vine Men Bonus 2, FS
Hell Sword	B2F2	5	1	14	2	FR +10, Berserker +3, Partial life drain
Jellyberd	S1F1	2	3	0	3	Protective Force 20, On strike: Jellyberd Poison, Nation restricted

Two handed weapons: Unique Magical Artifacts (Construction level 9)

Name	Path	Att	Def	Dmg	Len	Special properties
Sword of Justice	F3S3	3	4	15	2	Priest +1, FR +15, spell: Prison of Fire, On strike: Holy Fire
Tempest	A5	5	6	15	2	SR +15, spell: Thunder Strike, casts: Storm, On strike: Chain Lightning
Trident from Beyond	W3S2	2	3	13	3	Water Magic +1, On dmg: Soul Slay
The Stone Sword	E5	4	7	10	2	MR +4, On strike: Area Petrification
Hammer of the Forge Lord	E5F3	1	0	20	2	Forge Bonus 4, On strike: Small Area Fire
The Sword of Many Colors	G4F2	3	5	17	2	Glamour Magic +1, Temp Glamour Gems 2, Awe +3, Glamour Manipulator, On strike: Killing Light
The Oath Rod of Kurgi	S3B3	3	5	5	3	Astral Magic +1, Blood Magic +1, Spell Range +25%, spell: Horror Mark, On dmg: Feeblemind
The Flailing Hands	D2	4	-1	10	2	Death Magic +1, Penetration +1, MR +1, 2 attacks, On hit: Fear and Cold
Sun Slayer	D6	5	6	13	2	Death Magic +1, Fear +5, spell: Drain Life, casts: Darkness, On strike: Area Death
Harvest Blade	B3N1	10	-5	16	0	Cursed, Morale +2, Fear +5, Berserker +2, Instant Berserk, On strike: Leg Chop
Infernal Sword	B1F1	4	4	14	2	AP, FR +5, On dmg: Banish to Inferno
The Staff from the Sun	S5F1	3	3	4	3	Fire Magic +1, Fire Spell Range +50%, Temp Fire Gems 1, FR +15, On strike: Area Fire

Missile weapons: Magical Trinkets (Construction level 1)

Name	Path	Range	Prec	Dmg	Special properties
Sling of Accuracy	A1	40	5	12	Uses str/2

Missile weapons: Lesser Magical Items (Construction level 3)					
Name	Path	Range	Prec	Dmg	Special properties
Just Man's Cross	F1	45	4	12	AP, Uses str/3
Trueshot Longbow	A1	50	30	12	Uses str/2
The Pebble Pouch	E1	Str/3	0	8	Size req 6, Strength req 20
Piercer	E1A1	35	10	12	AN, Str not added
Black Bow of Botulf	D1	45	5	12	Uses str/2, On dmg: Feeblemind
Mirage Bola	G1	Str	2	0	On hit: False Fetters

Missile weapons: Greater Magical Items (Construction level 5)					
Name	Path	Range	Prec	Dmg	Special properties
Fire Bola	F1	Str	2	2	On hit: Fire Bonds
Thunder Bow	A2	40	3	0	AN, On strike: Small Area Shock
Golden Arbalest	A1E1	55	10	15	AP, 2 attacks, Uses str/3
Vision's Foe	A1D1	50	10	13	AN, Uses str/3, On hit: Eyeloss
Vine Bow	N1	35	0	5	Uses str/2, On hit: Entanglement
Sling of Crystal Shards	G1E1	30	-1	6	AP, MindIm, Glamour Manipulator, 6 attacks, Max 1 dmg, Uses str/2, On dmg: Shard Illusion

Missile weapons: Very Powerful Magical Items (Construction level 7)					
Name	Path	Range	Prec	Dmg	Special properties
Bow of War	A1	40	0	8	Mun, 13 attacks, Uses str/2
Ethereal Crossbow	S1	45	5	999	AN, MR, MindIm
Ivory Bow	D3A1	50	2	12	AP, Undead Command 15, 3 attacks, Uses str/2, On dmg: Decay
Banefire Crossbow	D1	45	2	10	AP, Curses wielder, Uses str/3, On strike: Area Decay

Missile weapons: Unique Magical Artifacts (Construction level 9)					
Name	Path	Range	Prec	Dmg	Special properties
Bow of the Titans	A3S2	100	100	22	AP, Air Spell Range +25%, Strength req 18, spell: Seeking Arrow

Shields: Magical Trinkets (Construction level 1)						
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 3)						
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	MR +4
Shield of Valor	E1A1	21	-1	8	1	Air Shield
Lucky Coin	G2	19	0	4	0	Luck, Affects mount too
Shield of Meteoritic Iron	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	CR +5, Ice Prot 1

Shields: Greater Magical Items (Construction level 5)						
Name	Path	Prot	Def	Parry	Enc	Special properties
Golden Hoplon	F2	23	-1	9	1	FR +15
Charcoal Shield	E2F1	26	-1	5	1	FR +10
Mirror of Long Lost Battles	G2	22	-2	8	2	Glamour Manipulator, Cannot be used by mounted units
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	
Totem Shield	N1S1	13	0	4	0	Curses attacker

Shields: Very Powerful Magical Items (Construction level 7)						
Name	Path	Prot	Def	Parry	Enc	Special properties
Shield of Gleaming Gold	F1G1	23	-1	9	1	Awe +1
Scutata Voltturnus	A1E1	21	-2	9	2	SR +5, Cannot be used by mounted units, casts: Shocking Grasp
Lantern Shield	D2F1	23	-1	6	1	Fear +5, Magic Command 1, Retinue 3 Corpse Candles
Corpse Candle x3	HP 4, Prot 0, MR 13, Mor 50, Str 4, Att 19, Def 19, Prec 5, Enc 0, CS 20, MM 22, SS, Float, Eth, Spi, Magic, Mind, NNEat, PR +15, SpSi, Wpn: Bane Burst					

Shields: Unique Magical Artifacts (Construction level 9)						
Name	Path	Prot	Def	Parry	Enc	Special properties
Immaculate Shield	F3S2	30	-1	9	1	Blessed, Priest +1, Awe +2
Barrier	E4	40	-2	11	2	Strength +4, FR +15, SR +15, Cannot be used by mounted units
The Aegis	E5	25	-1	7	1	Fear +5, Petrify Attacker 1 v MR
Shield of the Dawn	E2S1	35	-2	9	2	MR +1, Aff Res 1, FR +5, Awe +1

Armors: Magical Trinkets (Construction level 1)						
Name	Path	Prot	Def	Enc	Special properties	
Blacksteel Plate	E1	17	-1	2	HP +4	
Blacksteel Full Plate	E2	24	-3	4	HP +4	
Enchanted Ring Mail Armor	S1	13	-1	1	HP +4	
Berserker Pelt	N1	9	0	0	HP +4, Berserker +1, Instant Berserk	

Armors: Lesser Magical Items (Construction level 3)						
Name	Path	Prot	Def	Enc	Special properties	
Fire Plate	F1	16	-1	2	HP +4, Morale +2, FR +5	
Robe of Missile Protection	A1	3	0	0	Air Shield, HP +2	
Lightweight Scale Mail	A1	12	0	1	HP +4	
Mirror Armor	G1A1	13	-1	1	HP +4, MR +3	
Shambler Skin Armor	W1	9	0	1	HP +4, Water Breathing, Air Breathing	
Dire Wolf Pelt	N1	8	0	1	HP +4, Attack Skill +1, Defence Skill +1, CR +5	
Kithaironic Lion Pelt	N1E1	6	-1	1	HP +4, Invulnerability 18, cost: 3 nature gems + 2 earth gems	
Ranger's Cloak	N1	5	0	0	HP +4, Stealth Boost +30	
Gossamer Gown	G1	3	0	0	HP +2, Awe +1	
Purple Silk Garments	S1W1	8	0	0	HP +2, MR +1, Defence Skill +2, Twist Fate, cost: 3 astral pearls + 2 water gems, Nation restricted	
Armor of the Five Elements	E1A1	17	-1	2	HP +4, MR +1, FR +5, SR +5, CR +5, cost: 2 earth gems + 2 air gems, Nation restricted	

Armors: Greater Magical Items (Construction level 5)

Name	Path	Prot	Def	Enc	Special properties
Red Dragon Scale Mail	F2	16	-1	1	HP +6, Morale +4, FR +15
Copper Plate	A1	13	-1	2	HP +6, SR +10, casts: Charge Body
Silver Hauberk	A2E1	17	-1	1	Air Shield, HP +6
Brightmail Haubergeon	A1E1	13	0	0	HP +6, Reinvig 1
Brightmail Hauberk	A2E1	17	0	0	HP +8, Reinvig 2
Armor of Meteoritic Iron	E1S1	23	-3	5	HP +6, MR +3
Elemental Armor	E2F1	20	-3	4	HP +6, FR +10, SR +10, CR +10
Blue Dragon Scale Mail	W2	16	-1	1	HP +6, Morale +4, CR +15
Robe of the Sea	W3	3	0	0	Water Magic +1, HP +2, Water Breathing, Air Breathing
Shroud of the Battle Saint	S1	9	0	0	Blessed, Cursed, HP +2
Robe of Shadows	S2	3	0	0	Eth, HP +2, Stealth Boost +20
Shademail Haubergeon	G2E1	13	0	0	HP +6, Stealth 20
Green Dragon Scale Mail	N2	16	-1	1	HP +6, Morale +4, PR +15
Chain Mail of Displacement	G2	19	3	2	HP +6
Armor of Souls	B5	16	-1	1	Blood Magic +1, HP +10, MR +5, Invulnerability 15
Armor of Twisting Thorns	B3N2	13	-1	5	Cursed, Nature Magic +1, Blood Magic +1, PR +5, Poison Barbs 10 AN dmg
Salamander Silk Garments	F1	8	0	0	HP +2, MR +1, FR +15, Awe +1, Nation restricted

Armors: Very Powerful Magical Items (Construction level 7)

Name	Path	Prot	Def	Enc	Special properties
Armor of Knights	E1	20	-2	3	HP +6
Marble Armor	E2	16	-1	3	Stoneskin, HP +8
Stymphalian Wings	E4	18	-4	3	Flying, Trample, HP +10, Attack Skill -4, Fear +5, Cannot be used by mounted units
Weightless Scale Mail	A1	12	0	0	HP +4
Rainbow Armor	G1W1	11	-1	1	HP +8, MR +2, Reinvig 3
Robe of the Magi	A5B5	3	0	0	Magic +1, HP +2, Reinvig 5, Tainted
Robe of Invulnerability	D2	4	0	0	HP +8, Invulnerability 25
Rime Hauberk	W2	16	-2	2	HP +8, CR +10, Ice Prot 1, Chill 8
Jade Armor	W2E1	16	-1	4	Quickness, HP +8
Bone Armor	D4	7	-2	2	Soul Vortex, HP +8, CR +5, Invulnerability 15
Hydra Skin Armor	N2	12	-1	1	HP +8, Regen 10%, PR +15
Cloak of Invisibility	G3	3	0	0	HP +2, Stealth 20, Unseen
Bloodstone Armor	B3E2	20	-3	6	HP +16, Strength +2, Regen 10%, Heavy
Silver Silk Garments	S1A1	8	0	0	HP +2, MR +2, Reinvig 2, Twist Fate, cost: 3 astral pearls + 2 air gems, Nation restricted

Armors: Unique Magical Artifacts (Construction level 9)

Name	Path	Prot	Def	Enc	Special properties
Aseftik's Armor	E4	30	-3	4	Cursed, HP +15, MR +4, Morale +8
Monolith Armor	E4	34	-8	10	HP +20, Morale +10, Regen 10%, Cannot be used by mounted units, Heavy
Armor of the Dawn	E2S1	20	-1	2	HP +10, MR +1, Aff Res 2, FR +15, Awe +1
Robe of Calius the Druid	N3	4	0	0	HP +2, MR +3, FR +10, SR +10, CR +10, Stealth Boost +20, Water Breathing
Fenris' Pelt	N4	16	0	1	HP +10, CR +10, Berserker +4, Instant Berserk, MS, Swiftiness 50, casts: Howl
Armor of Virtue	S3	16	-1	1	Blessed, HP +10, Awe +4, Returning on Damage
Flesh Ward	B4	0	0	0	Cursed, Blood Magic +1, HP +16, Strength +4, Reinvig 2, Damage Reversal 2 vs MR, Cannot be used by inanimate beings, Tainted
Pebble Skin Suit	B4E1	0	0	0	Stoneskin, Cursed, Earth Magic +1, HP +10, Strength +2, Regen 10%, Cannot be used by inanimate beings

Helmets: Magical Trinkets (Construction level 1)

Name	Path	Prot	Def	Enc	Special properties
Blacksteel Helmet	E1	24	0	0	
Enchanted Helmet	S1	15	0	0	
Oppressors Headband	E3	6	0	0	Communion Master, MR -2, Nation restricted

Helmets: Lesser Magical Items (Construction level 3)

Name	Path	Prot	Def	Enc	Special properties
Dragon Helmet	F1	22	0	0	Morale +4, FR +5, DV 50
Crown of Lead	E1	6	0	0	MR +1
Ivy Crown	N1	0	0	0	Awaken Vine Men Bonus 1, FS
Horned Helmet	N1	22	0	0	weapon: Gore (att -1, def -1, dmg 0)
Ice Helmet	W1	18	0	0	CR +5
Crown of the Shah	F1A1	9	0	0	Cursed, Priest +1, Inspirational +1, Command 150, Magic Command 50, Undead Command 50, Can only be used by a certain type of units, casts: Fanaticism, Nation restricted
Black Laurel	D2	0	0	0	Lictor Summoning Bonus 3, Nation restricted

Helmets: Greater Magical Items (Construction level 5)

Name	Path	Prot	Def	Enc	Special properties
Flame Helmet	F4	5	0	0	Fire Magic +1, Reinvig -3
Helmet of Heroes	F1E1	19	0	0	Inspirational +2
Dragon Crown	W1E1	9	0	0	Dragon mastery 1
Winged Helmet	A4	22	0	0	Air Magic +1
Crown of Command	S2	9	0	0	Inspirational +1, Command 100, Magic Command 50, Bodyguard Limit +5 units
Spirit Mask	D2N1	10	-1	0	MR +1, SpSi, casts: Frighten
Mistletoe Garland	G1	0	0	0	Luck, PR +5
Horror Helmet	D2	22	0	0	Fear +5
Crown of Bones	D2	9	0	0	Inspirational -1, Undead Command 150
Gossamer Veil	G3	0	0	0	Glamour Magic +1, Stealth 20
Crown of the Whispering Dead	G1D1	9	0	0	Undreaming 4, Nightmare Aura 24, Glamour Manipulator, Cannot be used by mindless
Headdress of the Bull	N1	8	0	0	Strength +2, Retinue 1, Nation restricted
Buffalo x1		HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Berserker +2, Wpn: Hoof, Gore			

Huaca Headdress	F2	9	0	0	Inspirational +1, Command 25, Magic Command 25, Undead Command 25, Nation restricted
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Helmets: Very Powerful Magical Items (Construction level 7)

Name	Path	Prot	Def	Enc	Special properties
Scorpion Crown	F3D2	9	0	0	PR +5, Battle Summoner (reduced by cold) 1-4 Random Scorpions
Spirit Helmet	A3	20	0	0	casts: Lightning Bolt
Iron Face	E3	23	0	0	Ironskin
Crown of the Titans	E2F1	9	0	0	Size +1, Inspirational +1, Command 100
Starshine Skullcap	S2	8	0	0	Astral Magic +1, MR +2
Crown of the Magi	S4W2	9	0	0	Fast Casting 30, Magic Command 25
Skullface	D5	18	-1	0	Death Magic +1, Undead Command 25, SpSi, spell: Horde of Skeletons
Wraith Crown	D5	9	0	0	Eth, Undead Command 100, DV 100, SpSi, Retinue 5d6 Longdeads
Mask of Face-borrowing	G2	0	0	0	Spy, Stealth 30
Headband of Woven Dreams	G2	6	0	0	Undreaming 4, Sleep Aura 4, Cannot be used by mindless

Helmets: Unique Magical Artifacts (Construction level 9)

Name	Path	Prot	Def	Enc	Special properties
Crown of Overnight	F5E3	21	-3	2	Cursed, Strength +5, Inspirational +1, Command 150, Protective Force 30, Bodyguard Limit +5 units, casts: Charm
Amon Hotep	F5S4	9	0	0	Cursed, MR +5, FR +15, Awe +5, Invulnerability 25, spell: Mummification
Helmet of Perfection	W3A3	25	0	0	HP +5, Awe +5, Inspirational +3, Eye Vengeance 1 v MR
Helmet of the Dawn	E2S1	23	0	0	MR +2, Aff Res 1, Awe +1
Crown of the Ivy King	N2	0	0	0	Barkskin, Awaken Vine Men Bonus 3, Regen 5%, PR +15, Animal Awe +5, FS, spell: Awaken Vine Men
The Crown of Despair	D2	9	0	0	Cursed, Death Spell Range +25%, Death Gems 1/month, Divine Reanimation Bonus 2, Ritual Reanimation Bonus 4, Fear +10, DV 100
Crown of the Fire King	F4	9	0	0	Cursed, Reinvig -1, FR +25, Magic Command 50, Heat 3, Retinue 2 Fire Elementals
Fire Elemental x2	HP 53, Prot 0, MR 15, Mor 50, Str 16, Att 10, Def 8, Prec 5, Enc 0, CS 9, MM 16, Eth, Spi, Inanim, Magic, Mind, NNEat, Aff Res 99, Heat pow 1, FR +50, CR -5, PR +25, SpSi, Heat 6, Fire Shield 12 AP dmg, Wpn: Flame Strike				
Crown of the Frost King	W4	9	0	0	Cursed, CR +25, Magic Command 50, Chill 25, Retinue 2 Ice Elementals
Ice Elemental x2	HP 65, Prot 8, MR 15, Mor 50, Str 17, Att 10, Def 9, Prec 5, Enc 0, CS 11, MM 16, Inanim, Magic, Mind, Trample, Amph, NNEat, Aff Res 4, CR +25, PR +25, SpSi, Ice Prot 1, Chill 5, Wpn: Fist				
The First Crown	S4F4	9	0	0	Cursed, Master Ritualist 2, Awe +5, Tainted
The Crown of Pure Blood	B4D2	9	0	0	Cursed, Blood Slaves 5/month, Fear +10
Crown of the Elements	F4W4	9	0	0	Elemental +1, Elemental Gems 1/month, HP +5, FR +10, SR +10, CR +10, Battle Summoner 1-3 Random Small Elemental
The Jade Mask	D6N3	20	0	0	Death Magic +2, MR +3, Regen 5%, PR +15, Fear +10, DV 50, spell: Rigor Mortis, Nation restricted

Boots: Magical Trinkets (Construction level 1)

Name	Path	Special properties
Boots of Long Strides	N1	Map Move +6, Swiftiness 100
Fish Scale Boots	W1	Swimming
Silent Boots	G1	Stealth Boost +20

Boots: Lesser Magical Items (Construction level 3)

Name	Path	Special properties
Chi Shoes	A1	weapon: Chi Kick (att 0, def 0, dmg 0)
Boots of the Behemoth	E1	Trample, Heavy
Boots of Giant Strength	E1	Strength +5
Birch Boots	N1	CR +10, MS, Winter Move
Ranger's Boots	N1	Reinvig 2, Stealth Boost +20, FS

Boots: Greater Magical Items (Construction level 5)

Name	Path	Special properties
Brimstone Boots	F1E1	Strength +4, FR +15, WS
Winged Shoes	A2	Flying, Fly Speed 20
Earth Boots	E2	Earth Magic +1
Boots of Stone	E2	Stoneskin, MS
Boots of the Messenger	N1	Reinvig 3, Map Move +9
Pixie Shoes	G1N1	Luck, Defence Skill +2, Map Move +6

Boots: Very Powerful Magical Items (Construction level 7)

Name	Path	Special properties
Boots of Quickness	W2	Quickness, Map Move +12
Boots of Grasping Earth	E2	
Boots of Youth	B2	Reinvig 3, Slows Down Aging 90%
Boots of the Spider	A1	Scale Walls, MS, FS, SS, Winter Move, Unhindered
Boots of Seven Mile Strides	N2	Map Move +18

Boots: Unique Magical Artifacts (Construction level 9)

Name	Path	Special properties
Boots of Antaeus	E4N1	Earth Magic +1, Reinvig 5, Regen 10%, Map Move +6
Sandals of the Crane	S2	casts: Blink
Boots of the Planes	S5	Eth, Tainted, spell: Teleport
The Boots of Calius the Druid	N4	Reinvig 10, Map Move +9
Wyrmskin Boots	W2E2	Cursed, HP +10, MR +2, Regen 20%, PR +15, Water Breathing

Misc: Magical Trinkets (Construction level 1)

Name	Path	Special properties
Ring of Fire	F1	FR +15
Ring of Tamed Lightning	A1	SR +15
Ring of Frost	W1	CR +15
Bear Claw Talisman	E1N1	Morale +2, Strength +5, Beauty -1
Rabbit Foot Charm	S1	Twist Fate
Skull Talisman	D1	Undead Command 5, Retinue 1 Longdead
Longdead x1		HP 5, Prot 8, MR 9, Mor 50, Str 10, Att 11, Def 11, Prec 10, Enc 0, CS 8, MM 20, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Spear
Snake Ring	N1	PR +30, spell: Poison Touch
Slave Collar	B1	Cursed, Morale +20, Patience +1
Pendant of Courage	F1	Morale +5

Misc: Lesser Magical Items (Construction level 3)

Name	Path	Special properties
Burning Pearl	F1	Attack Skill +4, FR +5, Patience -1
Fire in a Jar	F1	Temp Fire Gems 1, CR +5
Ring of Warning	A1	Warning 60% chance, Patrol 10
Ring of Levitation	A1	Affects mount too
Owl Quill	A1	Research +6
Eye of Aiming	A1	Cursed, Precision +8
Amulet of Missile Protection	A2	Air Shield, Affects mount too
Amulet of Breathing	A2	Water Breathing, Affects mount too
Flying Ointment	A2N1	Flying, Fly Speed 20, Storm Immunity, Nation restricted
Ring of Water Breathing	W1	Water Breathing, Affects mount too
Flask of Holy Water	W1	Bless (sacred units only)
Clam of Pearls	W1N1	Temp Astral Gems 2
Bracers of Protection	E1	Defence Skill +2, Prot +2
Lodestone Amulet	E1	MR +2
Wound Fend Amulet	E1S1	Aff Res 2
Stone Birds	E1A1	
Cat's Eye Amulet	E1	DV 50, Stealth Boost +20
Clockwork Bird	E1	Warning 60% chance
Champion's Skull	D1	Gain Experience 3/month
Effigy of War	D1N1	Perceived Army Size +50 units
Handful of Acorns	N1	Magic Command 1, Retinue 3 Vine Men
Vine Man x3		HP 17, Prot 7, MR 5, Mor 50, Str 11, Att 9, Def 6, Prec 3, Enc 0, CS 8, MM 16, FS, Magic, Mind, PAmph, NNEat, BIR, PiR, PR +15, Wpn: Fist, Fist
Barkskin Amulet	N1	Barkskin, Affects mount too
Cat Charm	N2	Defence Skill +4, Beauty +1
Enormous Cauldron of Broth	N3	Supply 150, Heavy
Pendant of Luck	G1	Luck, Affects mount too
Amulet of Clarity	G1	Disbelieve 2, TrSi
Tablecloth of Marvelous	G3	False Supplies 400
Feasts		
Gossamer Cloth	G2N1	Veil Army 25 units
Ring of the Warrior	B1	Morale +2, Attack Skill +5
Imp Familiar	B1	Cursed, Research +3, No Forge Bonus, Undead Command 1, Retinue 1, Tainted
Shadow Imp x1		HP 7, Prot 5, MR 13, Mor 9, Str 8, Att 11, Def 13, Prec 10, Enc 1, CS 7, MM 16, Demon, NNEat, Stealth 60, Dark Power 2, Wpn: Pitchfork
Soul Contract	B3F1	Cursed, No Forge Bonus, Undead Command 10, Summoner 1, Cannot be used by mindless, Tainted, cost: 90 blood slaves + 5 fire gems
Witches' Ointment	B2A1	Flying, Fly Speed 20, Storm Immunity, Nation restricted
Enchanted Salt	E1	AN, weapon: Throw Salt (att 0, def 0, dmg 1), Str not added

Misc: Greater Magical Items (Construction level 5)

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 75 size points
Dancing Trident	A1	
Storm Spool	A1	Corpse construction Bonus 2, SR +10, Overcharged 1 AN capped dmg
Bag of Winds	A2	Temp Air Gems 1, Magic Command 1, Retinue 1
Air Elemental x1		HP 15, Prot 0, MR 13, Mor 50, Str 7, Att 12, Def 12, Prec 5, Enc 0, CS 20, MM 34, Fly, Eth, Spi, Inanim, Magic, Mind, Trample, NNEat, Aff Res 99, Storm Power 2, SR +15, PR +25, SpSi, Wpn: Lightning Swarm
Wall Shaker	A3	Siege Strength +50, spell: Panic
Flying Carpet	A3	Army Flight 30 size pnts, Fly Speed 20
Horn of Storms	A5	Air Magic +1, spell: Storm Wind
Dancing Shield	A1E1	Protective Force 20
Mirror of Trapped Images	G1	Glamour Manipulator, spell: Warrior Illusion
Enchanted Mirror	G2	Perceived Army Size +75 units, Glamour Manipulator
Cauldron of the Elven Halls	G3	Veil Army 75 units, Heavy
Water Lens	W1	Water Spell Range +25%, Temp Water Gems 1
Amulet of the Fish	W1A1	Air Breathing
Manual of Water Breathing	N3W1	Gift of Water Breathing 150 size points
Girdle of Might	E1	Strength +3, Reinvig 3
Sky Metal Matrix	E1S1	Communion Master
Slave Matrix	E1S1	Communion Slave
Amulet of Antimagick	S1	MR +4
Spell Focus	S1	Penetration +1
Eye of the Void	S1	Cursed, Penetration +2, MR -2, SpSi, Tainted
Coin of Meteoritic Iron	S2E2	Astral Magic +1, MR +1
Amulet of the Dead	D1	Divine Reanimation Bonus 2, Ritual Reanimation Bonus 2, Undead Command 5, spell: Animate Skeleton
Skull Mentor	D2	Research +14
Bane Venom Charm	D2	Diseased, Reaper 5
Spider Amulet	N1	PR +15, Scale Walls
Horn of Valor	N1	Inspirational +1
Acorn Necklace	N1E1	Luck, SR +15, Affects mount too
Endless Bag of Wine	N1	Supply 75
Amulet of Giants	N1	Size +1 (max 4), Affects mount too
Lychantropos' Amulet	N2	Cursed, Strength +4, Regen 10%, DV 50, Berserker +1, Instant Berserk
Ring of Regeneration	N2	Regen 10%
Amulet of Resilience	N2	Reinvig 5
Homunculus	N2	Cursed, Research +11, Magic Command 1, Retinue 1
Homunculus x1		HP 3, Prot 1, MR 16, Mor 50, Str 3, Att 8, Def 8, Prec 10, Enc 1, CS 6, MM 16, FS, Magic, Mind, PAmph, NNEat, Stealth 60, PiR, Wpn: Tiny Slap, Elf Shot
Cornucopia	N3	Temp Nature Gems 2, Supply 75
Miraculous Cure All Elixir	N5	Disease Healing 1
Astral Serpent	N1S1	PR +5
Pendant of Beauty	G1	Beauty +2
Dream Spool	G1	Temp Glamour Gems 1, Retinue 2 Warrior Illusions
Warrior Illusion x2		HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 10, Prec 10, Enc 0, CS 12, MM 22, Eth, Illu, Inanim, Mind, Amph, NNEat, PR +25, SpSi, Wpn: Phantasmal Weapon

Dreamstone	G1	Research +9, MR -2, Cannot be used by non-sleepers, Can only be used by glamour mages
Stone Sphere	G2E1	Tainted, spell: Astral Window
Neverending Keg of Mead	G1W1	Supply 50, False Supplies 150
Sanguine Dowsing Rod	B1	Blood Searcher 1
Brazen Vessel	B5	Blood Magic +1
The Heart of Life	B3	Cursed, No Forge Bonus, Reinvig 10, PR +5, Slows Down Aging 50%, Cannot be used by inanimate beings
Lifelong Protection	B2	Cursed, No Forge Bonus, Undead Command 5, Battle Summoner 1-2, Cannot be used by mindless, Tainted, cost: 40 blood slaves
Blood Stone	B3E2	Earth Magic +1, Temp Earth Gems 1
Slave's Heart	B3S1	Cursed, Morale +10, Cannot be used by inanimate beings
Windcatcher Sail	A2	Nation restricted
Companion Bracelet	A2	Luck, Cursed, Research +4, casts: Summon Qarin, Nation restricted

Misc: Very Powerful Magical Items (Construction level 7)

Name	Path	Special properties
Abominable Arms	B4N2	Cursed, Attack Skill -3, Defence Skill -3, Extra Arms 2, Cannot be used by inanimate beings, Tainted
Lightless Lantern	F1	Research +12, DV 100, Tainted
Skull of Fire	F1D1	Fire Magic +1, CR -5
Barrel of Air	A4	Gift of Water Breathing 450 size points, Heavy
Mirror of False Impressions	G4	Command -50, False Army, Glamour Manipulator
Water Bracelet	W1	Water Magic +1
Bottle of Living Water	W2	Magic Command 1, Retinue 1
Water Elemental x1	HP 81, Prot 0, MR 16, Mor 50, Str 18, Att 13, Def 13, Prec 5, Enc 0, CS 12, MM 16, Spi, Inanim, Magic, Mind, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, FR +10, PR +25, SpSi, Wpn: Crush, Crush, Crush, Crush	
Sea King's Goblet	W3	Gift of Water Breathing 300 size points
Chains of Reconstruction	E1	Reinvig 1, Reconstruction 5%
The Copper Arm	E3F1	Cursed, Extra Arms 1
Crystal Heart	E1G1	Luck, Cursed, Extra Life, Cannot be used by inanimate beings
Stone Idol	E2S2	Heretic 3, Heavy
Eye Pendant	E3D3	Disease Healing 1, Warning 80% chance, Patrol 10
Arcane Lens	S3	Spell Range +25%
Ring of Returning	S3	Returning on Damage
Ring of Wizardry	S7	Magic +1, Penetration +1
Ring of Sorcery	S6	Sorcery +1, Penetration +1
Elixir of Life	N2F2	Slows Down Aging 80%, Extra Life
Pocket Ship	N3A2	Army Sail 600 size pnts, Ship Size 7
Moonvine Bracelet	N3S1	Nature Magic +1, Retinue 1
Vine Man x1	HP 17, Prot 7, MR 5, Mor 50, Str 11, Att 9, Def 6, Prec 3, Enc 0, CS 8, MM 16, FS, Magic, Mind, PAmph, NNEat, BIR, PiR, PR +15, Wpn: Fist, Fist	
Eye of Innocence	G2	Cursed, Stealth Boost +40
Mirage Crystal	G3E2	Glamour Magic +1, Veil Army 50 units
Ring of Invisibility	G5	Stealth 20, Invisibility
Ring of the False Prophet	G4F2	Cursed, Priest +1
The Black Heart	B2	Cursed, No Forge Bonus, Morale +2, Assassin, Cannot be used by inanimate beings
Blood Pendant	B2	Blood Spell Range +25%, Strength +2, DV 50

The Heart of Quickness	B2F1	Quickness, Cursed, Reinvig 2, CR +5, PR -5, Fast Aging +2, Map Move +12, Cannot be used by inanimate beings
Jinn Bottle	A1E1	Magic Command 1, Retinue 1, WS, Nation restricted
Jinn Warrior x1	HP 19, Prot 10, MR 14, Mor 12, Str 12, Att 12, Def 14, Prec 12, Enc 4, CS 15, MM 22, WS, Fly, Eth, Glamour, Sacr, Magic, Stealth 65, Magic Power 1, FR +25, SR +5, CR -5, SpSi, Unseen, Storm Immunity, Mag: F2A2, Wpn: Enchanted Scimitar	
Mercury Barrel	W1E1	Magic Command 1, Retinue 1, Heavy, Nation restricted
Living Mercury x1	HP 140, Prot 0, MR 18, Mor 50, Str 28, Att 14, Def 14, Prec 5, Enc 0, CS 12, MM 16, Spi, Inanim, Magic, Mind, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, PR +25, SpSi, Wpn: Crush, Crush, Crush	

Misc: Unique Magical Artifacts (Construction level 9)

Name	Path	Special properties
Eye of the Oracle	G4	Cursed, Attack Skill +5, Defence Skill +5, Precision +4, Warning 80% chance, Fortune Teller 40, Tainted
The Ruby Eye	F3	Cursed, Fire Magic +1, Water Gems 2/month
Fever Fetish	F1N1	Diseased, Fire Gems 2/month
The Ark	F5S5	Heavy, casts: Ark
Amulet of the Doppelganger	G2	Seduction, Stealth 50
The Flying Ship	A5	Army Flight 1000 size pnts, Fly Speed 26, Heavy
Igor Könhelm's Tome	A2D2	Corpse construction Bonus 20, Storm Power 5
Tome of High Power	A2S2	Air Magic +1, Astral Magic +1, Spell Range +50%, Tainted
The Magic Lamp	A5F4	spell: Summon Jinn
Krupp's Bracers	E2	Reinvig 3
Draupnir	E5	Gold Production 400/month
The First Anvil	E6	Master Smith 1
Holger the Head	E1D1	Supply -3, Summoner 1d6 Hoburg Spearmen, casts: Grow Headless Hoburg
Percival the Pocket Knight	E1N1	casts: Grow Knight
Alchemist's Stone	E1F1	FR +15, Acid Res +15, CR +15, Alchemy Bonus 50
Gate Stone	E7S7	Heavy, spell: Astral Travel
Atlas of Creation	E5S5	Earth Magic +1, Astral Magic +1, Nature Magic +1, Tainted, spell: Record of Creation
Bell of Cleansing	W2	FR +5, casts: Cleansing Chime
Orb of Atlantis	W4E1	Water Magic +1, Magic Command 25, Gift of Water Breathing 600 size points, spell: Summon Lesser Water Elemental, casts: Friendly Currents
Dome of the Ancients	S5	MR +6, Ritual Warding Dome 50%, Heavy
The Astral Harpoon	S5B1	spell: Astral Harpoon
The Forbidden Light	S5F5	Cursed, Fire Magic +2, Astral Magic +2, Fire Gems 1/month, FR +5, CR +5, Fast Aging +1, Tainted, casts: Solar Brilliance
Nethgul	S3W2	casts: Nethgul
The Black Mirror	S4B2	Curses wielder, Glamour Magic +1, MR -4, Heavy, spell: Mind Hunt
The Horror Harmonica	S5G4	Morale -2, Tainted, spell: Call Horror, casts: Wailing Winds
Tome of the Lower Planes	S3B2	Blood Magic +1
The Death Globes	D2	Can only be used by death mages
Carcator the Pocket Lich	D4	Research +4, Undead Command 50, casts: Grow Lich
The Ankh	D5	SR +5, Tainted, casts: Life after Death
Disease Grinder	D3F1	Convert Disease to Death Gems 1
The Black Book of Secrets	D2B2	Death Magic +1, Blood Magic +1, Fear +5
The Green Eye	N2	Cursed, Penetration +2, casts: Sleep
Wondrous Box of Monsters	N4	Heavy, casts: Grow Monster

Fountain of Youth	N3F3	Slows Down Aging in Province 75%
Midget's Revenge	N1W1	Size +1, HP +10, Strength +2, Attack Skill +3, Defence Skill +3, Invulnerability 20, Maximum size 2
Soulstone of the Wolves	N6E1	spell: Call of the Wild, casts: Howl
The Chalice	N5S3	Healing 5, Slows Down Aging 100%, spell: Banishment
The Tome of Gaia	N2E2	Earth Magic +1, Nature Magic +1
The Protection of Geryon	B3	Cursed, No Forge Bonus, Banish Killer, Cannot be used by mindless, cost: 30 blood slaves
The Manual of Cross Breeding	B3N3	Adept Cross Breeder +20, Tainted
The Gift of Kurgi	B5	Eth, Flying, Cursed, Curses wielder, Fear +30, Protective Force 20, Storm Immunity, Cannot be used by mindless, Tainted, Causes insanity, Affects mount too, spell: Send Lesser Horror, casts: Call Lesser Horror
Ardmon's Soul Trap	B3S1	Strength -2, Reinvig -1, casts: Open Soul Trap
Tome of the Forgotten Masons	E5B1	Cursed, Mason, Tainted
The Silver Arms	E3F3	Cursed, HP +10, Strength +4, Extra Arms 2
Tome of Legends	G5	Glamour Magic +2, Glamour Manipulator, Retinue 1
Phantasmal Beast x1		HP 62, Prot 6, MR 15, Mor 15, Str 19, Att 14, Def 12, Prec 10, Enc 2, CS 18, MM 20, Eth, Magic, Amph, NNEat, TrSi, Wpn: Phantasmal Claw, Phantasmal Claw, Phantasmal Claw, Phantasmal Claw, Phantasmal Bite
The Missing Tune	G5	Glamour Gems 1/month, MR -2, Morale +4, casts: The Missing Tune
The Trapped Dreams of Hruvur	G4S4	Cursed, Astral Magic +1, Glamour Magic +1, Blood Magic +1, Penetration +2, HP +15, Morale -2, Strength +2, Tainted
Orb of Elemental Fire	F4	Fire Magic +1, Fire Gems 1/month, Fire Elemental Empowerment 1, FR +25, Heat 3
Orb of Elemental Air	A4	Air Magic +1, Air Gems 1/month, Air Elemental Empowerment 1, SR +25, Overcharged 1 AN capped dmg
Orb of Elemental Water	W4	Water Magic +1, Water Gems 1/month, Water Elemental Empowerment 1, CR +25
Orb of Elemental Earth	E4	Earth Magic +1, Earth Gems 1/month, Earth Elemental Empowerment 1, Reinvig 2, Strength req 16, Heavy
The Void Sphere	S6B1	Cursed, Astral Magic +2, Temp Astral Gems 3, Astral Gems 2/month, Tainted, Causes insanity

Barding: Magical Trinkets (Construction level 1)

Name	Path	Prot	Def	Enc	Special properties
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Barding: Lesser Magical Items (Construction level 3)

Name	Path	Prot	Def	Enc	Special properties
Enchanted Saddle	N1	0	0	0	HP +2
Enchanted Barding	N1	8	0	0	HP +4
Blacksteel Barding	E2	21	-2	3	HP +4

Barding: Greater Magical Items (Construction level 5)

Name	Path	Prot	Def	Enc	Special properties
Boar Leather Barding	N1	11	0	0	HP +6
Gossamer Barding	G1	10	0	0	HP +6
Lightweight Cataphract Barding	A2	14	0	1	HP +6
Golden Barding	F1S1	20	-2	3	HP +6, FR +5

Barding: Very Powerful Magical Items (Construction level 7)

Name	Path	Prot	Def	Enc	Special properties
Knight's Barding	A1E1	20	-1	2	Air Shield, HP +8
Fay Steed Barding	G1E1	18	-1	2	HP +8, Awe +2

Barding: Unique Magical Artifacts (Construction level 9)

Name	Path	Prot	Def	Enc	Special properties
Sunrise Barding	F2E2	21	0	1	HP +20, MR +4, FR +15, SR +15

Path Boosters

These are the magic items that can increase the path levels of magic users.

Path Boosting Magic Items

F	A	W	E	S	D	N	G	B	H	Name	Requires	Research
					1					Skull Staff	D2	5
						1				Thistle Mace	N2	5
1										Flame Helmet	F4	5
	1									Winged Helmet	A4	5
							1			Gossamer Veil	G3	5
		1								Robe of the Sea	W3	5
								1		Armor of Souls	B5	5
						1		1		Armor of Twisting Thorns	B3N2	5
			1							Earth Boots	E2	5
	1									Horn of Storms	A5	5
				1						Coin of Meteoritic Iron	S2E2	5
								1		Brazen Vessel	B5	5
			1							Blood Stone	B3E2	5
1	1	1	1							Staff of Elemental Mastery	F4W4	7
1	1	1	1							Staff of Elemental Mastery	A4E4	7
						2				Treelord's Staff	N5	7
								1		Blood Thorn	B3	7
				1						Starshine Skullcap	S2	7
					1					Skullface	D5	7
1	1	1	1	1	1	1	1	1		Robe of the Magi	A5B5	7
1										Skull of Fire	F1D1	7
		1								Water Bracelet	W1	7
1	1	1	1	1	1	1	1	1		Ring of Wizardry	S7	7
				1	1	1	1			Ring of Sorcery	S6	7
						1				Moonvine Bracelet	N3S1	7
							1			Mirage Crystal	G3E2	7
								1		Ring of the False Prophet	G4F2	7

Path Boosting Magic Artifacts

F	A	W	E	S	D	N	G	B	H	Name	Requires	Research
									1	Sword of Justice	F3S3	9
		1								Trident from Beyond	W3S2	9
							1			The Sword of Many Colors	G4F2	9
				1				1		The Oath Rod of Kurgi	S3B3	9
					1					The Flailing Hands	D2	9
					2					Sceptre of Dark Regency	D6	9
									1	Sword of Injustice	D4	9
					1					Sun Slayer	D6	9
				1						Dimensional Rod	S3	9
1										The Staff from the Sun	S5F1	9
									1	Immaculate Shield	F3S2	9
1	1	1	1							Crown of the Elements	F4W4	9
									1	Flesh Ward	B4	9
			1							Pebble Skin Suit	B4E1	9
			1							Boots of Antaeus	E4N1	9
1										The Ruby Eye	F3	9
	1			1						Tome of High Power	A2S2	9
			1	1		1				Atlas of Creation	E5S5	9
		1								Orb of Atlantis	W4E1	9
2				2						The Forbidden Light	S5F5	9
									1	The Black Mirror	S4B2	9
									1	Tome of the Lower Planes	S3B2	9
					1				1	The Black Book of Secrets	D2B2	9
			1			1				The Tome of Gaia	N2E2	9
									2	Tome of Legends	G5	9
				1			1	1		The Trapped Dreams of Hruvur	G4S4	9
1										Orb of Elemental Fire	F4	9
	1									Orb of Elemental Air	A4	9
		1								Orb of Elemental Water	W4	9
			1							Orb of Elemental Earth	E4	9
				2						The Void Sphere	S6B1	9

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.

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).

key	meaning
Path	Level in Magical Path(s) required for casting
F / A / W / E	Fire / Air / Water / Earth
S / D / N / G	aStral / Death / Nature / Glamour
B / H / ?	Blood / Holy / Random path
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
UW	Only castable underwater
MR	Magic Resistance negates
MR-	Magic Resistance negates easily (+4 to MR)
BF	Entire battlefield affected
Mun	Mundane (attack counts as non-magical)
BE	Battlefield Enchantment (Remains active as long as the caster is still present)
UndIm	Undead are Immune
InanimIm	Inanimates are Immune
MindIm	Mindless are Immune
Spilm	Spiritforms are Immune

Fire Spells									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 0	Fire Flies	F1	20	30+	0	-1	8	6	AP, NUW
Evo 1	Burning Hands	F1	5	1	1	0	15+	1	AP, NUW
Evo 1	Fire Darts	F1	20	30+	0	1	10	4+	AP, NUW
Alt 2	Burn	F1	10	30	0	100	0	1	NUW
Alt 2	Resist Cold	F1	10	0	0	0	0	1	
Alt 4	Combustion	F1	20	30	1	100	0	1	NUW
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 25, Prot 0, MR 13, Mor 50, Str 12, Att 10, Def 8, Prec 5, Enc 0, CS 7, MM 16, Eth, Spi, Inanim, Magic, Mind, NNEat, Aff Res 99, Heat pow 1, FR +50, CR -5, PR +25, SpSi, Heat 4, Fire Shield 10 AP dmg, Wpn: Flame Strike							
Conj 5	Will o' the Wisp	F1	100	0	0	0	0	2	NUW
	Will o' the Wisp x2	HP 3, Prot 0, MR 12, Mor 50, Str 3, Att 20, Def 20, Prec 5, Enc 0, CS 22, MM 22, SS, Float, Eth, Spi, Magic, Mind, NNEat, FR +15, PR +15, SpSi, 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+	1	2	15+	1	AP, NUW
Evo 2	Fire Blast	F2	20	7+	3	0	15+	1	AP, NUW

Evo 2	Sulphur Haze	F2A1	20	30	4+	0	104+	1	AN, NUW
Evo 3	Fireball	F2	20	35+	1	1	16+	1	AP, NUW
Evo 6	Flame Eruption	F2	30	7+	15	0	13+	1	AP, NUW
Evo 8	Pillar of Fire	F2	20	100	1	0	35+	1	AP, NUW
Alt 3	Immolation	F2	20	0	7	0	12+	1	AP, NUW
Alt 3	Cold Resistance	F2	20	15	1	0	0	1	
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
Conj 4	Nest of Salamanders	F2	100	0	0	0	0	10+	NUW
	Salamander Asp x10+		HP 2, Prot 1, MR 12, Mor 50, Str 2, Att 12, Def 10, Prec 5, Enc 2, CS 6, MM 10, SS, Magic, Mind, NNEat, Stealth 40, Heat pow 1, FR +25, Fire Shield 3 AP dmg, Wpn: Flame Poison Bite						
Ench 2	Ignite Arrows	F2	20	10	1	0	0	1	NUW
Ench 3	Lesser Flame Ward	F2	20	15	1	0	0	1	
Ench 5	Flame Ward	F2	100	15	20+	0	0	1	
Thau 2	Battle Fury	F2	20	10	1	2	0	1	AnimIm, MindIm
Thau 3	Rage	F2	20	30	0	100	0	1	MR, MindIm
Thau 4	Furious Warriors	F2	40	10	3+	2	0	1	AnimIm, MindIm
Thau 8	Hydrophobia	F2	100	30	5	100	0	1	MR, UndIm, InanimIm, MindIm
Evo 2	Flare	F3	50	45+	1	1	22+	1	AP, NUW
Evo 4	Fire Cloud	F3A1	20	30	8+	1	8	1	AP, NUW
Evo 5	Falling Fires	F3	20	50	6+	-3	15	1	AP, NUW
Evo 5	Hidden Flame	F3S1	20	40+	1	0	25+	1	AN, NUW
Alt 5	Cold Resistant Warriors	F3	100	15	20+	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 70, Prot 0, MR 16, Mor 50, Str 18, Att 10, Def 8, Prec 5, Enc 0, CS 10, MM 16, Eth, Spi, Inanim, Magic, Mind, NNEat, Aff Res 99, Heat pow 1, FR +50, CR -5, PR +25, SpSi, Heat 7, Fire Shield 13 AP dmg, Wpn: Flame Strike						
Ench 5	Flaming Arrows	F3	100	15	20+	0	0	1	NUW
Thau 4	Prison of Fire	F3	30	30	3+	2	0	1	NUW
Thau 5	Gift of the Furies	F3	100	10	20+	2	0	1	AnimIm, MindIm
Alt 8	Flameflesh Army	F4	200	0	BF	0	0	1	
Conj 7	Living Fire	F4	200	1	0	0	0	4+	NUW
	Fire Elemental x4+		HP 53, Prot 0, MR 15, Mor 50, Str 16, Att 10, Def 8, Prec 5, Enc 0, CS 9, MM 16, Eth, Spi, Inanim, Magic, Mind, NNEat, Aff Res 99, Heat pow 1, FR +50, CR -5, PR +25, SpSi, Heat 6, Fire Shield 12 AP dmg, Wpn: Flame Strike						
Ench 6	Heat from Hell	F4	200	0	0	0	0	1	BE, NUW
Ench 7	Hail of Burning Embers	F4	200	0	BF	0	0	1	NUW
Ench 8	Fire Fend	F4	100	0	BF	0	0	1	
Evo 7	Fire Storm	F5	300	0	0	0	0	1	BE, NUW
Evo 9	Flame Storm	F5	100	40+	50	0	15+	1	AP, NUW
Alt 8	All-consuming Pyre	F5	100	0	40	0	20+	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
Evo 1	Gust of Winds	A1	10	35+	2	2	15+	1	Mun, NUW
Alt 1	Charge Body	A1	5	0	0	0	0	1	
Conj 2	Summon Hawk	A1	20	5	0	0	0	1	NUW
	Black Hawk x1	HP 5, Prot 0, MR 5, Mor 8, Str 5, Att 8, Def 12, Prec 8, Enc 3, CS 4, MM 22, FS, MS, Fly, Wpn: Dive attack, Talons							
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 15, Prot 0, MR 13, Mor 50, Str 7, Att 12, Def 12, Prec 5, Enc 0, CS 20, MM 34, Fly, Eth, Spi, Inanim, Magic, Mind, Trample, NNEat, Aff Res 99, Storm Power 2, SR +15, PR +25, SpSi, Wpn: Lightning Swarm							
Ench 1	Levitate	A1	20	0	0	0	0	1	NUW
Ench 1	Trueshot	A1	5	5+	1	5	0	1	NUW
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	Personal Flight	A1	20	0	0	0	0	1	NUW
Ench 3	Farflight	A1	20	10	1	0	0	1	NUW
Thau 2	Steal Breath	A1	20	30	0	5	40+	1	AN, MR, UndIm, InanimIm, NUW
Evo 2	Lightning Bolt	A2	10	40+	0	4	14+	1	AN
Evo 2	Shock Wave	A2	10	2	6	0	9+	1	AN
Evo 3	Storm Wind	A2	10	40+	8+	3	17+	1	Mun, NUW
Evo 5	Orb Lightning	A2	20	20	0	0	5	1	AN, Chaining 7
Alt 2	Personal Mistform	A2	10	0	0	0	0	1	
Alt 3	Protective Winds	A2	40	15	3+	0	0	1	NUW
Alt 4	Lacerating Winds	A2	20	40+	5+	1	5+	1	NUW
Alt 4	Mistform	A2	20	10	1	0	0	1	
Ench 3	Arrow of the Western Wind	A2	20	50+	0	25	20+	1	NUW
Ench 3	Gift of Flight	A2	20	10	1	0	0	1	NUW
Ench 3	Lesser Thunder Ward	A2	20	15	1	0	0	1	
Ench 4	Levitate Soldiers	A2	40	15	3+	0	0	1	AN, NUW
Ench 4	Trueshot Warriors	A2	100	0	20+	0	0	1	NUW
Ench 5	Farflight Arrows	A2	100	15	20+	0	0	1	NUW
Ench 5	Thunder Ward	A2	100	15	20+	0	0	1	
Evo 4	Thunder Strike	A3	50	100	1	-2	26+	1	AN, NUW
Evo 8	Chain Lightning	A3	30	25	0	0	6+	1	AN, Chaining 20
Alt 3	Mist	A3	100	0	0	0	0	1	BE, NUW
Alt 5	Arrow Ward	A3	100	0	20+	0	0	1	NUW
Conj 5	Summon Air Elemental	A3	100	1	0	0	0	1	NUW
	Air Elemental x1	HP 48, Prot 0, MR 16, Mor 50, Str 13, Att 15, Def 15, Prec 5, Enc 0, CS 26, MM 34, Fly, Eth, Spi, Inanim, Magic, Mind, Trample, NNEat, Aff Res 99, Storm Power 4, SR +15, PR +25, SpSi, Wpn: Lightning Swarm							
Ench 6	Wind Guide	A3	100	0	BF	0	0	1	NUW
Alt 5	Storm	A4	100	0	0	0	0	1	BE, NUW

Alt 6	Blizzard	A4W3	100	0	0	0	0	1	BE, NUW
Alt 7	Arrow Fend	A4	100	0	BF	0	0	1	NUW
Alt 7	Fog Warriors	A4	100	1	20+	0	0	1	
Conj 7	Living Clouds	A4	200	1	0	0	0	4+	NUW
	Air Elemental x4+	HP 35, Prot 0, MR 15, Mor 50, Str 11, Att 14, Def 14, Prec 5, Enc 0, CS 24, MM 34, Fly, Eth, Spi, Inanim, Magic, Mind, Trample, NNEat, Aff Res 99, Storm Power 3, SR +15, PR +25, SpSi, Wpn: Lightning Swarm							
Ench 6	Greater Farflight	A4	100	15	BF	0	0	1	NUW
Ench 7	Mass Flight	A4	100	0	20+	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 8	Army of Mist	A5	300	1	BF	0	0	1	
Ench 8	Soaring Army	A5	300	0	BF	0	0	1	NUW
Evo 9	Lightning Field	A6	100	30	100	0	1	1	AN, Chaining 8

Water Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 0	Freezing Touch	W1	10	1	0	1	9+	1	AN, NUW
Evo 1	Slime	W1	20	30+	1	2	0	1	MR, NUW
Evo 1	Water Strike	W1	20	35+	1	2	13+	1	UW
Evo 1	Geyser	W1F1	10	20+	3	3	6+	1	AP
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	Spilm
Alt 6	Frozen Heart	W1	20	25+	0	100	10+	1	AN, InanimIm
Conj 2	Summon Water Power	W1	20	0	0	0	0	1	UW
Conj 3	Summon Lesser Water Elemental	W1	100	1	0	0	0	1	
	Water Elemental x1	HP 27, Prot 0, MR 13, Mor 50, Str 12, Att 10, Def 10, Prec 5, Enc 0, CS 9, MM 16, Spi, Inanim, Magic, Mind, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, FR +5, PR +25, SpSi, Wpn: Crush							
Ench 1	Protection from Cold	W1	5	0	0	0	0	1	
Ench 2	Water Shield	W1	20	0	0	0	0	1	UW
Ench 2	Breath of Winter	W1	20	0	0	0	0	1	
Ench 6	Water Ward	W1	100	15	25	0	0	1	UW
Thau 2	Calm Emotions	W1	20	10	0	100	0	1	MR, MindIm
Evo 1	Cold Bolt	W2	20	50+	1	3	13+	1	AP, NUW
Evo 1	Acid Spray	W2F1	20	2	5	0	10	1	AP, NUW
Evo 2	Cold Blast	W2	20	7+	3	0	12+	1	AP, NUW
Evo 3	Acid Bolt	W2F1	30	35+	1	3	16+	1	AP, NUW
Evo 6	Cleansing Water	W2	20	30+	5+	0	5+	1	AN, NUW
Evo 7	Ice Strike	W2	20	30	24+	1	18	1	NUW
Alt 2	Goopy Water	W2	20	35+	5+	2	0	1	MR, UW
Alt 3	Fire Resistance	W2	20	15	1	0	0	1	
Alt 3	Freeze	W2	20	25	1	100	0	1	
Alt 4	Quickness	W2	20	15	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 5	Gift of Formlessness	W2	40	5	1	0	0	1	Spilm
Alt 8	Quickening	W2	100	20	9+	0	0	1	
Conj 4	School of Sharks	W2	100	0	0	0	0	10+	UW
	Small Shark x10+	HP 2, Prot 0, MR 4, Mor 30, Str 1, Att 13, Def 12, Prec 5, Enc 3, CS 14, MM 18, Aqua, NNEat, Stealth 40, Wpn: Bite							
Ench 3	Lesser Winter Ward	W2	20	15	1	0	0	1	
Ench 5	Winter Ward	W2	100	15	20+	0	0	1	
Thau 1	Desiccation	W2	20	30	1	100	0	1	AN, MR, UndIm, InanimIm, NUW
Evo 3	Rain	W3	100	0	0	0	0	1	BE, NUW
Evo 3	Freezing Mist	W3A1	20	30	10+	1	1	1	AN, NUW
Evo 4	Acid Rain	W3F1	30	30	6+	-1	12	1	AP, NUW
Evo 5	Falling Frost	W3	20	50	10+	-2	10+	1	AP, NUW
Alt 5	Winter's Chill	W3	20	25	5+	100	0	1	
Alt 5	Fire Resistant Warriors	W3	100	15	20+	0	0	1	
Alt 5	Bone Melter	W3N2	20	25	1	3	Death	1	Mun, MR, Spilm
Alt 7	Prison of Sedna	W3	100	25	6+	100	0	1	UW
Alt 7	Crawl	W3	100	30	6+	100	0	1	MR
Alt 7	Wave Warriors	W3	100	15	20+	0	0	1	
Conj 5	Summon Water Elemental	W3	100	1	0	0	0	1	
	Water Elemental x1	HP 81, Prot 0, MR 16, Mor 50, Str 18, Att 13, Def 13, Prec 5, Enc 0, CS 12, MM 16, Spi, Inanim, Magic, Mind, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, FR +10, PR +25, SpSi, Wpn: Crush, Crush, Crush, Crush							
Conj 6	Shark Attack	W3	300	1	0	0	0	1	BE, UW
Ench 5	Friendly Currents	W3	100	0	0	0	0	1	BE, UW
Thau 3	Sailors' Death	W3	20	30	1	1	14+	1	AN, MR, UndIm, InanimIm, NUW
Thau 4	Curse of the Desert	W3	30	30	5	100	0	1	AN, MR, UndIm, InanimIm, NUW
Thau 5	Serenity	W3	20	15	3+	100	0	1	MR, MindIm
Evo 7	Acid Storm	W4F1	300	0	0	0	0	1	BE, NUW
Alt 8	Liquify	W4	20	30	3	100	Death	1	MR-, Spilm
Alt 8	Frostflesh Army	W4	200	0	BF	0	0	1	
Conj 7	Living Water	W4	200	1	0	0	0	4+	
	Water Elemental x4+	HP 60, Prot 0, MR 15, Mor 50, Str 16, Att 12, Def 12, Prec 5, Enc 0, CS 11, MM 16, Spi, Inanim, Magic, Mind, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, FR +10, PR +25, SpSi, 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	100	40+	75+	0	12+	1	AP, 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	7+	4+	Mun, NUW
Evo 3	Magma Bolts	E1F1	20	30+	0	2	25+	5	NUW
Alt 1	Fists of Iron	E1	20	1	0	100	15	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	Personal Stoneskin	E1	10	0	0	0	0	1	Spilm
Alt 2	Armor of Achilles	E1	40	15	1	3	10	1	AN
Alt 3	Personal Ironskin	E1	20	0	0	0	0	1	Spilm
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 33, Prot 7, MR 13, Mor 50, Str 13, Att 10, Def 9, Prec 3, Enc 0, CS 9, MM 16, Inanim, Magic, Mind, Trample, Amph, NNEat, PiR, Aff Res 4, Reconstruction 10%, PR +25, SpSi, Wpn: Fist							
Ench 2	Flying Shield	E1A1	20	0	0	0	0	1	NUW
Thau 3	Iron Will	E1	20	25	1	100	0	1	MindIm
Evo 2	Rust Mist	E2W1	30	30	9+	0	0	1	NUW
Evo 6	Magma Eruption	E2F2	50	30	6+	0	22+	1	
Alt 3	Lightning Resistance	E2	20	15	1	0	0	1	
Alt 3	Earth Meld	E2	60	25	5	3	0	1	
Alt 4	Stoneskin	E2	20	15	1	0	0	1	Spilm
Alt 5	Ironskin	E2	40	10	1	2	0	1	Spilm
Conj 3	Summon Earthpower	E2	20	0	0	0	0	1	
Cnst 2	Temper Armors	E2	30	15	5+	0	0	1	
Ench 1	Strength of Giants	E2	20	5	1	0	0	1	
Ench 3	Gift of Giant Strength	E2	40	15	3+	0	0	1	
Ench 4	Earth Shatter Hammers	E2	40	15	1	0	0	1	
Ench 4	Shroud of Flying Shards	E2A1	20	0	0	0	0	1	NUW
Thau 1	Farstrike	E2S1	5	50	0	5	17+	1	
Evo 4	Blade Wind	E3	80	35+	0	0	14	50+	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	Mun, BE, NUW
Alt 4	Destruction	E3	40	30	6	3	5	1	AN
Alt 4	Curse of Stones	E3	300	0	BF	0	0	1	MR-
Alt 5	Group Stoneskin	E3	40	15	3+	0	0	1	Spilm
Alt 5	Lightning Resistant Warriors	E3	100	15	20+	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	Group Ironskin	E3	60	15	3+	2	0	1	Spilm
Alt 6	Iron Bane	E3	100	0	BF	0	0	1	
Alt 7	Marble Warriors	E3	100	15	20+	0	0	1	Spilm
Conj 5	Summon Earth Elemental	E3	100	1	0	0	0	1	
	Earth Elemental x1	HP 93, Prot 10, MR 16, Mor 50, Str 22, Att 10, Def 9, Prec 3, Enc 0, CS 12, MM 16, Inanim, Magic, Mind, Trample, Amph, NNEat, Aff Res 4, Reconstruction 7%, PR +25, SpSi, Wpn: Fist							
Cnst 4	Soldiers of Steel	E3	60	15	20+	0	0	1	
Ench 5	Giant Strength Warriors	E3	100	15	20+	0	0	1	

Ench 5	Weapons of Sharpness	E3	40	15	1	0	0	1	
Evo 5	Earthquake	E4	300	0	BF	0	8	1	Mun, AP, NUW
Alt 8	Iron Warriors	E4	200	15	20+	2	0	1	Spilm
Alt 8	Marble Army	E4	300	15	BF	0	0	1	Spilm
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 70, Prot 9, MR 16, Mor 50, Str 19, Att 10, Def 9, Prec 3, Enc 0, CS 11, MM 16, Inanim, Magic, Mind, Trample, Amph, NNEat, Aff Res 4, Reconstruction 8%, PR +25, SpSi, Wpn: Fist						
Cnst 6	Legions of Steel	E4	100	15	BF	0	0	1	
Ench 6	Earthquake Warriors	E4	100	15	20+	0	0	1	
Ench 7	Steel Slice Warriors	E4	100	15	20+	0	0	1	
Evo 8	Meteor Shower	E5S4	300	0	0	0	0	1	BE, NUW
Alt 6	Petrify	E5	40	30	1	100	Death	1	AN, Spilm
Alt 9	Army of Gold	E5F1	300	0	BF	0	0	1	Spilm
Alt 9	Army of Lead	E5S1	300	0	BF	0	0	1	Spilm
Ench 9	Earth Shatter Army	E5	200	0	BF	0	0	1	
Alt 9	Army of Bronze	E6	300	0	BF	0	0	1	Spilm

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+	3	AN, NUW
Evo 3	Magic Duel	S1	100	100	0	100	Death	1	AN, MindIm
Evo 3	Healing Light	S1N1	20	30+	1	100	15	1	AN, UndIm, InanimIm, MindIm, NUW
Evo 4	Nether Bolt	S1D1	15	35+	1	2	20+	1	AP, MR+
Evo 7	Nether Darts	S1D1	15	30+	0	0	15+	15+	AP, MR+
Alt 2	Gift of Cheated Fate	S1	20	10	1	0	0	1	
Alt 3	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	
Ench 3	Second Sight	S1D1	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+	1	3	10+	1	AN
Evo 2	Solar Rays	S2	20	40+	1	100	14+	1	AP, NUW
Evo 5	Stellar Cascades	S2	20	35	7	100	25	1	AP, NUW
Ench 4	Spell Ward	S2	100	0	20+	0	0	1	
Thau 1	Horror Mark	S2	20	50	0	100	0	1	MindIm
Thau 2	Returning	S2	200	0	0	0	1	1	AN
Thau 2	Mind Burn	S2	20	100	0	100	12+	1	AN, MR, MindIm
Thau 4	Paralyze	S2	20	100	0	100	60+	1	AN, MR, MindIm
Evo 5	Astral Geyser	S3	20	50+	1	0	0	1	AN, MindIm
Alt 6	Control	S3	100	25	0	100	0	1	AN, MR
Conj 4	Light of the Northern Star	S3	200	0	0	0	0	1	BE
Ench 4	Astral Healing	S3	100	0	BF	0	2	1	AN, InanimIm, MindIm

Ench 5	Gift of Spirit Sight	S3D1	20	0	1	0	0	1	
Ench 6	Opposition	S3	20	25	0	100	Death	1	MR
Ench 7	Antimagic	S3	200	0	BF	0	0	1	
Thau 5	Soul Slay	S3	20	100	0	100	Death	1	AN, MR, MindIm
Evo 6	Astral Fires	S4F1	20	45+	1	100	10	1	AN, MR+
Alt 6	Rewrite Fate	S4	100	15	20+	5	0	1	UndIm, InanimIm
Alt 7	Doom	S4	100	0	BF	0	0	1	
Thau 6	Enslave Mind	S4	20	100	0	100	0	1	AN, MR, MindIm
Thau 7	Vortex of Returning	S4	300	0	BF	0	1	1	AN
Evo 8	Astral Tempest	S5	200	0	0	0	0	1	BE
Alt 7	Will of the Fates	S5	200	0	BF	0	0	1	UndIm, InanimIm
Ench 7	Solar Brilliance	S5	300	0	0	0	0	1	BE, NUW
Thau 8	Soul Drain	S5D5	500	0	0	0	0	1	MindIm, BE
Alt 9	Time Stop	S6	100	0	0	0	104	1	MR
Ench 8	Unraveling	S6	600	0	BF	0	0	1	MR
Alt 8	Arcane Domination	S7	700	0	BF	0	0	1	AN, MR-
Thau 9	Master Enslave	S8	800	0	BF	0	0	1	AN, MR-, MindIm

Death Spells									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 0	Hand of Dust	D1	10	1	0	0	6+	1	AN
Evo 4	Bane Fire Dart	D1F1	20	30+	0	4	15+	1	AP, NUW
Alt 1	Skeletal Body	D1	20	0	0	0	0	1	Spilm
Alt 2	Weakness	D1	20	25	0	3	3	1	AN, MR
Alt 4	Stygian Skin	D1W1	20	0	0	0	0	1	InanimIm, Spilm
Conj 1	Spirit Curse	D1	100	50	0	100	0	1	
Conj 5	Ghost Grip	D1	10	25	0	3	25+	5	
Conj 5	Corpse Candle	D1F1	100	0	0	0	0	3	NUW
	Corpse Candle x3	HP 4, Prot 0, MR 13, Mor 50, Str 4, Att 19, Def 19, Prec 5, Enc 0, CS 20, MM 22, SS, Float, Eth, Spi, Magic, Mind, NNEat, PR +15, SpSi, Wpn: Bane Burst							
Ench 1	Animate Skeleton	D1	30	5	0	-2	0	1	
	Longdead x1	HP 5, Prot 0, MR 9, Mor 50, Str 10, Att 11, Def 10, Prec 10, Enc 0, CS 11, MM 22, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, 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	5	1	AN
Evo 3	Shadow Bolt	D2	20	35+	1	3	7+	1	AN, UndIm
Evo 4	Bolt of Unlife	D2	20	30+	1	1	20+	1	AN, MR, UndIm, MindIm
Evo 5	Shadow Blast	D2	100	35+	9+	0	8+	1	AN, UndIm
Alt 1	Hand of Death	D2	5	1	0	0	40+	1	AN
Alt 5	Enfeeble	D2	100	25	6+	3	2	1	AN, MR
Alt 8	Disintegrate	D2	10	30	0	100	Death	1	AN, MR
Conj 4	Summon Lammashatas	D2	100	0	0	0	0	2	
	Lammashata x2	HP 15, Prot 0, MR 15, Mor 30, Str 13, Att 13, Def 16, Prec 13, Enc 0, CS 12, MM 22, Fly, Eth, Und, Amph, CR +15, PR +25, Fear +5, SpSi, Invulnerability 20, Wpn: Wraith Sword							
Ench 3	Raise Skeletons	D2	40	5	0	-2	0	3	

	Longdead x3		HP 5, Prot 8, MR 9, Mor 50, Str 10, Att 11, Def 11, Prec 10, Enc 0, CS 8, MM 20, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Spear							
Ench 4	Raise Dead	D2	40	5	0	-2	0	10+		
Ench 5	Horde of Skeletons	D2	40	5	0	-2	0	5+		
	Longdead x5+		HP 5, Prot 8, MR 9, Mor 50, Str 10, Att 11, Def 11, Prec 10, Enc 0, CS 8, MM 20, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Spear							
Thau 5	Control the Dead	D2	20	25	1	0	0	1	AN, MR	
Evo 6	Blast of Unlife	D3	20	30+	2	0	15+	1	AN, MR, UndIm, MindIm	
Evo 6	Bane Fire	D3F1	20	45+	1	1	55+	1	AP	
Evo 7	Stygian Rains	D3W2	200	0	BF	0	0	1	InanimIm, NUW	
Alt 5	Invulnerability	D3	20	0	0	0	0	1		
Alt 6	Soul Vortex	D3	40	0	0	0	0	1		
Thau 4	Terror	D3	20	30	5+	1	0	1	AN	
Thau 5	Leeching Darkness	D3	20	30	3+	1	0	1	AP, MR, NUW	
Thau 6	Wither Bones	D3	50	30	6+	-1	16+	1	AN	
Evo 7	Cloud of Death	D4A1	20	30	15+	-3	1192+	1	AN, MR, UndIm, NUW	
Evo 7	Wind of Death	D4A1	100	0	BF	0	0	1	MR-, NUW	
Alt 5	Drain Life	D4	10	30	0	100	14+	1	AN, InanimIm	
Alt 6	Skeletal Legion	D4	100	0	BF	0	0	1		
Alt 6	Darkness	D4	400	0	0	0	0	1	BE, NUW	
Ench 6	Rigor Mortis	D4	300	0	0	0	0	1	AN, MR+, UndIm, InanimIm, BE	
Ench 7	Life after Death	D4	400	0	BF	0	0	1	MindIm	
Thau 7	Plague	D4	100	25	1	0	0	1	MR, UndIm, InanimIm	
Evo 8	Vortex of Unlife	D5	20	30+	8+	0	16+	1	AN, MR, UndIm, MindIm	
Ench 8	Fields of the Dead	D5E2	200	0	0	0	0	1	BE	
Alt 7	Bone Grinding	D7	100	0	BF	0	3	1	Mun, AN	
Thau 8	Undead Mastery	D7	700	0	BF	0	0	1	AN, MR-	

Nature Spells									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 0	Poison Touch	N1	5	1	0	0	10+	1	AN
Evo 1	Vine Arrow	N1	20	30+	0	0	14+	1	NUW
Evo 2	Web	N1	20	25+	3	2	0	1	Mun
Evo 3	Poison Darts	N1	20	30+	0	3	9	5+	AP, NUW
Alt 1	Eagle Eyes	N1	5	0	0	0	0	1	
Alt 1	Cat Eyes	N1	5	0	0	0	0	1	
Alt 1	Personal Poison Resistance	N1	5	0	0	0	0	1	
Alt 1	Personal Barkskin	N1	5	0	0	0	0	1	Spilm
Alt 3	Gift of Cat Eyes	N1	20	15	2+	0	0	1	
Alt 3	Barkskin	N1	20	10	1	100	0	1	Spilm
Alt 3	Animate Tree	N1	20	10	1	100	0	1	InanimIm, NUW
Alt 3	Mossbody	N1W1	20	5	1	0	0	1	
Alt 4	Elemental Fortitude	N1	10	0	0	0	0	1	
Conj 1	Tangle Vines	N1	20	20	1	2	0	1	
Conj 4	Maggots	N1	100	25	0	100	50	1	Mun, AN
Ench 1	Protection from Poison	N1	5	0	0	0	0	1	
Ench 1	Healing Touch	N1	20	1	1	1	30+	1	AN, InanimIm

Ench 2	Proud Steed	N1	20	10	1	2	0	1	Anim, Mount, MindIm	
Ench 2	Gift of the Hare	N1	20	15	1+	0	0	1	AN	
Ench 2	Envenom Arrows	N1	20	10	1	0	0	1	NUW	
Ench 2	Gift of the Serpent	N1	20	15	1	0	0	1		
Ench 3	Heal	N1	20	15	1	5	30+	1	AN, InanimIm	
Thau 1	Seven Year Fever	N1F1	30	25	1	2	0	1	MR, UndIm, InanimIm	
Thau 2	Beast Fury	N1	20	10	1	2	0	1	Anim, MindIm	
Thau 4	Touch of Madness	N1	30	20	1	0	0	1	AN, InanimIm, MindIm	
Evo 4	Breath of the Dragon	N2	20	20+	4+	-1	7+	1	AN, NUW	
Evo 5	Poison Arrows	N2	20	35+	0	3	15+	4+	NUW	
Evo 7	Storm of Thorns	N2	20	35+	0	0	15+	10+	NUW	
Alt 2	Enlarge	N2	20	10	1	0	0	1	Spilm	
Alt 3	Torpor	N2	20	35	1	100	20+	1	AN, MR, UndIm, InanimIm, MindIm	
Alt 4	Group Barkskin	N2	40	15	3+	100	0	1	Spilm	
Alt 4	Swarm	N2	100	0	0	0	0	20+		
	Large Scorpion x20+		HP 1, Prot 1, MR 3, Mor 50, Str 1, Att 8, Def 5, Prec 5, Enc 2, CS 4, MM 10, WS, Magic, Mind, NNEat, Stealth 40, Wpn: Sting							
Alt 4	Shrink	N2	20	20+	1	0	0	1	MR, Spilm	
Alt 5	Blood Poisoning	N2	20	30	0	100	15+	1	AN	
Alt 6	Venomous Death	N2D1	20	30	0	100	25+	1	AN	
Alt 7	Curse of the Frog Prince	N2	20	25	0	100	0	1	MR, UndIm, InanimIm, Spilm, MindIm	
Conj 4	Nest of Asps	N2D1	100	0	0	0	0	10+	NUW	
	Asp x10+		HP 2, Prot 1, MR 4, Mor 50, Str 2, Att 12, Def 10, Prec 5, Enc 2, CS 6, MM 10, SS, Magic, Mind, NNEat, Stealth 40, Wpn: Asp Bite							
Ench 2	Personal Regeneration	N2	20	0	0	0	0	1	InanimIm	
Ench 4	Immaculate Mounts	N2	20	10	3+	2	0	1	Anim, Mount, MindIm	
Ench 4	Poison Ward	N2	100	15	20+	0	0	1		
Thau 3	Panic	N2	20	30	5+	1	1	1	AN	
Thau 4	Ferocity	N2	20	10	3+	2	0	1	Anim, MindIm	
Thau 4	Rage of the Cornered Rat	N2	20	20	3+	0	0	1	AN, Anim	
Thau 5	Charm Animal	N2	20	20	0	100	0	1	MR-, Anim	
Thau 5	Pack Ferocity	N2	100	10	20+	2	0	1	Anim, MindIm	
Evo 5	Poison Cloud	N3A1	20	30	6+	-1	64	1	AN	
Evo 6	Stream of Life	N3	20	40+	1	2	40+	1	AN, MR, UndIm, InanimIm	
Evo 7	Poison Mist	N3A1	40	30	15+	-1	64	1	AN	
Alt 6	Eagle-eyed Warriors	N3	100	0	20+	0	0	1		
Alt 5	Cat-eyed Warriors	N3	100	0	20+	0	0	1		
Alt 6	Wooden Warriors	N3	100	10	20+	0	0	1	Spilm	
Alt 6	Giant Warriors	N3	100	10	10	0	0	1	Spilm	
Alt 7	Creeping Doom	N3	100	0	0	0	0	70+	NUW	
	Red Ant x70+		HP 2, Prot 2, MR 3, Mor 50, Str 2, Att 8, Def 10, Prec 4, Enc 2, CS 8, MM 16, FS, Magic, Mind, NNEat, Stealth 40, PR +15, Wpn: Sting							
Alt 8	Polymorph	N3	200	25	10+	5	0	1	MR, UndIm, InanimIm, Spilm, MindIm	
Conj 4	Strength of Gaia	N3E1	20	0	0	0	0	1		
Conj 5	Howl	N3	300	0	0	0	0	1	BE, NUW	

Ench 3	Regeneration	N3	40	15	1	0	0	1	InanimIm
Ench 4	Haste	N3	100	15	20+	0	0	1	AN, InanimIm
Ench 4	Serpent Fang Arrows	N3	100	15	20+	0	0	1	NUW
Ench 5	Group Regeneration	N3	60	15	3+	0	0	1	InanimIm
Thau 4	Wildness	N3	20	30	1	3	0	1	MR, Anim
Thau 5	The Ravenous Swarm	N3	100	1	0	0	0	1	BE, NUW
Alt 7	Oaken Army	N4	300	1	BF	0	0	1	Spilm
Conj 8	Wild Growth	N4	40	20	10+	0	0	1	
Ench 6	Hail of Serpent Fangs	N4	200	0	BF	0	0	1	NUW
Ench 6	Foul Vapors	N4W1	200	0	0	0	0	1	BE
Ench 7	Mass Regeneration	N4	100	15	20+	0	0	1	InanimIm
Ench 7	Serpent's Blessing	N4	200	0	BF	0	0	1	
Thau 6	Growing Fury	N4	100	0	0	0	0	1	BE
Thau 7	Fury of the Wild	N4	200	10	BF	2	0	1	Anim, MindIm
Alt 8	Army of Giants	N5	300	1	BF	0	0	1	Spilm
Alt 9	Army of Rats	N5	400	0	BF	0	0	1	MR+, Spilm
Alt 9	Awaken Forest	N5	100	0	BF	100	0	1	InanimIm, NUW
Ench 6	Relief	N5	100	0	0	0	0	1	BE
Ench 8	Army Regeneration	N5	300	0	BF	0	0	1	InanimIm
Ench 9	Gaia's Blessing	N5E2	300	0	BF	0	0	1	
Thau 9	Beast Mastery	N6	400	0	BF	0	0	1	AN, MR-, Anim

Glamour Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 0	Sleep Ray	G1	20	1	1	0	0	1	AN, MR, UndIm, InanimIm, MindIm
Evo 1	Bewitching Lights	G1	20	30	3	1	100	1	AN, MR-, MindIm, NUW
Evo 2	Warrior Illusion	G1	10	5	0	0	0	1	
	Warrior Illusion x1	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 10, Prec 10, Enc 0, CS 12, MM 22, Eth, Illu, Inanim, Mind, Amph, NNEat, PR +25, SpSi, Wpn: Phantasmal Weapon							
Evo 3	False Fire	G1F1	20	30+	1	1	14+	1	AP, MR, NUW
Evo 3	Elf Shot	G1N1	20	30+	0	4	100	1	AN, MR, NUW
Alt 1	Blurred Body	G1	10	0	0	0	0	1	AN
Alt 2	Mirror Image	G1	10	0	0	0	2+	1	AN
Alt 2	Blur	G1	20	20	1	0	0	1	AN
Conj 3	Conjure Phantasmal Wolves	G1	100	5	0	0	0	2	
	Phantasmal Wolf x2	HP 11, Prot 0, MR 12, Mor 14, Str 11, Att 14, Def 12, Prec 5, Enc 2, CS 26, MM 26, FS, MS, Eth, Magic, NNEat, TrSi, Wpn: Phantasmal Bite							
Conj 6	Summon Sprites	G1N1	100	1	0	0	0	6	NUW
	Sprite x6	HP 2, Prot 0, MR 14, Mor 7, Str 3, Att 14, Def 19, Prec 14, Enc 1, CS 10, MM 22, FS, SS, Fly, Glamour, Magic, NNEat, Stealth 65, TrSi, Wpn: Fist, Elf Shot							
Ench 1	True Sight	G1	5	0	0	0	0	1	
Ench 2	Shroud of Splendor	G1F1	10	0	0	0	0	1	AN
Ench 3	Gift of True Sight	G1	20	10	1	0	0	1	NUW
Ench 6	Steal Sight	G1	20	20	0	100	0	1	MR
Thau 1	Fascination	G1	20	15	0	100	100	1	AN, MR, MindIm
Thau 1	Personal Luck	G1	20	0	0	0	0	1	UndIm, InanimIm

Thau 1	Curse	G1S1	30	50	0	100	0	1	
Thau 3	Luck	G1	20	10	1	2	0	1	UndIm, InanimIm
Thau 4	Mind Blank	G1S1	20	0	0	0	0	1	
Evo 2	Ephemeral Bolt	G2	10	35+	1	2	4+	1	AN, MR
Evo 3	Dance of Ephemeral Swords	G2	10	0	0	0	0	1	AN
Evo 3	Cloud of Dreamless Slumber	G2A1	20	30	3+	3	4346+	1	AN, MR, UndIm, InanimIm, MindIm
Alt 3	Displace Body	G2	10	0	0	0	0	1	AN
Alt 3	Group Blur	G2	40	20	3+	0	0	1	AN
Alt 6	Gift of Displacement	G2	20	10	1	0	0	1	AN
Conj 4	Conjure Phantasmal Warriors	G2	100	5	0	0	0	2	
	Phantasmal Warrior x2	HP 14, Prot 9, MR 14, Mor 13, Str 12, Att 13, Def 17, Prec 13, Enc 0, CS 11, MM 20, Eth, Magic, NNEat, TrSi, Wpn: Phantasmal Weapon							
Conj 7	Conjure Phantasmal Knight	G2	100	5	0	0	0	1	NUW
	Phantasmal Knight x1	HP 15, Prot 17, MR 14, Mor 14, Str 12, Att 14, Def 20, Prec 13, Enc 0, CS 12, MM 20, Eth, Magic, NNEat, TrSi, Wpn: Phantasmal Lance, Phantasmal Weapon, Mount: Phantasmal Steed							
Ench 1	False Fetters	G2	10	15	2+	0	0	1	MR
Ench 3	Shroud of Bewilderment	G2	20	0	0	0	0	1	AN
Ench 3	Horrible Visage	G2D1	10	0	0	0	0	1	AN
Ench 4	Gift of Splendor	G2F1	20	10	1	0	0	1	AN
Thau 2	Sleep	G2	20	35	0	100	0	1	AN, MR, UndIm, InanimIm, MindIm
Thau 3	Despair	G2	10	30	5+	1	4	1	AN, MR
Thau 4	Slumber	G2	20	35	3+	100	0	1	AN, MR, UndIm, InanimIm, MindIm
Thau 5	Confusion	G2	10	30	1	3	0	1	MR, MindIm
Thau 5	Group Luck	G2	40	15	3+	2	0	1	UndIm, InanimIm
Thau 6	Mirror Mind	G2S1	20	0	3+	0	0	1	
Evo 4	Ephemeral Blast	G3	10	40+	4+	2	7+	1	AN, MR
Evo 4	Ghost Wolves	G3	10	5	0	0	0	2	
	Wolf Illusion x2	HP 1, Prot 0, MR 10, Mor 50, Str 9, Att 10, Def 10, Prec 10, Enc 0, CS 26, MM 22, Eth, Illu, Inanim, Mind, Amph, NNEat, PR +25, SpSi, Wpn: Phantasmal Bite							
Evo 5	Illusory Army	G3	100	3+	0	0	0	20+	
	Warrior Illusion x20+	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 10, Prec 10, Enc 0, CS 12, MM 22, Eth, Illu, Inanim, Mind, Amph, NNEat, PR +25, SpSi, Wpn: Phantasmal Weapon							
Evo 6	False Horror	G3	10	5	0	0	0	1	
	False Horror x1	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 13, Prec 10, Enc 0, CS 4, MM 22, Float, Eth, Illu, Inanim, Mind, Amph, NNEat, PR +25, Fear +5, SpSi, Wpn: Phantasmal Claw, Phantasmal Claw							
Alt 4	Twilight	G3	100	0	0	0	0	1	BE, NUW
Alt 5	Nightfall	G3	100	0	0	0	0	1	BE, NUW
Alt 5	Shadow Warriors	G3	100	20	20+	0	0	1	AN
Alt 6	Invisibility	G3	10	0	0	0	0	1	AN
Ench 6	Fay-eyed Warriors	G3	100	0	20+	0	0	1	NUW
Conj 5	Conjure Phantasmal Beast	G3	100	5	0	0	0	1	

	Phantasmal Beast x1		HP 62, Prot 6, MR 15, Mor 15, Str 19, Att 14, Def 12, Prec 10, Enc 2, CS 18, MM 20, Eth, Magic, Amph, NNEat, TrSi, Wpn: Phantasmal Claw, Phantasmal Claw, Phantasmal Claw, Phantasmal Claw, Phantasmal Bite						
Ench 6	Aura of Splendor	G3F1	40	15	5+	0	0	1	AN
Thau 4	Visions of Death	G3	20	35+	0	100	25+	1	AN, MR
Thau 6	Unending Nightmare	G3D1	20	35	3+	100	0	1	AN, MR, UndIm, InanimIm, MindIm
Thau 7	Charm	G3	30	25	0	100	0	1	AN, MR, MindIm
Thau 7	Mass Confusion	G3	10	30	5+	3	0	1	MR, MindIm
Evo 7	Wailing Winds	G4A1	200	0	0	0	0	1	BE, NUW
Alt 7	Army of Shades	G4	200	20	BF	0	0	1	AN
Alt 8	Displaced Warriors	G4	100	15	20+	0	0	1	AN
Ench 7	Aura of Bewilderment	G4	100	15	5+	0	0	1	AN
Ench 7	Nightmare Masks	G4D1	100	15	5+	0	0	1	AN
Ench 7	Warriors of the Dawn	G4F1	100	20	20+	0	0	1	AN
Thau 8	Battle Fortune	G4	200	15	20+	5	0	1	UndIm, InanimIm
Evo 7	Shimmering Fields	G5	200	25	50	0	9+	1	AN, MR
Evo 8	Aurora Borealis	G5S1	200	1	1	-1	0	1	BE, NUW
Ench 8	Mists of Deception	G5A1	200	0	0	0	0	1	BE, NUW
Thau 6	Sandman's Blessing	G5	20	30	25	0	0	1	AN, MR, UndIm, InanimIm, MindIm
Thau 9	Dreamwild Legion	G5	400	0	BF	0	0	1	UndIm, InanimIm
Thau 9	Legion's Demise	G7	400	0	0	0	0	1	AN, MR-, BE

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

Blood 4	Call Lesser Horror	B2S2	200	5	0	-2	0	1	NUW
	Soultorn x1	HP 12, Prot 8, MR 16, Mor 30, Str 14, Att 14, Def 10, Prec 10, Enc 0, CS 10, MM 16, Magic, PAmph, NNEat, PiR, Regen 20%, Magic Power 1, Fear +5, DV 100, SpSi, Void Sanity 20, Wpn: Soul Rending Claw							
Blood 5	Hellbind Heart	B2	100	30	0	100	0	1	AN, MR, MindIm, NUW
Blood 5	Summon Illearth	B2E2	200	1	0	0	0	1	NUW
	Illearth x1	HP 93, Prot 7, MR 16, Mor 50, Str 22, Att 10, Def 9, Prec 0, Enc 0, CS 12, MM 16, Inanim, Magic, Mind, Trample, Amph, NNEat, Reconstruction 9%, PR +25, SpSi, Wpn: Fist							
Blood 6	Harm	B2	100	50	4+	5	2+	1	AN, MR, InanimIm, NUW
Blood 2	Hell Power	B3	300	0	0	0	0	1	NUW
Blood 6	Blood Rain	B3	300	0	0	0	0	1	BE, NUW
Blood 6	Call Horror	B3S3	300	5	0	-2	0	1	NUW
	Gore Tide Horror x1	HP 62, Prot 0, MR 20, Mor 30, Str 20, Att 17, Def 17, Prec 17, Enc 0, CS 8, MM 100, Magic, Amph, NNEat, BIR, SIR, PiR, Regen 50%, Magic Power 1, FR +10, Acid Res +10, CR +10, PR +10, Fear +15, SpSi, Invulnerability 18, Void Sanity 20, Wpn: Gore Tide							
Blood 8	Rush of Strength	B3	100	0	BF	0	0	1	NUW
Blood 8	Life for a Life	B3	199	100	0	100	40+	1	AN, InanimIm, NUW
Blood 8	Infernal Prison	B3F1	200	35	0	100	0	1	AN, NUW
Blood 8	Claws of Kokytos	B3W1	200	35	0	100	0	1	AN, NUW
Blood 5	Bloodletting	B4	400	0	BF	0	1	1	AN, MR, UndIm, InanimIm, NUW
Blood 7	Purify Blood	B4N1	300	0	BF	0	0	1	NUW

Priest Spells

School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Blessing	H1	0	15+	5+	100	0	1	
Div 0	Banishment	H1	0	25+	4+	0	4+	1	AN, MR, Restriction Non-specialized God
Div 0	Ashes to Ashes	H1	0	25+	4+	0	4+	1	AN, MR
Div 0	Purifying Water	H1	0	25+	6+	0	2+	1	AN, MR, Restriction Water God
Div 0	Pull from the Grave	H1	0	25+	4+	0	4+	1	AN, MR, Restriction Earth God
Div 0	Sacred Wind	H1	0	30+	15+	0	1	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	35+	8+	0	2+	1	AN, MR, Restriction Astral God
Div 0	Return of the Past	H1	0	30+	8+	0	2+	1	AN, MR, Restriction Glamour God
Div 0	Sermon of Courage	H2	0	25+	10+	100	1	1	AN
Div 0	Smite Demon	H2	0	30+	0	100	15+	1	AN, MR, UndIm
Div 0	Holy Word	H2	0	25	0	100	100	1	MR
Div 0	Holy Avenger	H2	0	0	0	0	0	1	
Div 0	Divine Blessing	H3	0	0	BF	100	0	1	

Div 0	Smite	H3	0	30	0	100	10	1	AN, MR, Restriction Non-specialized God
Div 0	Heavenly Fire	H3	0	30	0	100	10	1	AN, MR
Div 0	Watery Death	H3	0	25	0	100	10	1	AN, MR, Restriction Water God
Div 0	Word of Stone	H3	0	25	0	100	10	1	AN, MR, Restriction Earth God
Div 0	Heavenly Strike	H3	0	50	0	100	10	1	AN, MR, Restriction Air God
Div 0	Word of Power	H3	0	100	0	100	10	1	AN, MR, Restriction Astral God
Div 0	Syllable of Death	H3	0	25	0	100	10	1	AN, MR, Restriction Death God
Div 0	Word of Thorns	H3	0	30	0	100	5	1	AN, MR, Restriction Nature God
Div 0	Word of Bewilderment	H3	0	30	0	100	10	1	AN, MR, UndIm, InanimIm, Restriction Glamour God
Div 0	Claim Life	H3	0	30	0	100	20	1	AN, MR, UndIm, InanimIm, Restriction Blood God
Div 0	Fanaticism	H4	0	0	BF	0	1	1	AN
Div 0	Divine Channeling	H5	90	0	0	0	0	1	BE

National Spells: Arcoscephale (age 1)

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

National Spells: Mekone (age 1)

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

National Spells: Pangaea (age 1)

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

National Spells: Sauromatia (age 1)

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

National Spells: Fomoria (age 1)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 8	Dance of the Morigans	D5A2	400	0	0	0	0	1	BE, NUW
Thau 3	Geas	G2	20	25	0	100	0	1	MR+, MindIm
Ench 7	Curse of Balor	G3D1	100	20	11+	100	0	1	MR

National Spells: Tir na n'Og (age 1)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 3	Geas	G2	20	25	0	100	0	1	MR+, MindIm

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: 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: 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	MindIm, NUW
Evo 5	Liquid Flames of Rhuax	F3E1	20	30+	1	0	24+	1	AP, NUW

National Spells: Ubar (age 1)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 6	Smokeless Flame	F3A1	30	35+	1	1	45+	1	AP, NUW
Evo 4	Scorching Wind	A2F1	30	40	6+	0	0	1	AN, MR, UndIm, InanimIm, NUW

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: T'ien Ch'i (age 1)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 5	Celestial Chastisement	S3	20	20	0	100	8+	1	AN
Conj 1	Call Ancestor	D1	20	1	0	0	0	1	
	Ancestral Spirit x1	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Paralyze							
Conj 7	Wrath of the Ancestors	D1	100	1	0	0	0	20+	
	Ancestral Spirit x20+	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Paralyze							

National Spells: Yomi (age 1)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Alt 6	End of Weakness	E2	100	0	BF	0	0	1	UndIm, NUW

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

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

National Spells: Vanheim (age 1)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 20, Fly, Glamour, Sacr, Stealth 65, SpSi, Wpn: Light Lance							

National Spells: Helheim (age 1)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 20, Fly, Glamour, Sacr, Stealth 65, SpSi, Wpn: Light Lance							

National Spells: Therodos (age 1)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Golden Spear							

National Spells: Arcoscephale (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Golden Spear							

National Spells: Phlegra (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Golden Spear							

National Spells: Pangaea (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 0	Tune of Fear	N1	5	0	25	0	0	1	AN, MindIm, NUW
Ench 0	Tune of Growth	N1	5	0	25	0	0	1	NUW
Ench 0	Tune of Dancing Death	N1	5	0	25	0	31+	1	AN, MR, MindIm, NUW

National Spells: Asphodel (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 0	Quick Roots	H1	0	30+	1+	100	0	1	AN
Ench 0	Regrowth	H2	0	30+	2+	100	0	1	AN
Ench 0	Mend the Dead	H2	0	25+	0	100	40+	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: Ermor (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Unholy Command	H1	0	10	0	0	0	1	AN, MR-
Div 0	Unholy Protection	H1	0	20	1	100	0	1	
Div 0	Unholy Blessing	H1	0	20	1	100	0	1	
Div 0	Unholy Power	H1	0	20	1	100	0	1	
Div 0	Unholy Protection	H2	0	10	10	100	0	1	
Div 0	Unholy Blessing	H2	0	10	10	100	0	1	
Div 0	Unholy Power	H3	0	10	5	100	0	1	
Div 0	Unholy Blessing	H3	0	0	BF	100	0	1	
Div 0	Protection of the Sepulchre	H3	0	0	BF	100	0	1	MR-
Div 0	Power of the Sepulchre	H4	0	0	BF	0	0	1	

National Spells: Sceleria (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Unholy Command	H1	0	10	0	0	0	1	AN, MR-
Div 0	Unholy Protection	H1	0	20	1	100	0	1	
Div 0	Unholy Blessing	H1	0	20	1	100	0	1	
Div 0	Unholy Power	H1	0	20	1	100	0	1	
Div 0	Unholy Protection	H2	0	10	10	100	0	1	
Div 0	Unholy Blessing	H2	0	10	10	100	0	1	
Div 0	Apostasy	H3	0	50	0	100	0	1	MR-
Div 0	Unholy Power	H3	0	10	5	100	0	1	
Div 0	Unholy Blessing	H3	0	0	BF	100	0	1	
Div 0	Protection of the Sepulchre	H3	0	0	BF	100	0	1	MR-
Div 0	Power of the Sepulchre	H4	0	0	BF	0	0	1	

National Spells: Man (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 1	Chorus Master	G1	20	0	0	0	0	1	
Thau 1	Chorus Slave	G1	20	0	0	0	0	1	
Thau 3	Geas	G2	20	25	0	100	0	1	MR+, MindIm

National Spells: Eriu (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 3	Geas	G2	20	25	0	100	0	1	MR+, MindIm

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	20+	AP, NUW
Thau 5	Tempering the Will	E3	20	0	BF	100	0	1	MR-, MindIm

National Spells: Marignon (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 4	Holy Pyre	F2	20	40+	23+	1	7+	1	AP, NUW
National Spells: Abysia (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 5	Inner Furnace	F3	100	0	BF	0	0	1	MindIm, NUW
Evo 5	Liquid Flames of Rhuax	F3E1	20	30+	1	0	24+	1	AP, 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: Na'Ba (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 6	Smokeless Flame	F3A1	30	35+	1	1	45+	1	AP, NUW
Evo 4	Scorching Wind	A2F1	30	40	6+	0	0	1	AN, MR, UndIm, InanimIm, NUW
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: 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: Caelum (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Parting of the Soul	D1A1	40	30	0	100	15+	1	AN, MR, MindIm
National Spells: Xibalba (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 2	Break the Third Soul	A1	20	30	0	5	20+	1	AN, UndIm, InanimIm, NUW
Thau 3	Gift of the Third Soul	A1	20	20	0	0	0	1	UndIm, InanimIm
Thau 2	Break the Second Soul	E1	20	30	0	5	0	1	Mun, AN, NUW
Thau 3	Gift of the Second Soul	E1	20	20	0	0	0	1	Mun
Thau 2	Break the Fourth Soul	D1	20	30	0	5	0	1	Mun, AN, NUW
Thau 3	Gift of the Fourth Soul	D1	20	20	0	2	0	1	Mun
Blood 2	Break the First Soul	B1	20	30	0	5	0	1	AN, UndIm, InanimIm, NUW
Blood 3	Gift of the First Soul	B1	20	20	0	0	0	1	UndIm, InanimIm
National Spells: Phaeacia (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Golden Spear							

National Spells: Vanheim (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7	HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 20, Fly, Glamour, Sacr, Stealth 65, SpSi, Wpn: Light Lance							

National Spells: Ys (age 2)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 3	Geas	G2	20	25	0	100	0	1	MR+, MindIm

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

National Spells: Phlegra (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10	HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Golden Spear							

National Spells: Pangaea (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 0	Tune of Fear	N1	5	0	25	0	0	1	AN, MindIm, NUW
Ench 0	Tune of Growth	N1	5	0	25	0	0	1	NUW
Ench 0	Tune of Dancing Death	N1	5	0	25	0	31+	1	AN, MR, MindIm, NUW

National Spells: Pythium (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 2	Gift of the Sacred Swamp	N1H1	20	15	5+	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	20+	AP, NUW
Thau 5	Tempering the Will	E3	20	0	BF	100	0	1	MR-, MindIm
Ench 4	Gift of the Moon	S1	20	30+	1	100	0	1	Anim

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: 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: Abysia (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 5	Inner Furnace	F3	100	0	BF	0	0	1	MindIm, NUW
Evo 5	Liquid Flames of Rhuax	F3E1	20	30+	1	0	24+	1	AP, NUW

National Spells: Ragha (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Parting of the Soul	D1A1	40	30	0	100	15+	1	AN, MR, MindIm

National Spells: Caelum (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Thau 6	Parting of the Soul	D1A1	40	30	0	100	15+	1	AN, MR, MindIm

National Spells: 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: T'ien Ch'i (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Evo 5	Celestial Chastisement	S3	20	20	0	100	8+	1	AN
Conj 1	Call Ancestor	D1	20	1	0	0	0	1	
	Ancestral Spirit x1	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Paralyze							
Conj 7	Wrath of the Ancestors	D1	100	1	0	0	0	20+	
	Ancestral Spirit x20+	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Paralyze							

National Spells: Jomon (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Div 0	Teaching Sign	H1N1	0	0	0	0	0	1	
Div 0	Fear-not Sign	H1A1	0	15	2+	100	0	1	
Div 0	Welcome Sign	H1F1	0	5	0	100	0	1	MR-
Div 0	Earth-touching Sign	H1E1	0	20	0	100	Death	1	AN, MR-, UndIm
Div 0	Meditation Sign	H1W1	0	0	0	0	15	1	

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

National Spells: 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: Midgård (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Conj 6	Summon Valkyries	A3D1	100	1	0	0	0	7	NUW
	Valkyrie x7								HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 20, Fly, Glamour, Sac, Stealth 65, SpSi, Wpn: Light Lance

National Spells: Erytheia (age 3)									
School	Spell Name	Path	Fat	Rng	AoE	Pre	Dmg	NoE	Special
Ench 6	Sow Dragon Teeth	E2	100	1	0	0	0	10	NUW
	Spartae x10								HP 8, Prot 19, MR 13, Mor 18, Str 11, Att 12, Def 12, Prec 10, Enc 0, CS 7, MM 19, Inanim, Magic, PAmp, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Golden Spear

Summoning Rituals

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

key	meaning
School	school of magic
Alt / Conj	Alteration / Conjunction
Const / Ench	Construction / Enchantment
Thaum / Blood	Thaumaturgy / Blood magic
Cost	Gems required for casting. The type of gem matches the primary path
Rng	Range in number of provinces. No range means it takes effect where it is casted.
Dmg	Damage
HP	Hit Points
Str	Strength
Att / Def	Attack / Defence
Mor	Morale
MR	Magic resistance
Pre	Precision
Enc	Encumbrance
Mv	Movement
MM	Map Move
TM	Task Master
Amph / Pamph	Amphibian / Poor Amphibian
Aqua	Aquatic
NNEat	Need Not Eat
Und / Mind	Undead / Mindless
Spi / Illu / Eth	Spirit Form / Illusion / Ethereal
SpSi / TrSi / DV	Spirit Sight / True Sight / Darkvision
Magic	Magic Being
Inanim	Inanimate Being
AP / AN	Armor-Piercing / Armor-Negating
FS / MS / SS / WS	Forest/Mountain/Swamp/Waste Survival
SIR / PiR / BIR	Slash/Pierce/Blunt Resistant
CR / FR / PR / SR	Cold/Fire/Poison/Shock Resistance
Mag	Magic paths for spell casting commanders

Fire Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Bind Scorpion Beast	F1E1	2	-	-	NUW
	Scorpion Beast x1	HP 44, Prot 16, MR 5, Mor 15, Str 16, Att 12, Def 7, Prec 3, Enc 2, CS 8, MM 10, WS, PR +15, DV 100, Wpn: Pincer, Pincer, Scorpion Tail				
Ench 4	Terracotta Army	F1E1	9	-	-	
	Terracotta Soldier x15+	HP 7, Prot 10, MR 12, Mor 50, Str 10, Att 10, Def 9, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, FR +20, PR +25, SpSi, Wpn: Pike				
Conj 2	Summon Fire Ants	F2N1	9	-	-	NUW
	Fire Ant x10+	HP 21, Prot 14, MR 5, Mor 50, Str 14, Att 11, Def 8, Prec 4, Enc 2, CS 14, MM 22, WS, Magic, Mind, NNEat, Stealth 40, PR +15, Wpn: Sting				
Conj 4	Summon Fire Drake	F2	6	-	-	NUW
	Fire Drake x1	HP 28, Prot 10, MR 13, Mor 14, Str 15, Att 10, Def 7, Prec 8, Enc 4, CS 9, MM 10, WS, FR +15, Wpn: Bite, Drake Fire				

Conj 4	Summon Flame Jellies	F2	6	-	-	UW
	Flame Jelly x10+	HP 25, Prot 0, MR 20, Mor 50, Str 7, Att 5, Def 5, Prec 5, Enc 0, CS 4, MM 10, Float, Magic, Mind, Aqua, NNEat, BIR, PiR, FR +15, PR +15, Wpn: Flame Sting Tentacles				
Conj 6	Summon Fire Snakes	F2	8	-	-	NUW
	Fire Snake x10+	HP 25, Prot 9, MR 15, Mor 13, Str 13, Att 13, Def 7, Prec 10, Enc 3, CS 8, MM 12, WS, Magic, Heat pow 1, FR +25, PR +15, Heat 3, Wpn: Fire Flare, Venomous Fangs				
Conj 5	Summon Summer Lions	F3	13	-	-	NUW
	Summer Lion x5+	HP 44, Prot 0, MR 15, Mor 50, Str 17, Att 14, Def 11, Prec 5, Enc 0, CS 20, MM 22, WS, Eth, Spi, Magic, Mind, NNEat, FR +50, PR +15, SpSi, Heat 3, Wpn: Bite, Claw				
Conj 6	Summon Flame Spirit	F3	30	-	-	NUW
	Flame Spirit x1	HP 15, Prot 0, MR 15, Mor 18, Str 12, Att 12, Def 12, Prec 12, Enc 0, CS 12, MM 16, Float, Eth, Spi, Magic, NNEat, Heat pow 1, FR +50, CR -10, PR +15, SpSi, Heat 4, Fire Shield 10 AP dmg, Retinue 1d6 Will o' the Wisps, Ldr 80, MagLdr 40, Mag: F3, Wpn: Flame Strike				
Cnst 6	Iron Gryphon	F3E1	6	-	-	NUW
	Iron Gryphon x1	HP 50, Prot 24, MR 14, Mor 50, Str 20, Att 5, Def 0, Prec 15, Enc 0, CS 2, MM 0, Inanim, Magic, Mind, PAmph, NNEat, BIR, SIR, PiR, FR +15, SR +15, CR +15, PR +25, SpSi, Wpn: Cone of Flames				
Conj 8	King of Elemental Fire	F5	50	-	-	NUW
	King of Magma (x1)	HP 87, Prot 9, MR 18, Mor 30, Str 23, Att 13, Def 8, Prec 10, Enc 0, CS 14, MM 16, Magic, NNEat, Fire Elemental Empowerment 1, Heat pow 1, FR +25, PR +15, SpSi, Heat 10, Fire Shield 12 AP dmg, Ldr 150, MagLdr 110, Mag: F5E1, Wpn: Flame Strike, Fist				

Air Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 2	Corpse Man Construction	A1D1	1	-	-	NUW
	Corpse Construct x1	HP 25, Prot 0, MR 4, Mor 50, Str 15, Att 8, Def 5, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, Mind, PAmph, NNEat, SR +15, CR +15, PR +25, Overcharged 1 AN capped dmg, Wpn: Fist				
Conj 3	Call of the Winds	A2	8	5	-	NUW
	Black Hawk x51	HP 5, Prot 0, MR 5, Mor 8, Str 5, Att 8, Def 12, Prec 8, Enc 3, CS 4, MM 22, FS, MS, Fly, Wpn: Dive attack, Talons				
Conj 3	Summon Amphiptere	A2N1	3	-	-	NUW
	Amphiptere x1	HP 45, Prot 11, MR 14, Mor 14, Str 17, Att 14, Def 9, Prec 10, Enc 3, CS 10, MM 28, Fly, PR +15, Wpn: Venomous Fangs, Spray Poison				
Conj 4	Summon Wyverns	A2	3	-	-	NUW
	Wyvern x2	HP 35, Prot 12, MR 14, Mor 13, Str 15, Att 13, Def 11, Prec 10, Enc 3, CS 7, MM 22, MS, WS, Fly, SR +15, PR +15, Wpn: Bite, Barbed Tail				
Conj 4	Summon Storm Drake	A2	5	-	-	NUW
	Storm Drake x1	HP 25, Prot 10, MR 13, Mor 14, Str 14, Att 13, Def 11, Prec 13, Enc 3, CS 8, MM 28, MS, WS, Fly, SR +15, Wpn: Bite, Drake Lightning				
Conj 4	Summon Gryphons	A2	9	-	-	NUW
	Gryphon x10+	HP 44, Prot 7, MR 13, Mor 15, Str 16, Att 14, Def 10, Prec 10, Enc 3, CS 15, MM 22, MS, WS, Fly, Wpn: Talons, Talons, Beak				
Conj 5	Summon Spring Hawks	A3	13	-	-	NUW
	Spring Hawk x5+	HP 7, Prot 0, MR 15, Mor 50, Str 6, Att 15, Def 15, Prec 5, Enc 0, CS 2, MM 34, MS, Fly, Eth, Spi, Magic, Mind, NNEat, SR +15, PR +15, SpSi, Storm Immunity, Wpn: Lightning Swarm				
Conj 5	Contact Draconians	A3	20	-	-	NUW
	Draconian Chief x1	HP 52, Prot 10, MR 14, Mor 14, Str 19, Att 13, Def 13, Prec 10, Enc 3, CS 10, MM 22, MS, Fly, PR +15, Ldr 50, Wpn: Venomous Bite, Talons				

	Draconian x30	HP 45, Prot 9, MR 14, Mor 12, Str 18, Att 11, Def 12, Prec 10, Enc 3, CS 10, MM 22, MS, Fly, PR +15, Wpn: Venomous Bite, Talons
Conj 6	Summon Great Eagles	A3 8 - - NUW
	Great Eagle x10+	HP 52, Prot 7, MR 14, Mor 18, Str 18, Att 12, Def 11, Prec 14, Enc 3, CS 8, MM 40, MS, Fly, Siege Strength +10, Patrol 10, Wpn: Talons, Beak
Ench 5	Watcher	A3E1 5 - -
	Watcher x1	HP 75, Prot 20, MR 14, Mor 50, Str 20, Att 5, Def 0, Prec 25, Enc 0, CS 2, MM 0, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, PR +25, SpSi, Patrol 50, Wpn: Lightning
Conj 8	Queen of Elemental Air	A5 50 - - NUW
	Queen of Clouds (x1)	HP 45, Prot 0, MR 18, Mor 30, Str 14, Att 13, Def 15, Prec 13, Enc 0, CS 30, MM 40, Fly, Eth, Glamour, Magic, NNEat, Air Elemental Empowerment 1, Storm Power 3, SR +15, PR +15, SpSi, Ldr 100, MagLdr 100, Mag: A5, Wpn: Thunder Fist, Lightning Swarm

Water Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 3	Claymen	W1E1	7	-	-	
	Clayman x10+					HP 15, Prot 6, MR 10, Mor 50, Str 13, Att 10, Def 9, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mind, PAmph, NNEat, BIR, PiR, Reconstruction 10%, PR +25, SpSi, Wpn: Hammer
Alt 6	Manifest Vitriol	W2F1	3	-	-	NUW
	Green Lion x1					HP 34, Prot 7, MR 16, Mor 50, Str 16, Att 14, Def 11, Prec 12, Enc 0, CS 18, MM 22, Eth, Magic, Mind, NNEat, FR +15, PR +15, SpSi, Wpn: Bite, Claw, Vitriol Breath
Conj 3	Summon Yetis	W2A1	8	-	-	NUW
	Yeti x5+					HP 46, Prot 8, MR 13, Mor 15, Str 22, Att 13, Def 8, Prec 8, Enc 2, CS 14, MM 16, MS, CR +25, Chill 3, Wpn: Rock, Sticks and Stones
Conj 3	Summon Cave Cows	W2E2	3	-	-	NUW
	Cave Cow x10+					HP 32, Prot 4, MR 7, Mor 10, Str 15, Att 10, Def 8, Prec 10, Enc 3, CS 8, MM 10, NNEat, DV 100, Wpn: Bite, Corrosive Spit
Conj 4	Summon Ice Drake	W2	7	-	-	NUW
	Ice Drake x1					HP 41, Prot 13, MR 13, Mor 14, Str 17, Att 10, Def 7, Prec 8, Enc 4, CS 8, MM 10, CR +15, Wpn: Bite, Drake Frost
Conj 4	Summon Sea Serpent	W2	4	-	-	UW
	Sea Serpent x1					HP 70, Prot 10, MR 8, Mor 14, Str 18, Att 15, Def 11, Prec 10, Enc 4, CS 20, MM 16, Aqua, PR +15, Fear +5, Wpn: Venomous Fangs, Tail Sweep
Ench 4	Vile Water	W2	2	-	-	NUW
	Gelatinous Cube x1					HP 50, Prot 0, MR 13, Mor 50, Str 16, Att 8, Def 5, Prec 0, Enc 0, CS 2, MM 10, Magic, Mind, Trample, Amph, NNEat, Stealth 65, BIR, SIR, PiR, Aff Res 99, FR +15, Acid Res +10, CR +5, PR +15, Acid Splash 12 AP dmg, Wpn: Acid Touch
Conj 3	Call Krakens	W3	4	-	-	UW
	Kraken x5+					HP 60, Prot 8, MR 5, Mor 13, Str 16, Att 10, Def 7, Prec 6, Enc 3, CS 8, MM 10, Recup, Aqua, Stealth 60, BIR, DV 100, Wpn: Tentacle, Tentacle, Tentacle, Tentacle
Conj 5	Contact Sea Trolls	W3	10	-	-	
	Sea Troll x10+					HP 52, Prot 8, MR 14, Mor 12, Str 22, Att 9, Def 10, Prec 8, Enc 2, CS 14, MM 16, Amph, NNEat, Regen 10%, Acid Res -5, PR +15, DV 50, Wpn: Claw
Conj 5	Summon Winter Wolves	W3	6	-	-	NUW
	Winter Wolf x5+					HP 13, Prot 0, MR 15, Mor 50, Str 11, Att 12, Def 11, Prec 5, Enc 0, CS 26, MM 22, MS, Eth, Spi, Magic, Mind, NNEat, CR +25, PR +15, SpSi, Chill 6, Wpn: Bite

Conj 5	Contact Naiad	W3N1	35	-	-	
	Naiad x1					HP 10, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 9, Prec 10, Enc 2, CS 12, MM 16, Recup, Amph, Stealth 40, Awe +6, Homesickness 10, Gift of Water Breathing 120 size points, Ldr 50, MagLdr 60, Mag: W3N3, Wpn: Fist
Conj 5	Naiad Warriors	W3N1	18	-	-	
	Kydnid x25					HP 10, Prot 15, MR 15, Mor 12, Str 9, Att 11, Def 13, Prec 10, Enc 6, CS 8, MM 14, Recup, Amph, Awe +4, Wpn: Bronze Sword
Conj 6	Summon Bishop Fish	W3	15	-	-	UW
	Bishop Fish x1					HP 17, Prot 3, MR 16, Mor 9, Str 9, Att 7, Def 5, Prec 7, Enc 4, CS 10, MM 8, Sacr, Aqua, DV 50, Ldr 50, Mag: H3, Wpn: Fist
Conj 7	Summon Asp Turtle	W3	10	-	-	UW
	Asp Turtle x1					HP 91, Prot 22, MR 13, Mor 18, Str 25, Att 9, Def 6, Prec 5, Enc 2, CS 14, MM 16, Trample, Aqua, Fear +5, Wpn: Bite
Conj 7	Summon Catoblepas	W3D2	12	-	-	NUW
	Catoblepas x1					HP 75, Prot 8, MR 16, Mor 16, Str 24, Att 8, Def 6, Prec 5, Enc 3, CS 6, MM 10, SS, PR +25, Fear +10, SpSi, Wpn: Hoof, Gore, Gaze of Death
Ench 6	Hidden in Snow	W3D1	65	-	-	NUW
	Unfrozen Lord x1					HP 30, Prot 11, MR 16, Mor 18, Str 17, Att 13, Def 14, Prec 10, Enc 0, CS 8, MM 22, Und, NNEat, PiR, Cold pow 1, CR +25, PR +25, SpSi, Chill 3, Ldr 50, UndLdr 100, Wpn: Bane Blade
	Unfrozen Mage x1					HP 20, Prot 14, MR 18, Mor 18, Str 15, Att 12, Def 14, Prec 10, Enc 0, CS 8, MM 22, Und, NNEat, PiR, Cold pow 1, CR +25, PR +25, SpSi, Chill 3, Ldr 10, UndLdr 60, MagLdr 50, Mag: D1?4, Wpn: Quarterstaff
	Unfrozen Warrior x10					HP 28, Prot 11, MR 16, Mor 18, Str 16, Att 12, Def 12, Prec 10, Enc 0, CS 8, MM 22, Und, NNEat, PiR, Cold pow 1, CR +25, PR +25, SpSi, Chill 3, Wpn: Flint Sword
	Unfrozen x15					HP 25, Prot 11, MR 16, Mor 18, Str 16, Att 11, Def 10, Prec 10, Enc 0, CS 8, MM 22, Und, NNEat, PiR, Cold pow 1, CR +25, PR +25, SpSi, Chill 3, Wpn: Stone Spear
Conj 6	Sea King's Court	W4	55	-	-	
	Sea King x1					HP 63, Prot 10, MR 17, Mor 14, Str 24, Att 11, Def 12, Prec 8, Enc 2, CS 14, MM 16, Amph, NNEat, Water Gems 1/month, Regen 15%, Acid Res -5, PR +15, DV 50, Gift of Water Breathing 120 size points, Ldr 50, MagLdr 40, Mag: W3, Wpn: Mace
	Sea Troll x15					HP 52, Prot 8, MR 14, Mor 12, Str 22, Att 9, Def 10, Prec 8, Enc 2, CS 14, MM 16, Amph, NNEat, Regen 10%, Acid Res -5, PR +15, DV 50, Wpn: Claw
	Troll Guard x5					HP 58, Prot 16, MR 14, Mor 13, Str 23, Att 9, Def 10, Prec 8, Enc 3, CS 13, MM 14, Amph, NNEat, Regen 10%, Acid Res -5, PR +15, DV 50, Wpn: Coral Glaive
Conj 6	Streams from Hades	W4D1	40	-	-	
	Kokythiad x1					HP 10, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 9, Prec 10, Enc 2, CS 12, MM 16, Recup, Amph, Stealth 40, Fear +5, DV 100, SpSi, Invulnerability 15, Ldr 50, UndLdr 150, MagLdr 30, Mag: W3D3, Wpn: Fist
Conj 8	Queen of Elemental Water	W5	50	-	-	UW
	Queen of the Lake (x1)					HP 65, Prot 0, MR 18, Mor 30, Str 18, Att 15, Def 15, Prec 12, Enc 0, CS 10, MM 16, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Water Elemental Empowerment 1, Regen 50%, CR +15, PR +15, SpSi, Gift of Water Breathing 400 size points, Ldr 100, MagLdr 100, Mag: W5, Wpn: Crush
Conj 9	Call Ancient Presence	W5N4	15	-	-	NUW
	Ancient Presence x1					HP 197, Prot 6, MR 18, Mor 30, Str 26, Att 16, Def 7, Prec 10, Enc 0, CS 8, MM 22, SS, Und, Magic, NNEat, BIR, PiR, Undead Regen 20%, FR -10, PR +25, Fear +10, Mag: W1N1?2, Wpn: Devour, Steal Strength

Earth Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 1	Summon Cave Grubs	E1	5	-	-	NUW
	Cave Grub x10+	HP 52, Prot 6, MR 7, Mor 18, Str 17, Att 10, Def 7, Prec 5, Enc 5, CS 5, MM 10, Magic, NNEat, Siege Strength +10, Wpn: Corrosive Bite				
Conj 2	Summon Ogres	E1	7	-	-	NUW
	Ogre x5+	HP 26, Prot 11, MR 8, Mor 14, Str 18, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, MS, CR +5, Wpn: Great Club				
Conj 3	Summon Cave Crab	E1W1	4	-	-	
	Cave Crab x1	HP 54, Prot 22, MR 4, Mor 15, Str 20, Att 11, Def 9, Prec 5, Enc 2, CS 10, MM 16, Amph, DV 100, Wpn: Crab Claw				
Conj 4	Summon Cave Drake	E2	4	-	-	NUW
	Cave Drake x1	HP 58, Prot 22, MR 12, Mor 14, Str 19, Att 8, Def 6, Prec 5, Enc 5, CS 7, MM 10, MS, DV 50, Wpn: Bite				
Cnst 2	Clockwork Soldiers	E2	4	-	-	NUW
	Clockwork Soldier x10+	HP 7, Prot 18, MR 12, Mor 50, Str 11, Att 11, Def 11, Prec 5, Enc 0, CS 10, MM 22, Inanim, Magic, Mind, PAmph, NNEat, Reinvig -15, FR +15, SR +15, CR +15, PR +25, DV 1000, Wpn: Sword Hand				
Cnst 4	Clockwork Horrors	E2	9	-	-	NUW
	Clockwork Horror x15+	HP 5, Prot 18, MR 12, Mor 50, Str 12, Att 12, Def 10, Prec 5, Enc 0, CS 18, MM 22, Inanim, Magic, Mind, PAmph, NNEat, Reinvig -15, FR +15, SR +15, CR +15, PR +25, DV 100, Wpn: Blade Hand, Blade Hand				
Cnst 6	Mechanical Men	E2	15	-	-	NUW
	Mechanical Man x15+	HP 8, Prot 18, MR 12, Mor 50, Str 12, Att 10, Def 14, Prec 5, Enc 0, CS 7, MM 22, Inanim, Magic, Mind, PAmph, NNEat, FR +15, SR +15, CR +15, PR +25, SpSi, Wpn: Broad Sword				
Alt 6	Iron Pigs	E3N1	9	-	-	NUW
	Iron Pig x10+	HP 15, Prot 20, MR 5, Mor 8, Str 12, Att 8, Def 7, Prec 5, Enc 5, CS 10, MM 22, FS, Trample, SR -5, Wpn: Bite				
Conj 5	Summon Fall Bears	E3	13	-	-	NUW
	Fall Bear x5+	HP 53, Prot 0, MR 15, Mor 50, Str 19, Att 10, Def 7, Prec 5, Enc 0, CS 14, MM 22, FS, Eth, Spi, Magic, Mind, NNEat, Regen 10%, PR +15, SpSi, Wpn: Bite, Claw				
Conj 5	Contact Trolls	E3	10	-	-	NUW
	Troll x5+	HP 35, Prot 15, MR 14, Mor 12, Str 22, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, MS, NNEat, Regen 10%, FR -10, Acid Res -10, DV 50, Wpn: Great Club				
Conj 6	Contact Hill Giant	E3	3	-	-	NUW
	Hill Giant x1	HP 106, Prot 12, MR 9, Mor 16, Str 28, Att 13, Def 7, Prec 8, Enc 3, CS 17, MM 22, MS, Wpn: Grab and Swallow, Great Club				
Cnst 4	Crusher Construction	E3	10	-	-	NUW
	Crusher x1	HP 110, Prot 24, MR 12, Mor 50, Str 25, Att 8, Def 7, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, PR +25, SpSi, Wpn: Stone Fist				
Cnst 8	Siege Golem	E3	15	-	-	NUW
	Siege Golem x1	HP 165, Prot 24, MR 12, Mor 50, Str 30, Att 9, Def 9, Prec 5, Enc 0, CS 10, MM 22, Inanim, Magic, Mind, PAmph, NNEat, FR +15, SR +15, CR +15, PR +25, SpSi, Siege Strength +100, Wpn: Shatterfist, Shatterfist				
Ench 5	Enliven Gargoyles	E3A1	12	-	-	
	Gargoyle x10+	HP 12, Prot 20, MR 12, Mor 50, Str 13, Att 10, Def 10, Prec 5, Enc 0, CS 8, MM 28, Fly, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, PR +25, Wpn: Claw, Claw				

Ench 6	Enliven Statues	E3	20	-	-	
	Living Statue x10+	HP 15, Prot 20, MR 12, Mor 50, Str 15, Att 12, Def 14, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, PR +25, SpSi, Wpn: Stone Spear				
Ench 6	Hidden in Sand	E3D1	65	-	-	NUW
	Dust King x1	HP 30, Prot 10, MR 16, Mor 18, Str 17, Att 13, Def 16, Prec 10, Enc 0, CS 9, MM 22, WS, Sacr, Und, NNEat, PiR, Heat pow 1, FR +25, PR +25, SpSi, Heat 3, Ldr 50, UndLdr 100, Wpn: Kopesh				
	Dust Priest x1	HP 20, Prot 7, MR 18, Mor 18, Str 15, Att 12, Def 15, Prec 10, Enc 0, CS 10, MM 22, WS, Sacr, Und, NNEat, PiR, Heat pow 1, FR +25, PR +25, SpSi, Heat 3, Ldr 30, UndLdr 190, MagLdr 30, Mag: E1D2H2?3, Wpn: Quarterstaff				
	Dust Warrior x10	HP 28, Prot 10, MR 16, Mor 18, Str 16, Att 12, Def 15, Prec 10, Enc 0, CS 9, MM 22, WS, Und, NNEat, PiR, Heat pow 1, FR +25, PR +25, SpSi, Heat 3, Wpn: Kopesh				
	Dust Walker x15	HP 25, Prot 10, MR 16, Mor 18, Str 16, Att 11, Def 14, Prec 10, Enc 0, CS 9, MM 22, WS, Und, NNEat, PiR, Heat pow 1, FR +25, PR +25, SpSi, Heat 3, Wpn: Spear				
Ench 6	Hidden Underneath	E3D1	65	-	-	NUW
	Released King x1	HP 12, Prot 26, MR 16, Mor 18, Str 17, Att 13, Def 15, Prec 10, Enc 0, CS 3, MM 19, Inanim, Und, PAmph, NNEat, PiR, Dark Power 2, FR +15, CR +15, PR +25, SpSi, Ldr 50, UndLdr 100, Wpn: Fossilized Hatchet				
	Released Sage x1	HP 8, Prot 20, MR 18, Mor 18, Str 16, Att 11, Def 11, Prec 10, Enc 0, CS 11, MM 22, Inanim, Und, PAmph, NNEat, PiR, Dark Power 2, FR +15, CR +15, PR +25, SpSi, Ldr 10, UndLdr 160, MagLdr 60, Mag: E1D2?2, Wpn: Magic Sceptre				
	Released Warrior x10	HP 10, Prot 27, MR 16, Mor 18, Str 16, Att 12, Def 11, Prec 10, Enc 0, CS 7, MM 19, Inanim, Und, PAmph, NNEat, PiR, Ambidex 2, Dark Power 2, FR +15, CR +15, PR +25, SpSi, Wpn: Fossilized Sword, Fossilized Hatchet				
	Released One x15	HP 8, Prot 27, MR 16, Mor 18, Str 16, Att 11, Def 13, Prec 10, Enc 0, CS 3, MM 19, Inanim, Und, PAmph, NNEat, PiR, Dark Power 2, FR +15, CR +15, PR +25, SpSi, Wpn: Stone Spear				
Conj 6	Troll King's Court	E4	65	-	-	NUW
	Troll King x1	HP 42, Prot 25, MR 17, Mor 14, Str 24, Att 11, Def 7, Prec 8, Enc 4, CS 12, MM 14, MS, NNEat, Master Smith 1, Regen 15%, FR -10, Acid Res -10, DV 50, Ldr 50, MagLdr 50, Mag: E3G1, Wpn: Maul				
	Troll x10	HP 35, Prot 15, MR 14, Mor 12, Str 22, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, MS, NNEat, Regen 10%, FR -10, Acid Res -10, DV 50, Wpn: Great Club				
	War Troll x5	HP 38, Prot 21, MR 14, Mor 13, Str 23, Att 10, Def 5, Prec 8, Enc 5, CS 11, MM 10, MS, NNEat, Regen 10%, FR -10, DV 50, Wpn: Maul				
	Troll Moose Knight x2	HP 40, Prot 21, MR 14, Mor 14, Str 23, Att 11, Def 8, Prec 8, Enc 6, CS 14, MM 10, FS, MS, Regen 10%, FR -10, Acid Res -10, DV 50, Wpn: Morningstar, Mount: Moose				
Cnst 8	Iron Dragon	E4F2	25	-	-	NUW
	Iron Dragon x1	HP 150, Prot 24, MR 12, Mor 50, Str 25, Att 12, Def 7, Prec 10, Enc 0, CS 7, MM 28, Fly, Inanim, Magic, Mind, Trample, PAmph, NNEat, FR +15, SR +15, CR +15, PR +25, Fear +5, SpSi, Fire Explosion on Death, Wpn: Bite, Tail Sweep, Dragon Fire				
Conj 8	King of Elemental Earth	E5	50	-	-	
	King of Mountains (x1)	HP 130, Prot 18, MR 18, Mor 30, Str 27, Att 13, Def 8, Prec 9, Enc 0, CS 10, MM 16, MS, Magic, PAmph, NNEat, Regen 5%, PR +15, SpSi, Ldr 100, MagLdr 100, Mag: E5, Wpn: Fist				

Astral Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 4	Telestic Animation	S2	5	-	-	
	Telestic Animate x1	HP 40, Prot 12, MR 18, Mor 30, Str 10, Att 5, Def 0, Prec 10, Enc 0, CS 2, MM 0, Sacr, Inanim, Magic, Amph, NNEat, BIR, PiR, PR +25, SpSi, MagLdr 50, Mag: H2, Wpn:				
Conj 5	Summon Ether Warriors	S3D1	15	-	-	
	Ether Warrior x3	HP 22, Prot 19, MR 15, Mor 15, Str 16, Att 13, Def 14, Prec 15, Enc 5, CS 12, MM 12, Eth, Magic, Amph, Magic Power 1, SpSi, Wpn: Moon Blade				
Cnst 6	Golem Construction	S3E2	35	-	-	
	Golem x1	HP 85, Prot 6, MR 18, Mor 50, Str 25, Att 8, Def 7, Prec 7, Enc 0, CS 10, MM 22, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, FR +15, PR +25, SpSi, MagLdr 40, Mag: S2, Wpn: Fist				
Conj 8	Call the Eater of the Dead	S4D4	50	-	-	NUW
	Eater of the Dead (x1)	HP 180, Prot 4, MR 18, Mor 30, Str 20, Att 10, Def 4, Prec 4, Enc 0, CS 8, MM 16, Recup, Und, Trample, PAmph, NNEat, BIR, Undead Regen 10%, CR +15, PR +25, Fear +5, SpSi, Wpn: Crush, Steal Strength				
Conj 9	Call Abomination	S5W2	15	-	-	
	Abomination x1	HP 266, Prot 5, MR 20, Mor 18, Str 20, Att 15, Def 8, Prec 8, Enc 1, CS 6, MM 16, Magic, Amph, NNEat, BIR, Regen 10%, PR +15, Fear +10, DV 100, SpSi, Void Sanity 20, Wpn: Life Drain Tentacle, Life Drain Tentacle, Life Drain Tentacle, Gaze of Death				
Cnst 8	Juggernaut Construction	S5	25	-	-	
	Juggernaut x1	HP 200, Prot 22, MR 18, Mor 50, Str 20, Att 5, Def 5, Prec 5, Enc 0, CS 4, MM 10, Sacr, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, PiR, CR +15, PR +25, SpSi, Mag: H3, Wpn: Buff				

Death Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Spirit Mastery	D1	4	-	-	
	Dispossessed Spirit x25+	HP 1, Prot 0, MR 11, Mor 30, Str 1, Att 8, Def 8, Prec 10, Enc 0, CS 12, MM 18, Float, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Paralyze				
Ench 1	Reanimation	D1	3	-	-	
	Longdead x10+	HP 5, Prot 8, MR 9, Mor 50, Str 10, Att 11, Def 11, Prec 10, Enc 0, CS 8, MM 20, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Spear				
Ench 2	Revive King	D1	3	-	-	NUW
	Mound King x1	HP 7, Prot 12, MR 14, Mor 30, Str 12, Att 12, Def 15, Prec 10, Enc 0, CS 11, MM 20, Inanim, Und, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Ldr 50, UndLdr 100, Wpn: Light Lance, Mount: Skeletal Horse				
Conj 1	Black Servant	D2	5	-	-	
	Black Servant x1	HP 18, Prot 0, MR 11, Mor 15, Str 13, Att 11, Def 11, Prec 8, Enc 0, CS 12, MM 22, Eth, Spi, Und, Amph, NNEat, Stealth 60, CR +15, PR +25, SpSi, Wpn: Life Drain				
Conj 2	Summon Shades	D2	5	-	-	
	Shade x5+	HP 10, Prot 0, MR 13, Mor 15, Str 10, Att 10, Def 12, Prec 10, Enc 0, CS 12, MM 22, Float, Eth, Spi, Und, Amph, NNEat, Stealth 40, Dark Power 3, CR +15, PR +25, SpSi, Wpn: Steal Strength				
Conj 3	Revive Wights	D2	20	-	-	
	Wight x5	HP 20, Prot 19, MR 14, Mor 17, Str 16, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, PAmph, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Bane Blade				
Conj 3	Revive Bane	D2	7	-	-	
	Bane x1	HP 23, Prot 19, MR 15, Mor 18, Str 17, Att 13, Def 13, Prec 10, Enc 0, CS 8, MM 20, Und, PAmph, NNEat, CR +25, PR +25, Inspirational +1, SpSi, Chill 3, Ldr 60, UndLdr 150, Wpn: Bane Blade				

Conj 6	Summon Ghosts	D2	10	-	-	
	Ghost x5+	HP 20, Prot 0, MR 15, Mor 18, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Float, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Life Drain				
Ench 3	Create Revenant	D2	9	-	-	NUW
	Revenant x1	HP 15, Prot 0, MR 14, Mor 30, Str 12, Att 9, Def 7, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, PAmp, NNEat, PiR, CR +15, PR +25, SpSi, Ldr 10, UndLdr 150, Mag: D1, Wpn: Fist				
Ench 6	Reanimate Archers	D2F1	5	-	-	NUW
	Longdead Archer x10	HP 5, Prot 0, MR 9, Mor 50, Str 10, Att 11, Def 8, Prec 10, Enc 0, CS 11, MM 22, Inanim, Und, Mind, PAmp, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Fist, Banefire Bow				
Alt 4	Arouse Hunger	D3	8	3	-	NUW
	Ghoul x40+	HP 10, Prot 0, MR 8, Mor 18, Str 11, Att 10, Def 10, Prec 8, Enc 0, CS 10, MM 22, Und, NNEat, PR +25, DV 50, Wpn: Poisoned Claw				
Conj 4	Summon Shade Beasts	D3	15	-	-	
	Shade Beast x30+	HP 12, Prot 3, MR 12, Mor 30, Str 11, Att 11, Def 8, Prec 0, Enc 0, CS 18, MM 28, Eth, Und, PAmp, NNEat, Stealth 40, Dark Power 2, CR +15, PR +25, SpSi, Wpn: Reanimating Bite				
Conj 6	Summon Spectre	D3	22	-	-	
	Spectral Mage x1	HP 25, Prot 0, MR 16, Mor 18, Str 13, Att 10, Def 16, Prec 12, Enc 0, CS 12, MM 22, Eth, Spi, Und, PAmp, NNEat, Stealth 40, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 10, UndLdr 110, MagLdr 10, Mag: D1?2, Wpn: Life Drain				
Conj 7	Summon Mound Fiend	D3	28	-	-	NUW
	Mound Fiend x1	HP 20, Prot 0, MR 15, Mor 15, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Eth, Sacr, Und, PAmp, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 10, UndLdr 290, Mag: D3H2, Wpn: Life Drain				
Conj 8	King of Banefires	D3F4	50	-	-	NUW
	King of Banefires (x1)	HP 54, Prot 0, MR 18, Mor 30, Str 20, Att 15, Def 8, Prec 10, Enc 0, CS 14, MM 16, Eth, Und, Magic, NNEat, FR +25, PR +25, Fear +5, SpSi, Heat 5, Banefire Shield 15 AP dmg, Ldr 140, UndLdr 150, MagLdr 90, Mag: F4D3, Wpn: Banefire Strike, Fist				
Ench 4	Behemoth	D3	7	-	-	NUW
	Behemoth x1	HP 104, Prot 7, MR 13, Mor 30, Str 22, Att 7, Def 6, Prec 0, Enc 0, CS 12, MM 22, Inanim, Und, Trample, PAmp, NNEat, CR +15, PR +25, Fear +5, SpSi, Wpn: Tusk				
Ench 5	Pale Riders	D3	10	-	-	NUW
	Longdead Horseman x25+	HP 5, Prot 10, MR 10, Mor 50, Str 10, Att 11, Def 14, Prec 10, Enc 0, CS 11, MM 21, Inanim, Und, Mind, PAmp, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Light Lance, Mount: Skeletal Horse				
Ench 6	Ziz	D3A2	2	-	-	NUW
	Ziz x1	HP 78, Prot 5, MR 13, Mor 30, Str 20, Att 13, Def 8, Prec 13, Enc 0, CS 6, MM 22, Fly, Inanim, Und, NNEat, SR +15, CR +25, PR +25, Fear +5, SpSi, Chill 10, Siege Strength +10, Patrol 10, Storm Immunity, Wpn: Beak, Talons				
Ench 7	Carrion Reanimation	D3	10	5	-	
	Soulless x200	HP 15, Prot 0, MR 5, Mor 50, Str 12, Att 5, Def 3, Prec 4, Enc 0, CS 6, MM 18, Inanim, Und, Mind, PAmp, NNEat, PiR, CR +15, PR +25, Wpn: Fist				
Ench 7	Leviathan	D3W1	10	-	-	UW
	Leviathan x1	HP 143, Prot 19, MR 13, Mor 30, Str 28, Att 6, Def 3, Prec 5, Enc 0, CS 10, MM 16, Inanim, Und, Trample, Amph, NNEat, CR +15, PR +25, Fear +10, SpSi, Wpn: Bite				
Conj 5	Revive Bane Lord	D4	12	-	-	
	Bane Lord x1	HP 42, Prot 20, MR 16, Mor 18, Str 19, Att 14, Def 14, Prec 10, Enc 0, CS 8, MM 20, Und, PAmp, NNEat, CR +25, PR +25, Inspirational +1, SpSi, Chill 3, Ldr 90, UndLdr 200, Wpn: Bane Blade				

Conj 7	Harvester of Sorrows	D4	20	-	-	
	Harvester of Sorrows x1	HP 66, Prot 0, MR 18, Mor 30, Str 18, Att 12, Def 15, Prec 10, Enc 0, CS 8, MM 34, Fly, Eth, Und, PAmph, NNEat, Stealth 65, CR +15, PR +25, Fear +15, SpSi, Reaper 10, Wpn: Life Drain				
Cnst 8	Poison Golem	D4E2	35	-	-	
	Poison Golem x1	HP 85, Prot 18, MR 18, Mor 50, Str 25, Att 8, Def 7, Prec 7, Enc 0, CS 10, MM 22, Inanim, Magic, Mind, PAmph, NNEat, FR +15, SR +15, CR +15, PR +25, SpSi, Reaper 10, Banefire Shield 5 AP dmg, Wpn: Fist				
Conj 8	Call Wraith Lord	D5	40	-	-	
	Wraith Lord x1	HP 33, Prot 18, MR 17, Mor 30, Str 15, Att 16, Def 16, Prec 10, Enc 0, CS 9, MM 20, Eth, Spi, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 100, UndLdr 300, Mag: D3, Wpn: Bane Blade				
Conj 9	Ghost Riders	D5	5	4	-	Anon
	Longdead Horseman x75	HP 5, Prot 10, MR 10, Mor 50, Str 10, Att 11, Def 14, Prec 10, Enc 0, CS 11, MM 21, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Light Lance, Mount: Skeletal Horse				
Conj 9	Legion of Wights	D5	20	-	-	NUW
	Wight x17+	HP 20, Prot 19, MR 14, Mor 17, Str 16, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, PAmph, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Bane Blade				
Ench 9	Army of the Dead	D5	10	5	-	
	Longdead x100+	HP 5, Prot 8, MR 9, Mor 50, Str 10, Att 11, Def 12, Prec 10, Enc 0, CS 8, MM 20, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Broad Sword				
	Soulless x150	HP 15, Prot 0, MR 5, Mor 50, Str 12, Att 5, Def 3, Prec 4, Enc 0, CS 6, MM 18, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, Wpn: Fist				

Nature Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 1	Summon Sea Dogs	N1W1	2	-	-	
	Sea Dog x10+	HP 14, Prot 7, MR 6, Mor 11, Str 10, Att 11, Def 10, Prec 5, Enc 2, CS 12, MM 16, Amph, Wpn: Bite				
Conj 1	Summon Crocodiles	N1W1	4	-	-	NUW
	Crocodile x10+	HP 23, Prot 12, MR 5, Mor 14, Str 14, Att 10, Def 6, Prec 5, Enc 3, CS 7, MM 10, SS, Wpn: Bite				
Conj 2	Awaken Vine Men	N1	1	-	-	NUW
	Vine Man x4	HP 17, Prot 7, MR 5, Mor 50, Str 11, Att 9, Def 6, Prec 3, Enc 0, CS 8, MM 16, FS, Magic, Mind, PAmph, NNEat, BIR, PiR, PR +15, Wpn: Fist, Fist				
Conj 2	Awaken Algae Men	N1	1	-	-	UW
	Algae Man x4	HP 12, Prot 14, MR 5, Mor 50, Str 11, Att 9, Def 6, Prec 3, Enc 0, CS 8, MM 16, FS, Magic, Mind, Amph, NNEat, BIR, PiR, PR +15, Wpn: Fist, Fist				
Conj 2	Pack of Wolves	N1	2	-	-	NUW
	Wolf x15+	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealth 40, Wpn: Bite				
Conj 2	Summon Horned Serpents	N1	4	-	-	NUW
	Horned Serpent x10+	HP 29, Prot 11, MR 13, Mor 13, Str 13, Att 14, Def 7, Prec 10, Enc 3, CS 8, MM 12, WS, Stealth 40, PR +15, Wpn: Venomous Fangs				
Cnst 2	Construct Manikin	N1D1	7	-	-	NUW
	Manikin x16+	HP 12, Prot 0, MR 12, Mor 50, Str 11, Att 7, Def 7, Prec 5, Enc 0, CS 6, MM 22, FS, Inanim, Und, Magic, Mind, PAmph, NNEat, PiR, CR +5, PR +25, SpSi, Wpn: Sleep Vines, Claw				
Conj 1	Summon Animals	N2	10	-	-	
	Wolf x30+	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealth 40, Wpn: Bite				

Conj 2	Summon Killer Mantis	N2	5	-	-	NUW
	Killer Mantis x10+	HP 18, Prot 10, MR 5, Mor 50, Str 14, Att 13, Def 9, Prec 4, Enc 2, CS 16, MM 22, WS, Magic, Mind, NNEat, Stealth 40, PR +15, Wpn: Mantis Claw, Mantis Claw				
Conj 3	Pride of Lions	N2	9	-	-	NUW
	Great Lion x15+	HP 20, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, DV 50, Wpn: Bite, Claw				
Conj 3	Summon Sea Lions	N2W1	10	-	-	UW
	Leocampus x16+	HP 27, Prot 5, MR 6, Mor 13, Str 16, Att 13, Def 10, Prec 5, Enc 3, CS 22, MM 22, Aqua, Wpn: Bite, Claw, Tail Flipper				
Conj 3	Summon Bog Beasts	N2W2	5	-	-	NUW
	Bog Beast x5+	HP 32, Prot 8, MR 7, Mor 10, Str 15, Att 10, Def 8, Prec 10, Enc 3, CS 8, MM 10, SS, PR +25, Wpn: Venomous Bite, Poison Spit				
Conj 4	Summon Spine Frog	N2W1	1	-	-	NUW
	Spine Frog x1	HP 41, Prot 7, MR 8, Mor 14, Str 17, Att 11, Def 8, Prec 8, Enc 3, CS 10, MM 16, SS, PR +15, Wpn: Gobble, Poison Spit				
Conj 4	Summon Leogryphs	N2	12	-	-	NUW
	Leogryph x20+	HP 23, Prot 5, MR 12, Mor 14, Str 16, Att 14, Def 10, Prec 5, Enc 3, CS 22, MM 22, Wpn: Bite, Claw				
Conj 4	Summon Swamp Drake	N2W1	5	-	-	NUW
	Swamp Drake x1	HP 44, Prot 14, MR 13, Mor 14, Str 17, Att 10, Def 7, Prec 8, Enc 4, CS 8, MM 10, SS, PR +15, Poison Barbs 5 AN dmg, Wpn: Venomous Bite, Drake Gas				
Conj 5	Summon Manticores	N2E2	10	-	-	NUW
	Manticore x3	HP 62, Prot 11, MR 14, Mor 14, Str 20, Att 13, Def 11, Prec 12, Enc 2, CS 18, MM 28, MS, WS, Fly, PR +15, Fear +5, Wpn: Stinger, Claw, Claw, Flick Barbs				
Cnst 4	Construct Mandragora	N2D1	10	-	-	NUW
	Mandragora x10+	HP 25, Prot 5, MR 14, Mor 50, Str 15, Att 9, Def 9, Prec 5, Enc 0, CS 6, MM 22, FS, Inanim, Und, Magic, Mind, PAmph, NNEat, PiR, CR +5, PR +25, SpSi, Wpn: Sleep Vines, Sleep Vines, Claw				
Conj 4	Awaken Vine Ogres	N3	3	-	-	NUW
	Vine Ogre x3	HP 55, Prot 9, MR 5, Mor 50, Str 18, Att 12, Def 5, Prec 4, Enc 0, CS 12, MM 16, FS, Magic, Mind, PAmph, NNEat, BIR, PiR, PR +15, Wpn: Fist, Fist				
Conj 4	Summon Kithaironic Lion	N3E1	5	-	-	NUW
	Kithaironic Lion x1	HP 31, Prot 7, MR 13, Mor 15, Str 18, Att 14, Def 11, Prec 5, Enc 1, CS 22, MM 22, FS, Magic, SIR, PiR, DV 50, Invulnerability 25, Wpn: Bite, Claw				
Conj 5	Spirits of the Wood	N3	8	-	-	NUW
	Woodland Spirit x15+	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Eth, Recup, NNEat, Stealth 40, Regen 20%, PR +15, Awe +4, SpSi, Homesickness 40, Wpn: Steal Strength				
Conj 5	Contact Forest Trolls	N3	10	-	-	NUW
	Forest Troll x10+	HP 26, Prot 11, MR 14, Mor 11, Str 19, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, FS, NNEat, Regen 10%, FR -5, DV 50, Wpn: Great Club				
Conj 6	Forest Troll Tribe	N3	37	-	-	NUW
	Troll Shaman x1	HP 26, Prot 11, MR 16, Mor 11, Str 19, Att 10, Def 11, Prec 8, Enc 3, CS 13, MM 16, FS, NNEat, Regen 10%, FR -5, Acid Res -5, DV 50, Ldr 10, UndLdr 50, MagLdr 20, Mag: D1N1?1, Wpn: Quarterstaff				
	Forest Troll x15	HP 26, Prot 11, MR 14, Mor 11, Str 19, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, FS, NNEat, Regen 10%, FR -5, DV 50, Wpn: Great Club				

Conj 6	Contact Forest Giants	N3	2	-	-	NUW
	Forest Giant x2	HP 66, Prot 10, MR 9, Mor 15, Str 24, Att 11, Def 9, Prec 8, Enc 3, CS 15, MM 22, FS, Wpn: Great Club				
Conj 6	Contact Lamias	N3	5	-	-	NUW
	Lamia x10+	HP 14, Prot 5, MR 13, Mor 15, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 12, MM 16, FS, SS, Regen 50%, PR +15, Wpn: Claw, Life Drain				
Cnst 4	Wooden Construction	N3	6	-	-	NUW
	Lumber Construct x4	HP 70, Prot 17, MR 12, Mor 50, Str 20, Att 8, Def 7, Prec 5, Enc 0, CS 7, MM 22, Inanim, Magic, Mind, PAmph, NNEat, BIR, PiR, CR +15, PR +25, SpSi, Wpn: Fist				
Conj 3	Call of the Wild	N4	9	4	-	NUW
	Wolf x40	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealth 40, Wpn: Bite				
Conj 7	Animal Horde	N4	10	-	-	NUW
	Wolf x100	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealth 40, Wpn: Bite				
Conj 7	Awaken Ivy King	N4	30	-	-	NUW
	Ivy King x1	HP 63, Prot 7, MR 16, Mor 16, Str 19, Att 13, Def 7, Prec 8, Enc 0, CS 12, MM 16, FS, Magic, PAmph, NNEat, BIR, PiR, Awaken Vine Men Bonus 3, PR +15, Animal Awe +5, Ldr 50, MagLdr 80, Mag: N3, Wpn: Fist, Fist				
Conj 6	Contact Lamia Queen	N5D2	25	-	-	NUW
	Lamia Queen x1	HP 15, Prot 6, MR 17, Mor 15, Str 12, Att 11, Def 14, Prec 10, Enc 3, CS 12, MM 16, FS, SS, Regen 50%, PR +15, Ldr 50, UndLdr 150, MagLdr 20, Mag: D2N1?2, Wpn: Oath Rod				
Conj 7	Summon Calydonian Boar	N5	9	-	-	NUW
	Calydonian Boar x1	HP 58, Prot 14, MR 14, Mor 15, Str 22, Att 12, Def 10, Prec 5, Enc 2, CS 20, MM 22, FS, Trample, FR +25, SR +15, Fear +5, Heat 3, Wpn: Lightning Tusk, Flaming Breath				
Conj 9	Awaken Tarrasque	N5	15	-	-	NUW
	Tarrasque x1	HP 245, Prot 19, MR 18, Mor 30, Str 27, Att 13, Def 8, Prec 10, Enc 4, CS 8, MM 10, SS, Recup, Regen 10%, PR +25, Fear +10, Wpn: Sharpest Bite, Claw, Tail Sweep, Dragon Gas				
Ench 7	Awaken Treelord	N5	35	4	-	NUW
	Treelord (x1)	HP 250, Prot 20, MR 18, Mor 30, Str 14, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, NNEat, BIR, PiR, Awaken Vine Men Bonus 3, FR -5, Retinue 2d6 Great Boars, Ldr 10, MagLdr 50, Mag: E1N4, Wpn: Branch, Branch, Branch				
Thau 8	Call the Worm That Walks	N5	30	-	-	
	Worm Mage x1	HP 10, Prot 0, MR 18, Mor 30, Str 12, Att 11, Def 10, Prec 11, Enc 0, CS 6, MM 16, FS, Recup, Amph, NNEat, SIR, PiR, Reinvig 2, Regen 10%, PR +5, Invulnerability 15, Swarm Body, Disease Explosion on Death, Battle Summoner 0-4 Large Beetles, Ldr 10, MagLdr 30, Mag: N3, Wpn: Fist				

Glamour Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Summon Water Kobold	G1W1	12	-	-	NUW
	Water Kobold x1	HP 5, Prot 0, MR 15, Mor 9, Str 8, Att 10, Def 13, Prec 12, Enc 2, CS 6, MM 12, Glamour, Recup, Magic, Amph, NNEat, Stealth 65, TrSi, Army Sail, Ship Size 5, Ldr 50, MagLdr 30, Mag: W1G1, Wpn: Fist				
Conj 4	Summon Cave Kobolds	G1E1	5	-	-	NUW
	Cave Kobold x5+	HP 6, Prot 9, MR 14, Mor 9, Str 12, Att 11, Def 10, Prec 9, Enc 2, CS 6, MM 12, MS, Glamour, Magic, NNEat, Stealth 65, DV 100, TrSi, Siege Strength +10, Mine Resource Bonus 5, Mag: E1G1, Wpn: Enchanted Pick Axe				

Conj 3	Summon Fay Folk	G2N1	5	-	-	NUW
	Fay Folk x10	HP 8, Prot 9, MR 14, Mor 9, Str 8, Att 11, Def 11, Prec 11, Enc 1, CS 10, MM 16, FS, Glamour, Recup, NNEat, PR +5, TrSi, Wpn: Bronze Spear				
Conj 4	Summon Fay Footfolk	G2N1	12	-	-	NUW
	Fay Footman x5+	HP 13, Prot 15, MR 14, Mor 12, Str 11, Att 12, Def 20, Prec 12, Enc 2, CS 11, MM 16, FS, Glamour, Recup, NNEat, PR +10, TrSi, Wpn: Fay Blade				
Conj 5	Summon Bluecap	G2E1	20	-	-	NUW
	Bluecap x1	HP 7, Prot 9, MR 15, Mor 10, Str 13, Att 12, Def 10, Prec 9, Enc 2, CS 6, MM 12, MS, Glamour, Magic, NNEat, Stealth 65, DV 100, TrSi, Siege Strength +10, Mine Resource Bonus 25, Ldr 10, MagLdr 40, Mag: E2G1, Wpn: Enchanted Pick Axe				
Conj 6	Summon Gnome	G2E2	30	-	-	NUW
	Gnome x1	HP 6, Prot 0, MR 16, Mor 9, Str 8, Att 7, Def 7, Prec 9, Enc 3, CS 6, MM 12, FS, Glamour, NNEat, Stealth 65, Ldr 10, MagLdr 60, Mag: E2N2G2, Wpn: Slap				
Conj 5	Summon Fay Knights	G3N1	15	-	-	NUW
	Fay Knight x3	HP 16, Prot 21, MR 14, Mor 14, Str 12, Att 13, Def 22, Prec 12, Enc 3, CS 12, MM 10, FS, Glamour, Recup, NNEat, PR +10, TrSi, Rider 3, Wpn: Fay Lance, Fay Blade, Mount: Fay Steed				
Evo 7	Illusory Attack	G4	8	4	-	Anon
	Warrior Illusion x55+	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 10, Prec 10, Enc 0, CS 12, MM 22, Eth, Illu, Inanim, Mind, Amph, NNEat, PR +25, SpSi, Wpn: Phantasmal Weapon				
	Archer Illusion x40	HP 1, Prot 0, MR 10, Mor 50, Str 10, Att 10, Def 10, Prec 10, Enc 0, CS 12, MM 22, Eth, Illu, Inanim, Mind, Amph, NNEat, PR +25, SpSi, Wpn: Phantasmal Weapon, Phantasmal Bow				
Conj 5	Awaken Sleeper	G4	10	-	-	NUW
	Sleeper x1	HP 26, Prot 18, MR 15, Mor 18, Str 17, Att 15, Def 19, Prec 15, Enc 5, CS 12, MM 14, Recup, Inspirational +1, Ldr 150, UndLdr 50, MagLdr 100, Wpn: Enchanted Spear, Javelin of Flight				
Conj 6	Summon Fay Prince	G4N1	30	-	-	NUW
	Fay Prince x1	HP 18, Prot 16, MR 16, Mor 15, Str 13, Att 14, Def 23, Prec 13, Enc 3, CS 12, MM 10, FS, Glamour, Recup, NNEat, PR +10, Awe +3, TrSi, Rider 4, Ldr 50, MagLdr 30, Mag: N1G2, Wpn: Fay Lance, Fay Blade, Mount: Royal Fay Steed				
Conj 8	Faerie Court	G4N1	60	-	-	NUW
	Faery Queen x1	HP 18, Prot 0, MR 18, Mor 7, Str 11, Att 12, Def 11, Prec 15, Enc 1, CS 12, MM 22, FS, Fly, Glamour, Recup, Magic, NNEat, Stealth 65, Disease Healing 1, Awe +4, TrSi, Retinue 2d6 Sprites, Ldr 50, MagLdr 130, Mag: N3G3?2, Wpn: Fist				
	Sprite x10	HP 2, Prot 0, MR 14, Mor 7, Str 3, Att 14, Def 19, Prec 14, Enc 1, CS 10, MM 22, FS, SS, Fly, Glamour, Magic, NNEat, Stealth 65, TrSi, Wpn: Fist, Elf Shot				
	Fay Folk x10	HP 8, Prot 9, MR 14, Mor 9, Str 8, Att 11, Def 11, Prec 11, Enc 1, CS 10, MM 16, FS, Glamour, Recup, NNEat, PR +5, TrSi, Wpn: Bronze Spear				
	Fay Footman x3	HP 13, Prot 15, MR 14, Mor 12, Str 11, Att 12, Def 20, Prec 12, Enc 2, CS 11, MM 16, FS, Glamour, Recup, NNEat, PR +10, TrSi, Wpn: Fay Blade				
	Fay Knight x2	HP 16, Prot 21, MR 14, Mor 14, Str 12, Att 13, Def 22, Prec 12, Enc 3, CS 12, MM 10, FS, Glamour, Recup, NNEat, PR +10, TrSi, Rider 3, Wpn: Fay Lance, Fay Blade, Mount: Fay Steed				

Blood Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 1	Bind Shadow Imp	B1	4	-	-	NUW
	Shadow Imp x1					HP 7, Prot 5, MR 13, Mor 9, Str 8, Att 11, Def 13, Prec 10, Enc 1, CS 7, MM 16, Demon, NNEat, Stealth 60, Dark Power 2, Wpn: Pitchfork
Blood 1	Bind Fiery Imps	B1F1	5	-	-	NUW
	Fiery Imp x5+					HP 7, Prot 5, MR 13, Mor 9, Str 8, Att 12, Def 12, Prec 11, Enc 1, CS 7, MM 16, Demon, NNEat, FR +15, CR -5, Fire Shield 6 AP dmg, Wpn: Pitchfork, Throw Flames
Blood 2	Bind Bone Fiends	B1D1	5	-	-	NUW
	Bone Fiend x5+					HP 15, Prot 0, MR 13, Mor 50, Str 15, Att 13, Def 13, Prec 5, Enc 0, CS 10, MM 22, Inanim, Und, Mind, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Claw, Claw
Blood 4	Bind Serpent Fiends	B1	4	-	-	NUW
	Serpent Fiend x3					HP 22, Prot 8, MR 16, Mor 16, Str 12, Att 12, Def 12, Prec 10, Enc 2, CS 14, MM 22, SS, WS, Fly, Demon, NNEat, PR +15, Wpn: Venomous Fangs
Blood 5	Awaken Dark Vines	B1N3	12	-	-	NUW
	Dark Vines x2					HP 126, Prot 9, MR 15, Mor 50, Str 19, Att 10, Def 5, Prec 0, Enc 0, CS 4, MM 10, FS, Magic, Mind, NNEat, BIR, PiR, PR +15, Wpn: Tentacle, Tentacle, Tentacle
Blood 2	Bind Spine Devil	B2	2	-	-	NUW
	Spine Devil x1					HP 25, Prot 13, MR 16, Mor 30, Str 15, Att 12, Def 12, Prec 5, Enc 3, CS 15, MM 18, Demon, NNEat, Poison Barbs 8 AN dmg, Wpn: Venomous Claw, Venomous Claw
Blood 2	Bind Fiend	B2	3	-	-	NUW
	Fiend of Darkness x1					HP 30, Prot 10, MR 17, Mor 30, Str 15, Att 13, Def 13, Prec 10, Enc 2, CS 13, MM 24, Fly, Demon, NNEat, Stealth 40, Dark Power 2, Wpn: Venomous Claw, Venomous Claw
Blood 3	Bind Devil	B2F2	5	-	-	NUW
	Devil x1					HP 35, Prot 8, MR 17, Mor 30, Str 14, Att 14, Def 13, Prec 12, Enc 2, CS 12, MM 22, WS, Fly, Demon, NNEat, FR +25, CR -5, Heat 3, Wpn: Trident, Barbed Tail
Blood 3	Bind Frost Fiend	B2W2	7	-	-	NUW
	Frost Fiend x1					HP 25, Prot 5, MR 17, Mor 30, Str 12, Att 12, Def 17, Prec 13, Enc 2, CS 12, MM 22, Fly, Demon, NNEat, Cold pow 1, FR -5, CR +25, Ice Prot 1, Chill 3, Wpn: Ice Rod, Frost Blast
Blood 4	Bind Storm Demon	B2A2	10	-	-	NUW
	Storm Demon x1					HP 20, Prot 5, MR 17, Mor 30, Str 12, Att 10, Def 14, Prec 14, Enc 2, CS 12, MM 34, Fly, Eth, Demon, NNEat, Storm Power 3, SR +15, Wpn: Thunder Fist, Lightning
Blood 5	Bind Demon Knight	B2E2	15	-	-	NUW
	Demon Knight x1					HP 20, Prot 22, MR 15, Mor 30, Str 15, Att 13, Def 17, Prec 10, Enc 4, CS 14, MM 14, Demon, NNEat, FR +15, Fear +5, Wpn: Lance, Broad Sword, Mount: Demon Steed
Blood 6	Blood Rite	B2D2	11	-	-	NUW
	Vampire x1					HP 12, Prot 0, MR 15, Mor 15, Str 13, Att 11, Def 11, Prec 11, Enc 0, CS 14, MM 22, Fly, Und, NNEat, Stealth 40, BIR, SIR, Undead Regen 10%, FR -5, CR +15, PR +25, DV 100, Invulnerability 25, Wpn: Life Drain
Blood 5	Send Lesser Horror	B3S3	14	4	-	NUW, Anon
	Belly Maw Horror x1					HP 27, Prot 10, MR 18, Mor 30, Str 15, Att 14, Def 14, Prec 10, Enc 0, CS 10, MM 22, Magic, PAmp, NNEat, Magic Power 1, Fear +5, DV 100, SpSi, Void Sanity 20, Wpn: Weakness Tentacle, Weakness Tentacle, Weakness Tentacle, Weakness Tentacle, Belly Maw
Blood 6	Bind Ice Devil	B3W3	88	-	-	NUW
	Ice Devil (x1)					HP 56, Prot 15, MR 18, Mor 30, Str 18, Att 12, Def 12, Prec 10, Enc 1, CS 14, MM 16, Demon, Cold pow 1, FR -5, CR +25, Ice Prot 3, Chill 3, Ldr 150, UndLdr 100, MagLdr 70, Mag: W3S2, Wpn: Magic Sceptre, Barbed Tail

Blood 7	Father Illearth	B3E4	105	-	-	NUW
	Father Illearth (x1)	HP 130, Prot 12, MR 18, Mor 30, Str 27, Att 13, Def 8, Prec 9, Enc 0, CS 10, MM 16, MS, Magic, NNEat, Regen 15%, PR +15, Fear +5, SpSi, Ldr 100, UndLdr 30, MagLdr 120, Mag: E4B3, Wpn: Fist				
Blood 8	Curse of Blood	B3D4	96	-	-	NUW
	Vampire Lord x1	HP 15, Prot 0, MR 17, Mor 15, Str 15, Att 13, Def 13, Prec 13, Enc 0, CS 14, MM 22, Fly, Und, NNEat, Stealth 40, BIR, SIR, Undead Regen 10%, FR -5, CR +15, PR +25, DV 100, Invulnerability 25, Dominion Summoner 1+ Thralls, Ldr 100, UndLdr 280, MagLdr 30, Mag: D3B3, Wpn: Life Drain				
Blood 5	Horde from Hell	B4	44	4	-	NUW
	Imp x40	HP 8, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 7, MM 22, Fly, Demon, NNEat, FR +15, CR -5, Wpn: Claws				
Blood 5	Bind Succubus	B4G1	66	-	-	NUW
	Succubus x1	HP 30, Prot 0, MR 17, Mor 30, Str 15, Att 13, Def 13, Prec 13, Enc 1, CS 13, MM 28, Fly, Demon, NNEat, Stealth 40, SpSi, Dream Seduction, Scale Walls, Unseen, Ldr 50, UndLdr 50, MagLdr 20, Mag: G2, Wpn: Life Drain				
Blood 7	Bind Arch Devil	B4F2	99	-	-	NUW
	Arch Devil (x1)	HP 62, Prot 12, MR 18, Mor 30, Str 19, Att 15, Def 15, Prec 13, Enc 1, CS 14, MM 28, WS, Fly, Demon, Fire Gems 1/month, FR +25, CR -5, Heat 3, Ldr 190, UndLdr 150, MagLdr 40, Mag: F4, Wpn: Enchanted Sickle, Barbed Tail				
Blood 9	Send Horror	B4S4	30	6	-	NUW, Anon
	Gore Tide Horror x1	HP 62, Prot 0, MR 20, Mor 30, Str 20, Att 17, Def 17, Prec 17, Enc 0, CS 8, MM 100, Magic, Amph, NNEat, BIR, SIR, PiR, Regen 50%, Magic Power 1, FR +10, Acid Res +10, CR +10, PR +10, Fear +15, SpSi, Invulnerability 18, Void Sanity 20, Wpn: Gore Tide				
Blood 6	Ritual of Five Gates	B5	33	-	-	NUW
	Fiend of Darkness x1	HP 30, Prot 10, MR 17, Mor 30, Str 15, Att 13, Def 13, Prec 10, Enc 2, CS 13, MM 24, Fly, Demon, NNEat, Stealth 40, Dark Power 2, Wpn: Venomous Claw, Venomous Claw				
	Devil x1	HP 35, Prot 8, MR 17, Mor 30, Str 14, Att 14, Def 13, Prec 12, Enc 2, CS 12, MM 22, WS, Fly, Demon, NNEat, FR +25, CR -5, Heat 3, Wpn: Trident, Barbed Tail				
	Frost Fiend x1	HP 25, Prot 5, MR 17, Mor 30, Str 12, Att 12, Def 17, Prec 13, Enc 2, CS 12, MM 22, Fly, Demon, NNEat, Cold pow 1, FR -5, CR +25, Ice Prot 1, Chill 3, Wpn: Ice Rod, Frost Blast				
	Storm Demon x1	HP 20, Prot 5, MR 17, Mor 30, Str 12, Att 10, Def 14, Prec 14, Enc 2, CS 12, MM 34, Fly, Eth, Demon, NNEat, Storm Power 3, SR +15, Wpn: Thunder Fist, Lightning				
	Demon Knight x1	HP 20, Prot 22, MR 15, Mor 30, Str 15, Att 13, Def 17, Prec 10, Enc 4, CS 14, MM 14, Demon, NNEat, FR +15, Fear +5, Wpn: Lance, Broad Sword, Mount: Demon Steed				
Blood 7	Plague of Locusts	B5	88	4	-	NUW
	Demonic Locust x11	HP 29, Prot 19, MR 16, Mor 16, Str 14, Att 15, Def 8, Prec 12, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, FR +5, PR +5, Heretic 1, Wpn: Stinger				
Blood 8	Bind Heliophagus	B5	111	-	-	NUW
	Heliophagus (x1)	HP 55, Prot 10, MR 18, Mor 30, Str 17, Att 14, Def 14, Prec 14, Enc 1, CS 14, MM 22, Fly, Demon, NNEat, Stealth 40, Dark Power 4, PR +15, Fear +5, SpSi, Invisibility, Ldr 10, UndLdr 140, MagLdr 40, Mag: B4, Wpn: Golden Claw, Barbed Tail				
Blood 9	Infernal Forces	B5F2	50	-	-	NUW
	Devil x18+	HP 35, Prot 8, MR 17, Mor 30, Str 14, Att 14, Def 13, Prec 12, Enc 2, CS 12, MM 22, WS, Fly, Demon, NNEat, FR +25, CR -5, Heat 3, Wpn: Trident, Barbed Tail				
	Imp x40	HP 8, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 7, MM 22, Fly, Demon, NNEat, FR +15, CR -5, Wpn: Claws				

Blood 9	Infernal Tempest	B5A2	50	-	-	NUW
	Storm Demon x12+	HP 20, Prot 5, MR 17, Mor 30, Str 12, Att 10, Def 14, Prec 14, Enc 2, CS 12, MM 34, Fly, Eth, Demon, NNEat, Storm Power 3, SR +15, Wpn: Thunder Fist, Lightning				
Blood 9	Forces of Ice	B5W2	50	-	-	NUW
	Frost Fiend x15+	HP 25, Prot 5, MR 17, Mor 30, Str 12, Att 12, Def 17, Prec 13, Enc 2, CS 12, MM 22, Fly, Demon, NNEat, Cold pow 1, FR -5, CR +25, Ice Prot 1, Chill 3, Wpn: Ice Rod, Frost Blast				
Blood 9	Infernal Crusade	B5E2	50	-	-	NUW
	Demon Knight x10+	HP 20, Prot 22, MR 15, Mor 30, Str 15, Att 13, Def 17, Prec 10, Enc 4, CS 14, MM 14, Demon, NNEat, FR +15, Fear +5, Wpn: Lance, Broad Sword, Mount: Demon Steed				
Blood 9	Forces of Darkness	B6	50	-	-	NUW
	Fiend of Darkness x22+	HP 30, Prot 10, MR 17, Mor 30, Str 15, Att 13, Def 13, Prec 10, Enc 2, CS 13, MM 24, Fly, Demon, NNEat, Stealth 40, Dark Power 2, Wpn: Venomous Claw, Venomous Claw				
Blood 9	Bind Demon Lord	B8	150	-	-	NUW
	Lord of the Plague Wind (x1)	HP 88, Prot 10, MR 18, Mor 30, Str 20, Att 15, Def 15, Prec 18, Enc 2, CS 16, MM 22, Fly, Demon, NNEat, Storm Power 3, SR +15, Fear +10, SpSi, Reaper 10, Retinue 2 Sheds, Ldr 50, UndLdr 390, MagLdr 90, Mag: A5D3B4, Wpn: Claw, Claw				

National Rituals: Arcoscephale (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 6	Forge Brass Bull	F3E3	25	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, SIR, PiR, FR +25, SR +15, CR +15, PR +25, SpSi, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	3	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, PR +15, Fear +5, DV 100, SpSi, Patrol 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 6	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, FR +15, SR +15, CR +15, PR +25, SpSi, Spell Singer, Wpn:				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Eth, Demon, NNEat, Stealth 40, CR +15, PR +15, Fear +5, SpSi, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x15	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, SpSi, Invulnerability 15, Patrol 5, Mag: S1D2N1, Wpn: Banefire Torch				
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, FR -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 80, Mag: N3, Wpn: Branch				

National Rituals: Mekone (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 6	Forge Brass Bull	F3E3	25	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, SIR, PiR, FR +25, SR +15, CR +15, PR +25, SpSi, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				

Conj 5	Summon Hound of Twilight	E2D1	3	-	-	NUW
	Hound of Twilight x1					HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, PR +15, Fear +5, DV 100, SpSi, Patrol 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3					HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Eth, Demon, NNEat, Stealth 40, CR +15, PR +15, Fear +5, SpSi, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x15					HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, SpSi, Invulnerability 15, Patrol 5, Mag: S1D2N1, Wpn: Banefire Torch

National Rituals: Pangaea (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1					HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, FR -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 80, Mag: N3, Wpn: Branch

National Rituals: Ermor (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Contact Lar	N1	16	-	-	NUW
	Lar x1					HP 14, Prot 0, MR 16, Mor 12, Str 11, Att 12, Def 11, Prec 12, Enc 1, CS 14, MM 18, FS, Eth, Sacr, Recup, Magic, NNEat, Stealth 40, Supply 15, PR +15, SpSi, Ldr 10, MagLdr 40, Mag: W1E1N2, Wpn: Fist

National Rituals: Sauromatia (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Daughter of Typhon	N5D2	30	-	-	NUW
	Daughter of Typhon (x1)					HP 220, Prot 13, MR 18, Mor 30, Str 19, Att 15, Def 12, Prec 5, Enc 3, CS 10, MM 12, SS, Sacr, Recup, BIR, PiR, Regen 10%, FR -10, PR +25, Fear +10, Wpn: Lesser Heads, Lesser Heads, Lesser Heads, Lesser Heads, Immortal Head

National Rituals: Fomoria (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Summon Black Dogs	D2	5	-	-	NUW
	Black Dog x20					HP 14, Prot 4, MR 13, Mor 13, Str 13, Att 12, Def 9, Prec 5, Enc 2, CS 24, MM 22, Stealth 60, Dark Power 2, DV 100, Wpn: Bite
Conj 4	Summon Barghests	D2	7	-	-	NUW
	Barghest x14					HP 28, Prot 6, MR 15, Mor 14, Str 16, Att 13, Def 10, Prec 5, Enc 2, CS 26, MM 22, Sacr, Stealth 60, Dark Power 3, DV 100, Curses attacker, Wpn: Venomous Bite
Conj 6	Summon Morrigan	D2A1	5	-	-	NUW
	Morrigan x1					HP 17, Prot 14, MR 16, Mor 30, Str 13, Att 15, Def 20, Prec 15, Enc 0, CS 12, MM 22, Fly, Glamour, Sacr, Und, NNEat, Stealth 65, CR +15, PR +25, Fear +5, SpSi, Wpn: Spear of the Morrigan

National Rituals: Tir na n'Og (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Cu Sidhe	G2	5	-	-	NUW
	Cu Sidhe x10	HP 26, Prot 7, MR 14, Mor 14, Str 15, Att 13, Def 11, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, Stealth 40, DV 50, Wpn: Bite				

National Rituals: Marverni (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Souder of Boars	N1H1	15	-	-	NUW
	Great Boar x20	HP 20, Prot 6, MR 5, Mor 13, Str 15, Att 12, Def 8, Prec 5, Enc 2, CS 16, MM 22, FS, Sacr, Trample, Wpn: Gore				
Conj 5	Contact Boar of Carnutes	N1E1	7	-	-	NUW
	Great Boar of Carnutes x1	HP 58, Prot 10, MR 14, Mor 15, Str 21, Att 13, Def 9, Prec 5, Enc 2, CS 20, MM 22, FS, Sacr, Trample, Fortune Teller 15, Dominion Summoner 1+ Great Boars, Ldr 50, MagLdr 50, Wpn: Gore				
Conj 3	Sloth of Bears	N2	6	-	-	NUW
	Great Bear x15+	HP 40, Prot 8, MR 5, Mor 13, Str 19, Att 9, Def 6, Prec 5, Enc 3, CS 14, MM 22, FS, MS, Wpn: Bite, Claw				

National Rituals: Agartha (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Rhuax Pact	F1E1	2	-	-	
	Magma Child x3	HP 17, Prot 8, MR 14, Mor 30, Str 12, Att 10, Def 8, Prec 10, Enc 0, CS 10, MM 16, Magic, NNEat, Heat pow 1, FR +25, PR +15, SpSi, Heat 3, Fire Shield 10 AP dmg, Wpn: Flame Strike				
Ench 5	Living Mercury	W1E1	6	-	-	
	Living Mercury x1	HP 140, Prot 0, MR 18, Mor 50, Str 28, Att 14, Def 14, Prec 5, Enc 0, CS 12, MM 16, Spi, Inanim, Magic, Mind, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, PR +25, SpSi, Wpn: Crush, Crush, Crush				
Conj 3	Barathrus Pact	E2	3	-	-	
	Earth Elemental x2	HP 70, Prot 9, MR 16, Mor 50, Str 19, Att 10, Def 9, Prec 3, Enc 0, CS 11, MM 16, Inanim, Magic, Mind, Trample, Amph, NNEat, Aff Res 4, Reconstruction 8%, PR +25, SpSi, Wpn: Fist				
Conj 3	Bind Penumbral	D1E1	1	-	-	
	Penumbral x1	HP 30, Prot 0, MR 14, Mor 18, Str 15, Att 10, Def 10, Prec 8, Enc 0, CS 12, MM 22, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Life Drain				
Conj 3	Revive Cavern Wights	D1E1	8	-	-	NUW
	Cavern Wight x5	HP 31, Prot 16, MR 15, Mor 17, Str 17, Att 11, Def 11, Prec 7, Enc 0, CS 8, MM 18, Und, Amph, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Bronze Glaive				
Conj 5	Bind Umbral	D2E1	2	-	-	
	Umbral x1	HP 68, Prot 0, MR 16, Mor 18, Str 22, Att 12, Def 12, Prec 8, Enc 0, CS 14, MM 22, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Life Drain				

National Rituals: Abysia (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1	HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacr, Magic, Ambidex 2, FR +15, PR +15, Fear +5, SpSi, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Conj 2	Summon Spectral Infantry	D1F1	5	-	-	NUW
	Smoulderghost x5	HP 15, Prot 0, MR 14, Mor 16, Str 13, Att 11, Def 10, Prec 7, Enc 0, CS 12, MM 22, WS, Eth, Spi, Und, NNEat, FR +25, PR +25, SpSi, Heat 3, Wpn: Spectral Axe				

National Rituals: Hinnom (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8	HP 9, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, Stealth 40, Wpn: Claws				
Conj 5	Summon Lilot	N4	15	-	-	NUW
	Lilot x1	HP 22, Prot 0, MR 17, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 28, WS, Fly, Demon, Stealth 55, Dream Seduction, Ldr 50, UndLdr 50, Wpn: Life Drain				
Blood 3	Summon Se'irim	B2	23	-	-	NUW
	Se'ir x5	HP 28, Prot 7, MR 15, Mor 30, Str 16, Att 13, Def 11, Prec 9, Enc 3, CS 16, MM 16, WS, Sacr, Demon, NNEat, Berserker +4, Wpn: Claw, Claw, Gore				
Blood 4	Summon Shedim	B3A1	28	-	-	NUW
	Shed x3	HP 40, Prot 8, MR 17, Mor 30, Str 15, Att 13, Def 12, Prec 11, Enc 2, CS 12, MM 28, Fly, Demon, NNEat, Storm Power 2, SR +15, Wpn: Thunder Fist, Lightning				
Blood 9	Release Lord of Civilization	B8	177	-	-	NUW
	Grigori (x1)	HP 77, Prot 0, MR 18, Mor 30, Str 21, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacr, Demon, Magic, NNEat, Stealth 60, Healing 3, FR +15, SR +15, PR +15, Fear +10, SpSi, Damage Reversal 3 vs MR, Invulnerability 30, Ldr 150, UndLdr 40, MagLdr 260, Mag: S4N4B4H3, Wpn: Fist				

National Rituals: Ubar (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Summon Hinn	A1F1	4	-	-	NUW
	Hinn x5+	HP 15, Prot 3, MR 14, Mor 13, Str 13, Att 13, Def 10, Prec 8, Enc 2, CS 22, MM 22, WS, Eth, Magic, Stealth 40, FR +15, SR +15, SpSi, Heat 3, Unseen, Wpn: Bite				
Conj 6	Summon Si'lat	A2	21	-	-	NUW
	Si'lat x1	HP 14, Prot 1, MR 15, Mor 9, Str 12, Att 8, Def 10, Prec 12, Enc 3, CS 16, MM 22, WS, Fly, Eth, Glamour, Magic, Stealth 65, Magic Power 1, FR +5, SR +15, SpSi, Seduction, Storm Immunity, Ldr 20, MagLdr 50, Mag: F1A2G1, Wpn: Fist				
Conj 6	Summon Binn	W1A1	4	-	-	NUW
	Binn x5+	HP 19, Prot 4, MR 14, Mor 13, Str 14, Att 12, Def 11, Prec 8, Enc 2, CS 16, MM 22, WS, Eth, Magic, Stealth 40, SR +5, PR +5, SpSi, Unseen, Wpn: Claw, Bite				
Conj 8	Contact Marid	W2F4	60	-	-	
	Marid x1	HP 56, Prot 3, MR 18, Mor 15, Str 24, Att 15, Def 11, Prec 13, Enc 2, CS 18, MM 22, WS, Fly, Eth, Magic, Amph, Magic Power 1, Heat pow 1, FR +25, SR +5, CR -5, Fear +5, SpSi, Heat 5, Fire Shield 12 AP dmg, Unseen, Storm Immunity, Ldr 90, MagLdr 140, Mag: F4A4W2E1G2, Wpn: Fist, Gore				
Blood 4	Feast for Ghuls	B1	21	-	-	NUW
	Ghul x5+	HP 12, Prot 2, MR 13, Mor 14, Str 11, Att 13, Def 11, Prec 8, Enc 2, CS 16, MM 20, WS, Demon, Magic, NNEat, Stealth 40, Regen 50%, FR +5, PR +15, SpSi, Wpn: Claw				
Blood 5	Summon Ghulah	B1	31	-	-	NUW
	Ghulah x1	HP 13, Prot 2, MR 15, Mor 14, Str 12, Att 13, Def 12, Prec 8, Enc 2, CS 16, MM 20, WS, Demon, Magic, NNEat, Stealth 40, Regen 50%, FR +5, PR +15, SpSi, Assassin, Blood Searcher 1, Ldr 10, UndLdr 60, MagLdr 20, Mag: D1B1, Wpn: Claw				

National Rituals: Ur (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Ugallu	A3	24	-	-	NUW
	Ugallu x1	HP 30, Prot 4, MR 16, Mor 15, Str 18, Att 14, Def 12, Prec 11, Enc 3, CS 16, MM 20, Fly, Sacr, Magic, NNEat, SR +15, SpSi, Storm Immunity, Ldr 100, MagLdr 40, Mag: A3, Wpn: Apotropaic Dagger, Apotropaic Mace, Bite				
Conj 7	Call Anzu	W2E2	4	-	-	NUW
	Anzu x1	HP 82, Prot 10, MR 16, Mor 18, Str 21, Att 14, Def 11, Prec 12, Enc 2, CS 8, MM 40, MS, Fly, FR +10, SR +15, Siege Strength +10, Patrol 10, Storm Immunity, Wpn: Bite, Talons, Talons, Water Breath, Flaming Breath				
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1	HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacr, Magic, Ambidex 2, FR +15, PR +15, Fear +5, SpSi, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Conj 4	Summon Kusarikkus	E1	6	-	-	NUW
	Kusarikku x2	HP 34, Prot 9, MR 15, Mor 16, Str 20, Att 13, Def 10, Prec 10, Enc 3, CS 15, MM 18, Sacr, Magic, NNEat, SpSi, Patrol 10, Wpn: Apotropaic Spear, Gore				
Conj 8	Call Apkallu	S5	60	-	-	NUW
	Umu-apkallu x1	HP 36, Prot 1, MR 18, Mor 30, Str 18, Att 14, Def 12, Prec 12, Enc 2, CS 16, MM 32, Fly, Sacr, NNEat, Research +10, Disease Healing 1, SR +15, Ldr 150, MagLdr 230, Mag: A3W3E2S4N2H2, Wpn: Fist				
Conj 3	Herd of Buffaloes	N2	8	-	-	NUW
	Buffalo x5+	HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Berserker +2, Wpn: Hoof, Gore				

National Rituals: Kailasa (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Angiri	F2	5	-	-	NUW
	Angiri x3	HP 23, Prot 1, MR 13, Mor 14, Str 15, Att 12, Def 14, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, FR +15, Awe +1, Wpn: Falchion, Kick				
Conj 3	Summon Apsaras	S2	2	-	-	NUW
	Apsara x3	HP 20, Prot 1, MR 14, Mor 13, Str 13, Att 11, Def 15, Prec 11, Enc 1, CS 14, MM 16, Sacr, Magic, Awe +4, Wpn: Kick				
Conj 4	Summon Vidyadhara	S2	15	-	-	NUW
	Vidyadhara x1	HP 21, Prot 1, MR 17, Mor 11, Str 13, Att 11, Def 15, Prec 11, Enc 1, CS 14, MM 22, Fly, Eth, Sacr, Magic, Awe +2, Storm Immunity, Ldr 50, MagLdr 60, Mag: A1S2, Wpn: Kryss, Kick				
Conj 5	Summon Gandharvas	S2	18	-	-	NUW
	Gandharva x6	HP 25, Prot 18, MR 16, Mor 15, Str 15, Att 13, Def 13, Prec 11, Enc 5, CS 10, MM 12, Sacr, Magic, Awe +2, Wpn: Falchion, Kick				
Conj 6	Summon Garudas	S2	21	-	-	NUW
	Garuda x6	HP 23, Prot 18, MR 16, Mor 15, Str 15, Att 13, Def 13, Prec 13, Enc 5, CS 10, MM 18, Fly, Sacr, Magic, PR +15, Awe +2, Wpn: Falchion, Kick				
Conj 6	Summon Maruts	S2	18	-	-	NUW
	Marut x3	HP 29, Prot 15, MR 17, Mor 18, Str 16, Att 14, Def 12, Prec 13, Enc 5, CS 10, MM 22, Fly, Sacr, Magic, Storm Power 1, FR +15, SR +15, Storm Immunity, Wpn: Apotropaic Sword, Kick, Lightning				

Conj 6	Summon Kinnara	S3	25	-	-	NUW
	Kinnara x1					HP 30, Prot 3, MR 17, Mor 13, Str 15, Att 11, Def 11, Prec 11, Enc 1, CS 14, MM 22, Fly, Sacr, Magic, Awe +3, Inspirational +1, Ldr 50, MagLdr 70, Mag: A2S2H2, Wpn: Kick
Conj 7	Summon Siddha	S4	35	-	-	NUW
	Siddha x1					HP 20, Prot 0, MR 18, Mor 15, Str 13, Att 9, Def 9, Prec 11, Enc 2, CS 14, MM 100, Sacr, Magic, Ambidex 4, Awe +3, SpSi, Ldr 50, MagLdr 90, Mag: A2S3H3, Wpn: Fist, Kick
Conj 8	Summon Devata	S5	45	-	-	NUW
	Devata x1					HP 28, Prot 18, MR 18, Mor 18, Str 17, Att 14, Def 13, Prec 11, Enc 7, CS 10, MM 12, Sacr, Magic, Ambidex 5, Awe +5, SpSi, Ldr 150, MagLdr 80, Mag: A3S2H3, Wpn: Spear, Falchion, Axe, Kick
Conj 9	Summon Devala	S5	55	-	-	NUW
	Devala x1					HP 20, Prot 1, MR 18, Mor 18, Str 13, Att 12, Def 15, Prec 12, Enc 1, CS 14, MM 22, Sacr, Magic, Awe +4, Inspirational +1, SpSi, Ldr 50, MagLdr 70, Mag: S3H4, Wpn: Kick
Conj 9	Summon Rudra	S5	55	-	-	NUW
	Rudra x1					HP 32, Prot 18, MR 18, Mor 18, Str 18, Att 15, Def 14, Prec 13, Enc 5, CS 10, MM 30, Fly, Sacr, Magic, Research -20, Forge Bonus -5, Ambidex 5, Storm Power 2, FR +15, SR +15, Fear +5, SpSi, Storm Immunity, UndLdr 150, MagLdr 60, Mag: F3A3D3H1, Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning
Conj 4	Contact Yaksha	N2E1	25	-	-	NUW
	Yaksha x1					HP 28, Prot 4, MR 17, Mor 15, Str 17, Att 13, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Awe +1, Ldr 50, MagLdr 70, Mag: E3N1G1H1?1, Wpn: Falchion, Kick
Conj 4	Contact Yakshini	N2W1	25	-	-	NUW
	Yakshini x1					HP 23, Prot 1, MR 17, Mor 13, Str 15, Att 11, Def 12, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Amph, Awe +2, Ldr 50, MagLdr 80, Mag: W3N1G1H1?1, Wpn: Fist, Kick
Conj 5	Summon Kimpurushas	N2S1	18	-	-	NUW
	Kimpurusha x6					HP 25, Prot 15, MR 16, Mor 15, Str 15, Att 14, Def 11, Prec 10, Enc 5, CS 10, MM 12, FS, Sacr, Magic, Awe +2, DV 50, Wpn: Falchion, Kick, Bite

National Rituals: Lanka (age 1)

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

Blood 4	Summon Rakshasa Warriors	B2	25	-	-	NUW
	Rakshasa Warrior x5					HP 30, Prot 15, MR 13, Mor 15, Str 20, Att 13, Def 10, Prec 9, Enc 4, CS 8, MM 12, FS, Sacr, Demon, NNEat, Chaos Power 1, FR -5, Wpn: Iron Cudgel
Blood 5	Summon Sandhyabalas	B2D1	30	-	-	NUW
	Sandhyabala x3					HP 30, Prot 15, MR 14, Mor 15, Str 20, Att 14, Def 13, Prec 9, Enc 4, CS 8, MM 12, FS, Sacr, Demon, NNEat, Stealth 40, Chaos Power 1, Dark Power 1, FR -10, Wpn: Moon Blade
Blood 7	Summon Samanishada	B3D1	35	-	-	NUW
	Samanishada x1					HP 30, Prot 15, MR 15, Mor 15, Str 20, Att 14, Def 12, Prec 9, Enc 5, CS 8, MM 12, FS, Sacr, Demon, NNEat, Stealth 60, Ambidex 2, Chaos Power 1, Dark Power 2, FR -10, Assassin, Ldr 10, UndLdr 50, Wpn: Moon Blade, Duskdagger
Blood 6	Summon Dakini	B4A1	81	-	-	NUW
	Dakini x1					HP 23, Prot 12, MR 17, Mor 13, Str 15, Att 11, Def 13, Prec 11, Enc 2, CS 14, MM 28, Fly, Sacr, Demon, Chaos Power 1, Fear +5, SpSi, Damage Reversal 1 v MR, Ldr 50, UndLdr 90, MagLdr 70, Mag: A3D1B3H2, Wpn: Athame, Kick
Blood 8	Summon Mandeha	B5D2	133	-	-	NUW
	Mandeha x1					HP 65, Prot 15, MR 18, Mor 18, Str 24, Att 15, Def 10, Prec 11, Enc 2, CS 15, MM 26, FS, Fly, Sacr, Demon, NNEat, Chaos Power 2, Dark Power 3, FR -10, Fear +5, Sleep Aura 15, SpSi, Ldr 50, UndLdr 280, MagLdr 50, Mag: A3D3B2H3, Wpn: Flesh Eater
Blood 8	Summon Danavas	B5	75	-	-	NUW
	Danava x3					HP 92, Prot 12, MR 18, Mor 18, Str 24, Att 13, Def 12, Prec 9, Enc 5, CS 16, MM 20, Sacr, Demon, NNEat, Ambidex 8, Chaos Power 2, FR -5, Fear +5, SpSi, Mag: H2?2, Wpn: Unholy Sword, Unholy Spear, Unholy Axe
Blood 8	Summon Daitya	B5	75	-	-	NUW
	Daitya x3					HP 82, Prot 13, MR 18, Mor 18, Str 22, Att 13, Def 13, Prec 13, Enc 3, CS 16, MM 20, Sacr, Demon, NNEat, Chaos Power 2, FR -5, SpSi, Mag: H2?3, Wpn: Unholy Sword, Plague Bow

National Rituals: T'ien Ch'i (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Heavenly Fires	F1S1	6	-	-	NUW
	Demon of Heavenly Fires x3					HP 24, Prot 0, MR 15, Mor 15, Str 15, Att 13, Def 10, Prec 13, Enc 1, CS 12, MM 28, Fly, Sacr, Magic, NNEat, Heat pow 1, FR +25, SpSi, Heat 3, Wpn: Flaming Fist, Flaming Wheel
Conj 4	Celestial Hounds	A1S1	4	-	-	NUW
	Celestial Hound x2					HP 25, Prot 7, MR 14, Mor 15, Str 17, Att 14, Def 10, Prec 5, Enc 1, CS 20, MM 28, Fly, Sacr, Magic, NNEat, SR +15, SpSi, Patrol 10, Wpn: Bite, Claw
Conj 6	Call Celestial Soldiers	A2S1	15	-	-	NUW
	Celestial Soldier x5					HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 14, Prec 15, Enc 4, CS 13, MM 10, Sacr, Magic, NNEat, SpSi, Wpn: Glaive
Conj 3	Heavenly Rivers	W1S1	12	-	-	NUW
	Demon of Heavenly Rivers x3					HP 32, Prot 15, MR 15, Mor 15, Str 20, Att 12, Def 11, Prec 10, Enc 1, CS 12, MM 16, Sacr, Magic, Amph, NNEat, SpSi, Berserker +4, Wpn: Great Club
Conj 1	Celestial Servant	E1S1	1	-	-	NUW
	Celestial Servant x1					HP 48, Prot 4, MR 14, Mor 14, Str 24, Att 9, Def 8, Prec 9, Enc 1, CS 12, MM 16, Sacr, Magic, NNEat, SpSi, Wpn: Rake
Conj 6	Contact Huli Jing	N2	30	-	-	NUW
	Huli Jing x1					HP 11, Prot 0, MR 18, Mor 8, Str 9, Att 11, Def 12, Prec 13, Enc 2, CS 8, MM 16, FS, Stealth 80, Magic Power 1, Spy, MagLdr 60, Mag: N3?1, Wpn: Dagger

Conj 3	Ambush of Tigers	N2	9	-	-	NUW
	Tiger x15+	HP 22, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, DV 50, Wpn: Bite, Claw				
Conj 3	Herd of Buffaloes	N2	8	-	-	NUW
	Buffalo x5+	HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Berserker +2, Wpn: Hoof, Gore				
National Rituals: Yomi (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Konoha Tengu	A1E1	5	-	-	NUW
	Konoha Tengu x5+	HP 12, Prot 4, MR 14, Mor 13, Str 11, Att 12, Def 14, Prec 12, Enc 3, CS 10, MM 28, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 5	Contact Dai Tengu	A2E1	55	-	-	NUW
	Dai Tengu x1	HP 13, Prot 4, MR 17, Mor 13, Str 11, Att 13, Def 16, Prec 13, Enc 3, CS 10, MM 28, MS, Fly, Sacr, Storm Immunity, Ldr 100, MagLdr 50, Mag: A3E1N1H2, Wpn: Quarterstaff, Lightning				
	Tengu Warrior x10	HP 13, Prot 12, MR 14, Mor 14, Str 11, Att 13, Def 13, Prec 12, Enc 6, CS 7, MM 22, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
	Karasu Tengu x15	HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 1	Summon Kappa	W1N1	3	-	-	NUW
	Kappa x3	HP 15, Prot 15, MR 8, Mor 12, Str 13, Att 10, Def 9, Prec 8, Enc 9, CS 10, MM 16, Recup, Amph, Wpn: Claw, Koppo				
Conj 5	Contact Nushi	W2N1	25	-	-	NUW
	Nushi x1	HP 10, Prot 0, MR 17, Mor 8, Str 9, Att 8, Def 9, Prec 10, Enc 2, CS 12, MM 16, SS, Awe +3, Homesickness 20, Ldr 50, UndLdr 50, MagLdr 50, Mag: W3D1N2, Wpn: Claw				
Conj 7	Summon Araburu-kami	D1F1	5	-	-	NUW
	Araburu-kami x1	HP 30, Prot 19, MR 14, Mor 16, Str 14, Att 13, Def 13, Prec 12, Enc 0, CS 6, MM 19, Sacr, Demon, NNEat, Chaos Power 1, PR +15, Awe +2, SpSi, Wpn: Enchanted No-Dachi, Throw Flames, Lightning Strike				
Conj 4	Summon Shikome	D2	8	-	-	NUW
	Shikome x8	HP 15, Prot 5, MR 15, Mor 15, Str 12, Att 13, Def 13, Prec 10, Enc 3, CS 14, MM 16, Sacr, Demon, NNEat, FR +5, CR +5, PR +15, SpSi, Berserker +4, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 6	Summon Gozu Mezu	D3	7	-	-	NUW
	Ox-head x1	HP 46, Prot 18, MR 15, Mor 15, Str 20, Att 13, Def 10, Prec 13, Enc 4, CS 13, MM 16, Demon, NNEat, SpSi, Wpn: Gore, Soul Catcher				
	Horse-face x1	HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 13, Prec 15, Enc 4, CS 13, MM 16, Demon, NNEat, SpSi, Wpn: Soul Catcher				
Conj 4	Ghost General	D3	10	-	-	
	Shura x1	HP 20, Prot 17, MR 15, Mor 18, Str 16, Att 14, Def 16, Prec 11, Enc 0, CS 8, MM 19, Float, Eth, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 100, UndLdr 150, Wpn: Bane Blade				
Conj 2	Summon Karasu Tengu	N1A1	3	-	-	NUW
	Karasu Tengu x3	HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 3	Ambush of Tigers	N2	9	-	-	NUW
	Tiger x15+	HP 22, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, DV 50, Wpn: Bite, Claw				

National Rituals: Caelum (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1					HP 14, Prot 0, MR 16, Mor 13, Str 11, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Disease Healing 1, CR +5, PR +15, Awe +2, SpSi, Gift of Water Breathing 120 size points, Ldr 50, MagLdr 30, Mag: W2H1, Wpn: Fist
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6					HP 16, Prot 16, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacr, Magic, SR +10, CR +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1					HP 35, Prot 0, MR 18, Mor 18, Str 13, Att 13, Def 13, Prec 13, Enc 1, CS 4, MM 34, Fly, Eth, Sacr, Magic, NNEat, FR +15, SR +15, Awe +4, MagLdr 70, Mag: A3S2H3, Wpn: Sacred Circlet
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of the Stars x1					HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Magic, SR +10, CR +5, Awe +3, SpSi, Ldr 100, MagLdr 110, Mag: A2S4H2, Wpn: Fist
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Animals (x1)					HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 22, Fly, Sacr, Magic, NNEat, SR +15, Awe +5, Animal Awe +8, SpSi, Invulnerability 15, Ldr 150, MagLdr 150, Mag: N5H3, Wpn: Magic Staff
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x6					HP 16, Prot 12, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacr, Demon, Chaos Power 1, FR +5, SR +5, Fear +5, Wpn: Magic Lance
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1					HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacr, Demon, NNEat, Stealth 60, Chaos Power 1, FR +5, SpSi, Spy, Dream Seduction, Ldr 50, UndLdr 50, Wpn: Claw
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Daeva of Shooting Stars x1					HP 17, Prot 0, MR 17, Mor 14, Str 12, Att 13, Def 13, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Demon, Chaos Power 1, FR +5, SR +5, Fear +5, SpSi, Ldr 100, UndLdr 200, MagLdr 60, Mag: S3D3H2, Wpn: Claw, Stellar Bolt
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Oppression (x1)					HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 28, Fly, Sacr, Demon, NNEat, FR +15, Fear +5, SpSi, Invulnerability 20, Ldr 190, UndLdr 130, MagLdr 70, Mag: F4B3H4, Wpn: Magic Staff
National Rituals: Mictlan (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1					HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacr, Amph, PR +15, Wpn: Venomous Fangs
Conj 7	Summon Tlaloque	W4	60	-	-	NUW
	Tlaloque of the South (x1)					HP 48, Prot 5, MR 18, Mor 30, Str 19, Att 12, Def 15, Prec 12, Enc 1, CS 16, MM 16, Sacr, Demon, NNEat, Supply 100, SpSi, Ldr 70, UndLdr 80, MagLdr 90, Mag: F2W4B3H3, Wpn: Quarterstaff
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW
	Jaguar Toad x3					HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 2, Prec 5, Enc 3, CS 6, MM 16, SS, Sacr, Trample, PR +15, Wpn: Head Butt, Poison Spit

Conj 6	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1					HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacr, Magic, PR +15, Inspirational +1, Ldr 100, MagLdr 140, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 3	Summon Jaguars	N2H1	20	-	-	NUW
	Jaguar x25					HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacr, Stealth 40, DV 50, Wpn: Bite, Claw
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1					HP 63, Prot 8, MR 7, Mor 14, Str 17, Att 7, Def 2, Prec 5, Enc 3, CS 7, MM 16, SS, Sacr, Trample, PR +25, Wpn: Head Butt
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3					HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW
	Ozlotl x3					HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw
Blood 5	Contact Civateteo	B2D2	36	-	-	NUW
	Civateteo x1					HP 20, Prot 0, MR 16, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 22, Eth, Sacr, Und, NNEat, Stealth 40, CR +15, PR +25, Fear +5, SpSi, Ldr 100, UndLdr 200, MagLdr 10, Mag: D1B1H2, Wpn: Life Drain
Blood 6	Bind Tzitzimitl	B2S2	10	-	-	NUW
	Tzitzimitl x1					HP 43, Prot 6, MR 18, Mor 30, Str 18, Att 13, Def 13, Prec 13, Enc 1, CS 16, MM 20, Fly, Sacr, Demon, NNEat, SpSi, Wpn: Pincer, Scorpion Tail, Stellar Bolt
Blood 6	Contact Tlahuelpuchi	B3	42	-	-	NUW
	Tlahuelpuchi x1					HP 17, Prot 0, MR 16, Mor 13, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 28, Fly, NNEat, Stealth 50, DV 100, Assassin, Patience +2, UndLdr 70, MagLdr 30, Mag: D1N1B2, Wpn: Life Drain
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1					HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 3, CS 15, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 100, UndLdr 230, MagLdr 50, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw
	Beast Bat x8					HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozlotl x14+					HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw

National Rituals: Xibalba (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Chaac	A4	75	-	-	NUW
	Chaac of the South (x1)					HP 32, Prot 3, MR 18, Mor 30, Str 18, Att 14, Def 14, Prec 14, Enc 2, CS 16, MM 22, Fly, Sacr, NNEat, Supply 50, SR +15, Storm Immunity, Ldr 70, UndLdr 50, MagLdr 80, Mag: F2A4W2H3, Wpn: Thunder Axe, Lightning
Conj 3	Summon Sacred Scorpion	E1D1	2	-	-	NUW
	Sacred Scorpion x1					HP 48, Prot 17, MR 12, Mor 15, Str 17, Att 13, Def 7, Prec 3, Enc 2, CS 8, MM 10, WS, Sacr, PR +15, DV 100, Wpn: Pincer, Pincer, Scorpion Tail

Conj 3	Summon Jaguars	N2H1	20	-	-	NUW
	Jaguar x25					HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacr, Stealth 40, DV 50, Wpn: Bite, Claw
Conj 7	Summon Balam	N4	60	-	-	NUW
	Balam of the South (x1)					HP 49, Prot 6, MR 15, Mor 14, Str 17, Att 14, Def 11, Prec 5, Enc 3, CS 24, MM 22, FS, Sacr, Stealth 40, Ldr 120, UndLdr 30, MagLdr 90, Mag: F2N4B2H3, Wpn: Bite, Claw
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3					HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW
	Ozelotl x3					HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1					HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 3, CS 15, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 100, UndLdr 190, MagLdr 60, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw
	Beast Bat x8					HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+					HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw

National Rituals: C'tis (age 1)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1					HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacr, Magic, Ambidex 2, FR +15, PR +15, Fear +5, SpSi, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear
Conj 7	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1					HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacr, Magic, PR +15, Inspirational +1, Ldr 100, MagLdr 140, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 4	Sacred Crocodile	N2W2	3	-	-	NUW
	Sacred Crocodile x1					HP 73, Prot 14, MR 8, Mor 15, Str 21, Att 11, Def 6, Prec 5, Enc 3, CS 7, MM 10, SS, Sacr, Wpn: Bite
Conj 5	Summon Monster Toads	N2	8	-	-	NUW
	Monster Toad x3					HP 63, Prot 8, MR 7, Mor 14, Str 17, Att 7, Def 2, Prec 5, Enc 3, CS 7, MM 16, SS, Sacr, Trample, PR +25, Wpn: Head Butt

National Rituals: Machaka (age 1)

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

National Rituals: Berytos (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Telkhine	W5A2	69	-	-	
	Telkhine x1	HP 53, Prot 8, MR 18, Mor 30, Str 19, Att 14, Def 13, Prec 14, Enc 1, CS 16, MM 22, Amph, Air Magic +1, Water Magic +1, SR +15, PR +15, Fear +5, Reaper 5, Army Sail, Ship Size 7, Ldr 130, UndLdr 200, MagLdr 190, Mag: F2A3W3E3D2?1, Wpn: Bite				
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8	HP 9, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, Stealth 40, Wpn: Claws				
Conj 3	Herd of Elephants	N2	20	-	-	NUW
	Elephant x5+	HP 61, Prot 11, MR 6, Mor 8, Str 20, Att 9, Def 8, Prec 5, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk				
Conj 5	Summon Lilot	N4	15	-	-	NUW
	Lilot x1	HP 22, Prot 0, MR 17, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 28, WS, Fly, Demon, Stealth 55, Dream Seduction, Ldr 50, UndLdr 50, Wpn: Life Drain				
Blood 3	Scapegoats	B1	8	-	-	NUW
	Se'ir x2	HP 28, Prot 7, MR 15, Mor 30, Str 16, Att 13, Def 11, Prec 9, Enc 3, CS 16, MM 16, WS, Sacr, Demon, NNEat, Berserker +4, Wpn: Claw, Claw, Gore				
Blood 6	Call Melqart	B3F2	99	-	-	NUW
	Melqart x1	HP 69, Prot 19, MR 18, Mor 15, Str 24, Att 15, Def 18, Prec 12, Enc 5, CS 15, MM 20, WS, Sacr, NNEat, FR +10, Fear +5, Blood Searcher 3, Sacrifice Bonus 1, Ldr 200, UndLdr 30, MagLdr 50, Mag: B3H3?2, Wpn: Dawn Blade, Gore				
Blood 4	Summon Shedim	B3A1	28	-	-	NUW
	Shed x3	HP 40, Prot 8, MR 17, Mor 30, Str 15, Att 13, Def 12, Prec 11, Enc 2, CS 12, MM 28, Fly, Demon, NNEat, Storm Power 2, SR +15, Wpn: Thunder Fist, Lightning				

National Rituals: Vanheim (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Dwarf of the Four Directions	A4E3	62	-	-	NUW
	Dwarf of the South (x1)	HP 12, Prot 7, MR 18, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 2, SR +15, DV 50, Ldr 30, MagLdr 90, Mag: F2A4E3, Wpn: Hammer				
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x4	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				

National Rituals: Helheim (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Dwarf of the Four Directions	A4E3	62	-	-	NUW
	Dwarf of the North (x1)	HP 12, Prot 7, MR 18, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 1, SR +15, DV 50, Ldr 10, MagLdr 90, Mag: A4W2E3, Wpn: Hammer				
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x4	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5	HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, CR +15, Fear +5, Berserker +3, Wpn: Bite, Claw				

National Rituals: Rus (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Firebird	F1S1	2	-	-	NUW
	Firebird x1	HP 8, Prot 2, MR 15, Mor 13, Str 7, Att 12, Def 13, Prec 14, Enc 3, CS 6, MM 28, FS, MS, Fly, Magic, FR +15, Wpn: Talons, Fire Flare				
Conj 5	Summon Zmey	F2	5	-	-	NUW
	Zmey x1	HP 45, Prot 13, MR 14, Mor 15, Str 16, Att 13, Def 9, Prec 12, Enc 3, CS 7, MM 28, MS, Fly, FR +15, Wpn: Bite, Bite, Bite, Drake Fire				
Conj 2	Summon Simargl	A1	1	-	-	NUW
	Simargl x1	HP 13, Prot 7, MR 12, Mor 13, Str 11, Att 12, Def 10, Prec 5, Enc 2, CS 12, MM 28, Fly, Patrol 10, Wpn: Bite				
Conj 5	Send Lady Middyay	A1D1	10	5	-	NUW
	Lady Middyay x1	HP 7, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 10, Prec 10, Enc 2, CS 20, MM 22, Fly, Eth, Magic, Stealth 60, Fear +5, SpSi, Assassin, Patience +2, Storm Immunity, Wpn: Plague Scythe				
Conj 7	Contact Cloud Vila	A4	40	-	-	NUW
	Cloud Vila x1	HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 13, Prec 13, Enc 2, CS 14, MM 28, MS, Fly, Sacr, Stealth 50, Healing 1, SR +15, CR +5, Seduction, Storm Immunity, MagLdr 70, Mag: A3S1N2, Wpn: Fist, Lightning Strike				
Conj 4	Summon Rusalka	W1D1	16	-	-	NUW
	Rusalka x1	HP 8, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 0, CS 12, MM 16, Und, Amph, Stealth 60, CR +15, PR +25, Seduction, Gift of Water Breathing 50 size points, Ldr 10, UndLdr 60, MagLdr 10, Mag: W1D1, Wpn: Fist				
Conj 4	Send Vodyanoy	W2	20	4	-	
	Vodyanoy x1	HP 16, Prot 0, MR 14, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 3, CS 20, MM 10, Aqua, Stealth 40, Ldr 50, MagLdr 40, Mag: W3N1, Wpn: Fist				
Conj 6	Contact Beregina	W3E1	35	-	-	
	Beregina x1	HP 8, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 2, CS 12, MM 16, Magic, Amph, Awe +3, SpSi, Gift of Water Breathing 50 size points, Ldr 50, MagLdr 70, Mag: W3E1N2, Wpn: Fist				
Conj 5	Send Bukavac	W4	5	4	-	Anon
	Bukavac x1	HP 112, Prot 15, MR 14, Mor 18, Str 22, Att 12, Def 7, Prec 5, Enc 2, CS 12, MM 10, Magic, Trample, Aqua, Fear +5, Wpn: Gore, Tentacle, Tentacle				
Conj 3	Contact Sirin	S2	8	-	-	NUW
	Sirin x1	HP 12, Prot 0, MR 14, Mor 13, Str 8, Att 10, Def 13, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacr, Stealth 50, Dream Seduction, Ldr 50, Wpn: Claw, Claw				
Conj 4	Contact Alkonost	S2	15	-	-	NUW
	Alkonost x1	HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacr, SR +15, Awe +5, Inspirational +2, Ldr 50, Mag: H3, Wpn: Claw, Claw				
Conj 5	Contact Gamayun	S3	25	-	-	NUW
	Gamayun x1	HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 13, Enc 3, CS 5, MM 28, Fly, Sacr, Research +6, Awe +3, Fortune Teller 15, Ldr 50, MagLdr 60, Mag: A2S2H2, Wpn: Claw, Claw				
Conj 4	Summon Likho	D1	10	-	-	NUW
	Likho x1	HP 14, Prot 0, MR 15, Mor 8, Str 12, Att 8, Def 8, Prec 8, Enc 4, CS 8, MM 16, FS, Stealth 60, Wpn: Claw, Curse				
Conj 3	Summon Bears	N1H1	8	-	-	NUW
	Great Bear x15	HP 44, Prot 8, MR 8, Mor 13, Str 20, Att 11, Def 7, Prec 5, Enc 3, CS 14, MM 22, FS, MS, Sacr, Wpn: Claw, Bite				

Conj 7	Contact Mountain Vila	N4	40	-	-	NUW
	Mountain Vila x1	HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 16, Prec 13, Enc 2, CS 16, MM 16, FS, MS, Sacr, Stealth 50, Healing 2, SR +15, CR +5, Seduction, Rider 3, MagLdr 70, Mag: A2S1N3, Wpn: Fist, Vine Bow, Mount: Sacred Stag				
Conj 8	Contact Leshiy	N6	60	-	-	NUW
	Leshiy x1	HP 24, Prot 5, MR 14, Mor 12, Str 14, Att 12, Def 11, Prec 8, Enc 2, CS 14, MM 22, FS, Magic, Magic -1, CR +5, SpSi, Ldr 10, MagLdr 50, Mag: A2W1E2N3, Wpn: Gore, Fist				

National Rituals: Niefelheim (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Dwarf of the Four	A4E3	62	-	-	NUW
	Directions					
	Dwarf of the West (x1)	HP 12, Prot 7, MR 18, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 1, SR +15, DV 50, Ldr 10, UndLdr 100, MagLdr 70, Mag: A4E3D2, Wpn: Hammer				
Conj 5	Summon Rimvaettir	W2	5	-	-	NUW
	Rimvaetti x5+	HP 10, Prot 9, MR 13, Mor 12, Str 10, Att 12, Def 14, Prec 10, Enc 5, CS 8, MM 12, FS, Stealth 40, Cold pow 1, CR +25, Ice Prot 1, Chill 2, Wpn: Hatchet				
Conj 4	Awaken Jotun Draugar	D2	15	-	-	NUW
	Jotun Draug x3	HP 70, Prot 15, MR 13, Mor 18, Str 23, Att 11, Def 13, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5	HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, CR +15, Fear +5, Berserker +3, Wpn: Bite, Claw				

National Rituals: Muspelheim (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Dwarf of the Four	A4E3	62	-	-	NUW
	Directions					
	Dwarf of the West (x1)	HP 12, Prot 7, MR 18, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 1, SR +15, DV 50, Ldr 10, UndLdr 100, MagLdr 70, Mag: A4E3D2, Wpn: Hammer				
Conj 4	Awaken Jotun Draugar	D2	15	-	-	NUW
	Jotun Draug x3	HP 70, Prot 15, MR 13, Mor 18, Str 23, Att 11, Def 13, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				
Conj 3	Summon Glosos	D2	10	-	-	NUW
	Gloso x9	HP 28, Prot 8, MR 13, Mor 14, Str 15, Att 13, Def 9, Prec 5, Enc 2, CS 18, MM 22, FS, Sacr, Trample, Stealth 50, FR +25, DV 100, Heat 3, Wpn: Poisonous Gore				
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5	HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, CR +15, Fear +5, Berserker +3, Wpn: Bite, Claw				

National Rituals: Therodos (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 6	Forge Brass Bull	F3E3	25	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, SIR, PiR, FR +25, SR +15, CR +15, PR +25, SpSi, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 8	Summon Telkhine	W5A2	69	-	-	
	Telkhine x1	HP 53, Prot 8, MR 18, Mor 30, Str 19, Att 14, Def 13, Prec 14, Enc 1, CS 16, MM 22, Amph, Air Magic +1, Water Magic +1, SR +15, PR +15, Fear +5, Reaper 5, Army Sail, Ship Size 7, Ldr 120, UndLdr 250, MagLdr 180, Mag: F2A3W3E3D2?1, Wpn: Bite				
Conj 5	Summon Hound of Twilight	E2D1	3	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, PR +15, Fear +5, DV 100, SpSi, Patrol 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Conj 0	Call Epor	D1	7	-	-	
	Epor x1	HP 7, Prot 0, MR 14, Mor 9, Str 8, Att 8, Def 8, Prec 10, Enc 0, CS 10, MM 22, Float, Eth, Spi, Sacr, Und, Amph, NNEat, CR +15, PR +25, SpSi, Ldr 50, UndLdr 50, Mag: H1, Wpn: Paralyze				
Conj 0	Call Spectral Philosopher	D1	11	-	-	
	Spectral Philosopher x1	HP 7, Prot 0, MR 14, Mor 8, Str 8, Att 8, Def 8, Prec 10, Enc 0, CS 10, MM 22, Float, Eth, Spi, Und, Amph, NNEat, CR +15, PR +25, SpSi, Ldr 10, UndLdr 10, Wpn: Paralyze				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Eth, Demon, NNEat, Stealth 40, CR +15, PR +15, Fear +5, SpSi, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x15	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, SpSi, Invulnerability 15, Patrol 5, Mag: S1D2N1, Wpn: Banefire Torch				

National Rituals: Atlantis (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Summon Monster Fish	W3	6	-	-	UW
	Monster Fish x1	HP 128, Prot 12, MR 13, Mor 18, Str 25, Att 12, Def 6, Prec 5, Enc 2, CS 16, MM 10, Aqua, Fear +5, Wpn: Swallow				

National Rituals: R'lyeh (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Enslave Sea Trolls	S3W2	15	-	-	
	Slave Troll x5+	HP 52, Prot 16, MR 12, Mor 12, Str 22, Att 8, Def 9, Prec 8, Enc 4, CS 13, MM 12, Amph, NNEat, Regen 10%, PR +15, DV 50, Wpn: Coral Glaive				

National Rituals: Arcoscephale (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 6	Forge Brass Bull	F3E3	25	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, SIR, PiR, FR +25, SR +15, CR +15, PR +25, SpSi, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	3	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, PR +15, Fear +5, DV 100, SpSi, Patrol 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 6	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, FR +15, SR +15, CR +15, PR +25, SpSi, Spell Singer, Wpn:				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Eth, Demon, NNEat, Stealth 40, CR +15, PR +15, Fear +5, SpSi, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x15	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, SpSi, Invulnerability 15, Patrol 5, Mag: S1D2N1, Wpn: Banefire Torch				
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, FR -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 80, Mag: N3, Wpn: Branch				

National Rituals: Phlegra (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 6	Forge Brass Bull	F3E3	25	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, SIR, PiR, FR +25, SR +15, CR +15, PR +25, SpSi, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	3	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, PR +15, Fear +5, DV 100, SpSi, Patrol 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Eth, Demon, NNEat, Stealth 40, CR +15, PR +15, Fear +5, SpSi, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x15	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, SpSi, Invulnerability 15, Patrol 5, Mag: S1D2N1, Wpn: Banefire Torch				

National Rituals: Pangaea (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, FR -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 80, Mag: N3, Wpn: Branch				

National Rituals: Asphodel (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 0	Carrion Centaur	N1D1	8	-	-	NUW
	Carrion Centaur x1	HP 24, Prot 2, MR 14, Mor 15, Str 15, Att 7, Def 11, Prec 7, Enc 0, CS 20, MM 22, FS, Sacr, Recup, Inanim, Und, Magic, PAmph, NNEat, PiR, CR +5, PR +25, SpSi, Ldr 50, UndLdr 150, MagLdr 10, Mag: H1, Wpn: Sleep Vines, Sleep Vines, Hoof				
Ench 0	Carrion Lady	N1D1	16	-	-	NUW
	Carrion Lady x1	HP 15, Prot 0, MR 16, Mor 10, Str 11, Att 9, Def 11, Prec 9, Enc 0, CS 10, MM 22, FS, Sacr, Recup, Inanim, Und, Magic, PAmph, NNEat, Stealth 40, PiR, CR +5, PR +25, SpSi, Ldr 10, UndLdr 100, MagLdr 20, Mag: N1H2?1, Wpn: Sleep Vines, Claw, Hoof				
Ench 0	Carrion Lord	N3D2	35	-	-	NUW
	Carrion Lord x1	HP 53, Prot 2, MR 18, Mor 16, Str 19, Att 8, Def 8, Prec 8, Enc 0, CS 9, MM 22, FS, Sacr, Recup, Inanim, Und, Magic, PAmph, NNEat, Stealth 40, PiR, CR +5, PR +25, Fear +5, SpSi, Ldr 10, UndLdr 300, MagLdr 40, Mag: D2N3H3?1, Wpn: Sleep Vines, Sleep Vines, Club				

National Rituals: Ermor (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 0	Revive Lictor	D2	3	-	-	NUW
	Lictor x1	HP 20, Prot 16, MR 14, Mor 18, Str 16, Att 12, Def 10, Prec 10, Enc 0, CS 8, MM 19, Sacr, Und, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Battleaxe				
Conj 0	Revive Censor	D2	4	-	-	NUW
	Censor x1	HP 23, Prot 16, MR 15, Mor 18, Str 17, Att 13, Def 11, Prec 10, Enc 0, CS 8, MM 19, Sacr, Und, NNEat, CR +25, PR +25, SpSi, Chill 3, Ldr 10, UndLdr 150, Wpn: Battleaxe				
Conj 0	Revive Acolyte	D2	10	-	-	NUW
	Acolyte of Eldregate x1	HP 20, Prot 5, MR 15, Mor 18, Str 16, Att 12, Def 12, Prec 10, Enc 0, CS 8, MM 22, Sacr, Und, NNEat, CR +25, PR +25, SpSi, Chill 3, Ldr 10, UndLdr 120, Mag: H1, Wpn: Poisoned Claw				
Conj 0	Revive Bishop	D2	16	-	-	NUW
	Bishop of Eldregate x1	HP 23, Prot 5, MR 16, Mor 18, Str 17, Att 13, Def 13, Prec 10, Enc 0, CS 8, MM 22, Sacr, Und, NNEat, CR +25, PR +25, SpSi, Chill 3, Ldr 10, UndLdr 190, Mag: H2, Wpn: Poisoned Claw				
Conj 0	Revive Spectator	D2	12	-	-	
	Spectator x1	HP 25, Prot 0, MR 16, Mor 18, Str 13, Att 10, Def 16, Prec 12, Enc 0, CS 12, MM 22, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 10, UndLdr 110, Mag: D2, Wpn: Life Drain				
Conj 2	Revive Wailing Lady	D2	8	-	-	
	Wailing Lady x1	HP 20, Prot 0, MR 15, Mor 18, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, CR +25, PR +25, Fear +10, SpSi, Chill 3, Wpn: Wail				
Conj 3	Lictorian Guard	D2	10	-	-	NUW
	Lictor x5	HP 20, Prot 16, MR 14, Mor 18, Str 16, Att 12, Def 10, Prec 10, Enc 0, CS 8, MM 19, Sacr, Und, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Battleaxe				
Conj 0	Revive Arch Bishop	D3	23	-	-	NUW
	Arch Bishop of Eldregate x1	HP 25, Prot 5, MR 17, Mor 18, Str 18, Att 13, Def 13, Prec 10, Enc 0, CS 8, MM 22, Sacr, Und, NNEat, CR +25, PR +25, SpSi, Chill 3, Ldr 10, UndLdr 260, Mag: H3, Wpn: Rod of Death				
Conj 0	Revive Dusk Elder	D3	20	-	-	
	Dusk Elder x1	HP 30, Prot 0, MR 17, Mor 16, Str 14, Att 10, Def 17, Prec 12, Enc 0, CS 12, MM 22, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 20, UndLdr 200, MagLdr 40, Mag: F1S1D3?1, Wpn: Life Drain				

Conj 5	Lamentation	D3	25	-	-	
	Wailing Lady x5	HP 20, Prot 0, MR 15, Mor 18, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, CR +25, PR +25, Fear +10, SpSi, Chill 3, Wpn: Wail				
Conj 8	Lictorian Legion	D4	35	-	-	NUW
	Lictor x25	HP 20, Prot 16, MR 14, Mor 18, Str 16, Att 12, Def 10, Prec 10, Enc 0, CS 8, MM 19, Sacr, Und, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Battleaxe				
Ench 6	Ermorian Legion	D4	15	-	-	NUW
	Longdead Legionnaire x50	HP 5, Prot 10, MR 10, Mor 50, Str 10, Att 11, Def 13, Prec 10, Enc 0, CS 8, MM 21, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, SpSi, Wpn: Spear, Javelin				
Conj 7	Great Lamentation	D5	33	-	-	
	Wailing Lady x14	HP 20, Prot 0, MR 15, Mor 18, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, CR +25, PR +25, Fear +10, SpSi, Chill 3, Wpn: Wail				

National Rituals: Pythium (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Contact Angel of the Host	S3	7	-	-	NUW
	Angel of the Host x1	HP 17, Prot 18, MR 17, Mor 18, Str 13, Att 13, Def 17, Prec 15, Enc 5, CS 12, MM 30, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Wpn: Heavenly Sword				
Conj 6	Angelic Choir	S3	15	-	-	NUW
	Angel of the Heavenly Choir x3	HP 14, Prot 0, MR 16, Mor 18, Str 12, Att 11, Def 12, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Mag: H2, Wpn: Fist				
Conj 7	Heavenly Wrath	S3F1	35	-	-	NUW
	Angel of Fury x1	HP 49, Prot 0, MR 18, Mor 30, Str 17, Att 14, Def 12, Prec 15, Enc 1, CS 16, MM 34, Fly, Sacr, NNEat, FR +5, SR +5, Fear +5, SpSi, Blood Vengeance 4 vs MR, Invulnerability 20, Wpn: Holy Scourge				
Conj 6	Contact Harbinger	S4	25	-	-	NUW
	Harbinger x1	HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 20, Ldr 100, MagLdr 80, Mag: A3H2, Wpn: Fist, Heavenly Horn				
Conj 7	Angelic Host	S5	50	5	-	NUW
	Angel of the Host x6	HP 17, Prot 18, MR 17, Mor 18, Str 13, Att 13, Def 17, Prec 15, Enc 5, CS 12, MM 30, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Wpn: Heavenly Sword				
Conj 9	Heavenly Choir	S7F2	144	-	-	NUW
	Seraph x1	HP 77, Prot 0, MR 18, Mor 30, Str 21, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacr, Magic, NNEat, FR +15, SR +15, PR +15, Awe +7, SpSi, Sight Vengeance 5 vs MR, Invulnerability 30, Fire Shield 12 AP dmg, Ldr 240, MagLdr 260, Mag: F4A4S4H4, Wpn: Fist				
	Angel of the Heavenly Choir x9	HP 14, Prot 0, MR 16, Mor 18, Str 12, Att 11, Def 12, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Mag: H2, Wpn: Fist				
	Harbinger of the Choir x3	HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 20, Wpn: Fist, Heavenly Horn				
Conj 5	Contact Lar	N1	16	-	-	NUW
	Lar x1	HP 14, Prot 0, MR 16, Mor 12, Str 11, Att 12, Def 11, Prec 12, Enc 1, CS 14, MM 18, FS, Eth, Sacr, Recup, Magic, NNEat, Stealth 40, Supply 15, PR +15, SpSi, Ldr 10, MagLdr 40, Mag: W1E1N2, Wpn: Fist				
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, FR -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 80, Mag: N3, Wpn: Branch				

National Rituals: Man (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Summon Black Dogs	D2	5	-	-	NUW
	Black Dog x20	HP 14, Prot 4, MR 13, Mor 13, Str 13, Att 12, Def 9, Prec 5, Enc 2, CS 24, MM 22, Stealth 60, Dark Power 2, DV 100, Wpn: Bite				
Conj 4	Summon Barghests	D2	7	-	-	NUW
	Barghest x14	HP 28, Prot 6, MR 15, Mor 14, Str 16, Att 13, Def 10, Prec 5, Enc 2, CS 26, MM 22, Sacr, Stealth 60, Dark Power 3, DV 100, Curses attacker, Wpn: Venomous Bite				
Conj 4	Herd of Unicorns	G2N1	10	-	-	NUW
	Unicorn x10	HP 25, Prot 4, MR 14, Mor 12, Str 15, Att 11, Def 12, Prec 5, Enc 2, CS 30, MM 28, FS, Sacr, Recup, Stealth 40, PR +10, TrSi, Smart 100, Wpn: Alicorn, Hoof				
Conj 3	Summon Cu Sidhe	G2	5	-	-	NUW
	Cu Sidhe x10	HP 26, Prot 7, MR 14, Mor 14, Str 15, Att 13, Def 11, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, Stealth 40, DV 50, Wpn: Bite				

National Rituals: Eriu (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Cu Sidhe	G2	5	-	-	NUW
	Cu Sidhe x10	HP 26, Prot 7, MR 14, Mor 14, Str 15, Att 13, Def 11, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, Stealth 40, DV 50, Wpn: Bite				

National Rituals: Agartha (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Rhuax Pact	F1E1	2	-	-	
	Magma Child x3	HP 17, Prot 8, MR 14, Mor 30, Str 12, Att 10, Def 8, Prec 10, Enc 0, CS 10, MM 16, Magic, NNEat, Heat pow 1, FR +25, PR +15, SpSi, Heat 3, Fire Shield 10 AP dmg, Wpn: Flame Strike				
Conj 4	Olm Conclave	W1E1	20	-	-	
	Olm Sage x1	HP 24, Prot 5, MR 16, Mor 12, Str 11, Att 8, Def 8, Prec 12, Enc 4, CS 7, MM 10, Sacr, Amph, NNEat, CR +5, PR +15, SpSi, Fortune Teller 10, Ldr 50, MagLdr 80, Mag: W2E1, Wpn: Life Drain, Mind Blast				
	Great Olm x15	HP 23, Prot 5, MR 14, Mor 12, Str 11, Att 8, Def 8, Prec 12, Enc 4, CS 7, MM 10, Sacr, Amph, NNEat, CR +5, PR +15, SpSi, Wpn: Life Drain, Mind Blast				
Ench 5	Living Mercury	W1E1	6	-	-	
	Living Mercury x1	HP 140, Prot 0, MR 18, Mor 50, Str 28, Att 14, Def 14, Prec 5, Enc 0, CS 12, MM 16, Spi, Inanim, Magic, Mind, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, PR +25, SpSi, Wpn: Crush, Crush, Crush				
Conj 3	Barathrus Pact	E2	3	-	-	
	Earth Elemental x2	HP 70, Prot 9, MR 16, Mor 50, Str 19, Att 10, Def 9, Prec 3, Enc 0, CS 11, MM 16, Inanim, Magic, Mind, Trample, Amph, NNEat, Aff Res 4, Reconstruction 8%, PR +25, SpSi, Wpn: Fist				
Ench 1	Attentive Statues	E2	3	-	-	
	Attentive Statue x2	HP 13, Prot 22, MR 12, Mor 50, Str 13, Att 12, Def 14, Prec 5, Enc 0, CS 6, MM 22, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, PR +25, SpSi, Patrol 5, Wpn: Granite Sword				
Ench 3	Enliven Sentinel	E2	2	-	-	
	Sentinel x1	HP 25, Prot 22, MR 13, Mor 50, Str 16, Att 12, Def 10, Prec 5, Enc 0, CS 8, MM 22, Sacr, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, PR +25, SpSi, Patrol 10, Wpn: Granite Glaive				
Ench 5	Enliven Granite Guard	E3	10	-	-	
	Granite Guardian x1	HP 75, Prot 22, MR 14, Mor 50, Str 22, Att 12, Def 10, Prec 5, Enc 0, CS 8, MM 22, Sacr, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, PR +25, SpSi, Patrol 10, Wpn: Granite Glaive				

Ench 6	Enliven Marble Oracle	E3D1	35	-	-	
	Marble Oracle x1	HP 85, Prot 22, MR 16, Mor 50, Str 22, Att 12, Def 10, Prec 5, Enc 0, CS 8, MM 22, Sacr, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, PR +25, SpSi, Fortune Teller 15, Mag: H2, Wpn: Stone Club				
Ench 8	Hall of Statues	E5	30	-	-	
	Sentinel x20+	HP 25, Prot 22, MR 13, Mor 50, Str 16, Att 12, Def 10, Prec 5, Enc 0, CS 8, MM 22, Sacr, Inanim, Magic, Mind, PAmph, NNEat, SIR, PiR, PR +25, SpSi, Patrol 10, Wpn: Granite Glaive				
Conj 3	Summon Penumbrales	D1E1	6	-	-	
	Penumbrales x6	HP 30, Prot 0, MR 14, Mor 18, Str 15, Att 10, Def 10, Prec 8, Enc 0, CS 12, MM 22, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Life Drain				
Conj 3	Awaken Shard Wights	D1E1	10	-	-	NUW
	Shard Wight x5+	HP 35, Prot 16, MR 15, Mor 17, Str 17, Att 11, Def 10, Prec 7, Enc 0, CS 8, MM 16, Und, Amph, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Shard Glaive				
Conj 5	Summon Umbrals	D2E1	8	-	-	
	Umbral x6	HP 68, Prot 0, MR 16, Mor 18, Str 22, Att 12, Def 12, Prec 8, Enc 0, CS 14, MM 22, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Life Drain				

National Rituals: Ulm (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Iron Angel	E5S2	25	-	-	NUW
	Iron Angel x1	HP 63, Prot 26, MR 20, Mor 30, Str 22, Att 16, Def 14, Prec 12, Enc 6, CS 12, MM 22, Fly, NNEat, Magic -10, Ambidex 2, Reinvig 4, FR +5, SR +5, Halt Heretic +9, Wpn: Sword of Sharpness, Divine Grasp				

National Rituals: Marignon (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Contact Angel of the Host	S3	7	-	-	NUW
	Angel of the Host x1	HP 17, Prot 18, MR 17, Mor 18, Str 13, Att 13, Def 17, Prec 15, Enc 5, CS 12, MM 30, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Wpn: Heavenly Sword				
Conj 6	Angelic Choir	S3	15	-	-	NUW
	Angel of the Heavenly Choir x3	HP 14, Prot 0, MR 16, Mor 18, Str 12, Att 11, Def 12, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Mag: H2, Wpn: Fist				
Conj 7	Heavenly Wrath	S3F1	35	-	-	NUW
	Angel of Fury x1	HP 49, Prot 0, MR 18, Mor 30, Str 17, Att 14, Def 12, Prec 15, Enc 1, CS 16, MM 34, Fly, Sacr, NNEat, FR +5, SR +5, Fear +5, SpSi, Blood Vengeance 4 vs MR, Invulnerability 20, Wpn: Holy Scourge				
Conj 6	Contact Harbinger	S4	25	-	-	NUW
	Harbinger x1	HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 20, Ldr 100, MagLdr 80, Mag: A3H2, Wpn: Fist, Heavenly Horn				
Conj 7	Angelic Host	S5	50	5	-	NUW
	Angel of the Host x6	HP 17, Prot 18, MR 17, Mor 18, Str 13, Att 13, Def 17, Prec 15, Enc 5, CS 12, MM 30, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Wpn: Heavenly Sword				
Conj 9	Heavenly Choir	S7F2	144	-	-	NUW
	Seraph x1	HP 77, Prot 0, MR 18, Mor 30, Str 21, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacr, Magic, NNEat, FR +15, SR +15, PR +15, Awe +7, SpSi, Sight Vengeance 5 vs MR, Invulnerability 30, Fire Shield 12 AP dmg, Ldr 240, MagLdr 260, Mag: F4A4S4H4, Wpn: Fist				
	Angel of the Heavenly Choir x9	HP 14, Prot 0, MR 16, Mor 18, Str 12, Att 11, Def 12, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Mag: H2, Wpn: Fist				

Harbinger of the Choir x3 HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 20, Wpn: Fist, Heavenly Horn

National Rituals: Abysia (age 2)

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

National Rituals: Ashdod (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Call Malakh	S2	9	-	-	NUW
	Malakh x1					HP 13, Prot 0, MR 15, Mor 15, Str 12, Att 11, Def 11, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, Stealth 60, FR +5, SR +5, Awe +4, SpSi, Invulnerability 15, Mag: H1, Wpn: Fist
Conj 6	Call Hashmal	S3F1	21	-	-	NUW
	Hashmal x1					HP 27, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 14, Prec 14, Enc 1, CS 16, MM 34, Fly, Eth, Sacr, Magic, NNEat, FR +25, SR +5, Awe +5, SpSi, Invulnerability 20, Inquisitor, Fire Shield 10 AP dmg, Ldr 150, MagLdr 100, Mag: H2, Wpn: Flame Strike
Conj 7	Call Arel	S4N1	39	-	-	NUW
	Arel x1					HP 33, Prot 0, MR 18, Mor 10, Str 14, Att 8, Def 13, Prec 9, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, Healing 3, FR +5, SR +5, PR +15, Awe +6, SpSi, Invulnerability 15, Ldr 100, MagLdr 80, Mag: N3H3, Wpn: Fist
Conj 8	Call Ophan	S5F2	49	-	-	NUW
	Ophan x1					HP 55, Prot 21, MR 18, Mor 30, Str 20, Att 14, Def 14, Prec 14, Enc 1, CS 27, MM 40, Fly, Eth, Sacr, Inanim, Magic, Trample, NNEat, FR +15, SR +15, PR +25, Awe +6, SpSi, Patrol 50, Fire Shield 11 AP dmg, Mag: H3, Wpn: Flame Strike
Conj 9	Call Merkavah	S7F3	222	-	-	NUW
	Chayot x1					HP 55, Prot 0, MR 18, Mor 30, Str 18, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacr, Magic, NNEat, Astral Magic +6, Magic -6, FR +15, SR +15, PR +15, Awe +7, SpSi, Sight Vengeance 5 vs MR, Invulnerability 30, Fire Shield 13 AP dmg, Retinue 4 Ophans, Ldr 200, MagLdr 180, Mag: F4A4E4S4H10, Wpn: Fist
Conj 6	Dirge for the Dead	D3H1	25	-	-	NUW
	Ditanu x1					HP 53, Prot 18, MR 18, Mor 30, Str 24, Att 14, Def 17, Prec 12, Enc 0, CS 15, MM 21, WS, Eth, Sacr, Und, NNEat, PiR, FR +5, CR +15, PR +25, Fear +5, SpSi, Ldr 100, UndLdr 100, MagLdr 10, Mag: D1H1?1, Wpn: Dawn Blade, Gore
Conj 8	Banquet for the Dead	D4H1	55	-	-	NUW
	Malik x1					HP 63, Prot 16, MR 18, Mor 30, Str 24, Att 15, Def 18, Prec 12, Enc 0, CS 15, MM 21, WS, Eth, Sacr, Und, NNEat, PiR, FR +10, CR +15, PR +25, Fear +10, SpSi, Ldr 150, UndLdr 270, MagLdr 40, Mag: D2B2H2?2, Wpn: Dawn Blade, Gore
	Ditanu x4					HP 53, Prot 18, MR 18, Mor 30, Str 24, Att 14, Def 17, Prec 12, Enc 0, CS 15, MM 21, WS, Eth, Sacr, Und, NNEat, PiR, FR +5, CR +15, PR +25, Fear +5, SpSi, Mag: D1H1?1, Wpn: Dawn Blade, Gore
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8					HP 9, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, Stealth 40, Wpn: Claws

Conj 5	Summon Lilot	N4	15	-	-	NUW
	Lilot x1	HP 22, Prot 0, MR 17, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 28, WS, Fly, Demon, Stealth 55, Dream Seduction, Ldr 50, UndLdr 50, Wpn: Life Drain				
Blood 3	Summon Se'irim	B2	23	-	-	NUW
	Se'ir x5	HP 28, Prot 7, MR 15, Mor 30, Str 16, Att 13, Def 11, Prec 9, Enc 3, CS 16, MM 16, WS, Sacr, Demon, NNEat, Berserker +4, Wpn: Claw, Claw, Gore				
Blood 4	Summon Shedim	B3A1	28	-	-	NUW
	Shed x3	HP 40, Prot 8, MR 17, Mor 30, Str 15, Att 13, Def 12, Prec 11, Enc 2, CS 12, MM 28, Fly, Demon, NNEat, Storm Power 2, SR +15, Wpn: Thunder Fist, Lightning				

National Rituals: Na'Ba (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Contact Jinn	F2A1	18	-	-	NUW
	Jinn x1	HP 17, Prot 1, MR 15, Mor 11, Str 12, Att 11, Def 11, Prec 12, Enc 3, CS 16, MM 22, WS, Fly, Eth, Glamour, Sacr, Magic, Stealth 65, Magic Power 1, FR +25, SR +5, CR -5, SpSi, Unseen, Storm Immunity, Ldr 70, MagLdr 60, Mag: F2A2G1, Wpn: Fist				
Conj 5	Summon Jinn Warriors	F2A1	18	-	-	NUW
	Jinn Warrior x3	HP 19, Prot 10, MR 14, Mor 12, Str 12, Att 12, Def 14, Prec 12, Enc 4, CS 15, MM 22, WS, Fly, Eth, Glamour, Sacr, Magic, Stealth 65, Magic Power 1, FR +25, SR +5, CR -5, SpSi, Unseen, Storm Immunity, Mag: F2A2, Wpn: Enchanted Scimitar				
Conj 8	Summon Marid	F4A2	66	-	-	
	Marid x1	HP 56, Prot 3, MR 18, Mor 15, Str 24, Att 15, Def 11, Prec 13, Enc 2, CS 18, MM 22, WS, Fly, Eth, Sacr, Magic, Amph, Magic Power 1, Heat pow 1, FR +25, SR +5, CR -5, Fear +5, SpSi, Heat 5, Fire Shield 12 AP dmg, Unseen, Storm Immunity, Ldr 90, MagLdr 150, Mag: F4A4W3E1G2, Wpn: Fist, Gore				
Conj 6	Summon Hinn	A1F1	4	-	-	NUW
	Hinn x5+	HP 15, Prot 3, MR 14, Mor 13, Str 13, Att 13, Def 10, Prec 8, Enc 2, CS 22, MM 22, WS, Eth, Magic, Stealth 40, FR +15, SR +15, SpSi, Heat 3, Unseen, Wpn: Bite				
Conj 6	Contact Houri	A2G1	26	-	-	NUW
	Houri x1	HP 17, Prot 1, MR 15, Mor 9, Str 12, Att 8, Def 10, Prec 12, Enc 3, CS 16, MM 22, WS, Fly, Eth, Glamour, Sacr, Magic, Stealth 65, Magic Power 1, FR +25, SR +5, CR -5, SpSi, Seduction, Unseen, Storm Immunity, Ldr 30, MagLdr 80, Mag: F2A1N2G2, Wpn: Fist				
Conj 6	Summon Si'lat	A2	21	-	-	NUW
	Si'lat x1	HP 14, Prot 1, MR 15, Mor 9, Str 12, Att 8, Def 10, Prec 12, Enc 3, CS 16, MM 22, WS, Fly, Eth, Glamour, Magic, Stealth 65, Magic Power 1, FR +5, SR +15, SpSi, Seduction, Storm Immunity, Ldr 20, MagLdr 50, Mag: F1A2G1, Wpn: Fist				
Conj 6	Summon Binn	W1A1	4	-	-	NUW
	Binn x5+	HP 19, Prot 4, MR 14, Mor 13, Str 14, Att 12, Def 11, Prec 8, Enc 2, CS 16, MM 22, WS, Eth, Magic, Stealth 40, SR +5, PR +5, SpSi, Unseen, Wpn: Claw, Bite				
Thau 5	Awaken Jinn Block	E1H1	5	-	-	
	Jinn Block x1	HP 50, Prot 25, MR 18, Mor 30, Str 10, Att 5, Def 0, Prec 10, Enc 0, CS 2, MM 0, Sacr, Inanim, Magic, Amph, NNEat, SIR, PiR, Research -8, Master Smith -1, FR +15, PR +25, SpSi, MagLdr 70, Mag: F1A1H1, Wpn:				
Blood 5	Summon Ifrit	B1F3	58	-	-	NUW
	Ifrit x1	HP 36, Prot 2, MR 17, Mor 14, Str 18, Att 13, Def 12, Prec 11, Enc 2, CS 16, MM 22, WS, Fly, Eth, Sacr, Magic, Magic Power 1, Heat pow 1, FR +50, SR +5, CR -5, SpSi, Heat 4, Fire Shield 10 AP dmg, Unseen, Storm Immunity, Ldr 80, MagLdr 60, Mag: F3A2, Wpn: Enchanted Scimitar				

Blood 6	Summon Shaytan	B1F3	73	-	-	NUW
	Shaytan x1	HP 26, Prot 2, MR 17, Mor 12, Str 16, Att 12, Def 11, Prec 12, Enc 2, CS 16, MM 22, WS, Fly, Eth, Glamour, Magic, Stealth 65, Magic Power 1, FR +25, SR +5, CR -5, SpSi, Spy, Unseen, Storm Immunity, Ldr 70, UndLdr 20, MagLdr 70, Mag: F2A2B2, Wpn: Fist				
Blood 4	Feast for Ghuls	B1	21	-	-	NUW
	Ghul x5+	HP 12, Prot 2, MR 13, Mor 14, Str 11, Att 13, Def 11, Prec 8, Enc 2, CS 16, MM 20, WS, Demon, Magic, NNEat, Stealth 40, Regen 50%, FR +5, PR +15, SpSi, Wpn: Claw				
Blood 5	Summon Ghulah	B1	31	-	-	NUW
	Ghulah x1	HP 13, Prot 2, MR 15, Mor 14, Str 12, Att 13, Def 12, Prec 8, Enc 2, CS 16, MM 20, WS, Demon, Magic, NNEat, Stealth 40, Regen 50%, FR +5, PR +15, SpSi, Assassin, Blood Searcher 1, Ldr 10, UndLdr 60, MagLdr 20, Mag: D1B1, Wpn: Claw				

National Rituals: Uruk (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Ugallu	A3	24	-	-	NUW
	Ugallu x1	HP 30, Prot 4, MR 16, Mor 15, Str 18, Att 14, Def 12, Prec 11, Enc 3, CS 16, MM 20, Fly, Sacr, Magic, NNEat, SR +15, SpSi, Storm Immunity, Ldr 100, MagLdr 40, Mag: A3, Wpn: Apotropaic Dagger, Apotropaic Mace, Bite				
Conj 7	Call Anzu	W2E2	4	-	-	NUW
	Anzu x1	HP 82, Prot 10, MR 16, Mor 18, Str 21, Att 14, Def 11, Prec 12, Enc 2, CS 8, MM 40, MS, Fly, FR +10, SR +15, Siege Strength +10, Patrol 10, Storm Immunity, Wpn: Bite, Talons, Talons, Water Breath, Flaming Breath				
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1	HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacr, Magic, Ambidex 2, FR +15, PR +15, Fear +5, SpSi, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Conj 4	Summon Kusarikkus	E1	6	-	-	NUW
	Kusarikku x2	HP 34, Prot 9, MR 15, Mor 16, Str 20, Att 13, Def 10, Prec 10, Enc 3, CS 15, MM 18, Sacr, Magic, NNEat, SpSi, Patrol 10, Wpn: Apotropaic Spear, Gore				
Conj 8	Call Apkallu	S5	60	-	-	NUW
	Umu-apkallu x1	HP 36, Prot 1, MR 18, Mor 30, Str 18, Att 14, Def 12, Prec 12, Enc 2, CS 16, MM 32, Fly, Sacr, NNEat, Research +10, Disease Healing 1, SR +15, Ldr 150, MagLdr 230, Mag: A3W3E2S4N2H2, Wpn: Fist				
Conj 3	Herd of Buffaloes	N2	8	-	-	NUW
	Buffalo x5+	HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Berserker +2, Wpn: Hoof, Gore				

National Rituals: Ind (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Call the Birds of Splendor	F2N1	9	-	-	NUW
	Yllerion (x1)	HP 60, Prot 12, MR 16, Mor 18, Str 18, Att 14, Def 12, Prec 14, Enc 2, CS 8, MM 34, Fly, FR +25, SR +15, Awe +5, Siege Strength +10, Patrol 25, Fire Shield 8 AP dmg, Retinue 3d6 Random Birds, Ldr 100, Wpn: Burning Beak, Burning Claw, Burning Claw				
Conj 3	Call Cyclops Tribe	E2	12	-	-	NUW
	Cyclops x5+	HP 42, Prot 9, MR 9, Mor 13, Str 22, Att 10, Def 9, Prec 7, Enc 3, CS 16, MM 18, Wpn: Great Club				
Conj 4	Call Malakh	S2	9	-	-	NUW
	Malakh x1	HP 13, Prot 0, MR 15, Mor 15, Str 12, Att 11, Def 11, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, Stealth 60, FR +5, SR +5, Awe +4, SpSi, Invulnerability 15, Mag: H1, Wpn: Fist				

Conj 6	Call Hashmal	S3F1	21	-	-	NUW
	Hashmal x1	HP 27, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 14, Prec 14, Enc 1, CS 16, MM 34, Fly, Eth, Sacr, Magic, NNEat, FR +25, SR +5, Awe +5, SpSi, Invulnerability 20, Inquisitor, Fire Shield 10 AP dmg, Ldr 150, MagLdr 100, Mag: H2, Wpn: Flame Strike				
Conj 7	Call Arel	S4N1	39	-	-	NUW
	Arel x1	HP 33, Prot 0, MR 18, Mor 10, Str 14, Att 8, Def 13, Prec 9, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, Healing 3, FR +5, SR +5, PR +15, Awe +6, SpSi, Invulnerability 15, Ldr 100, MagLdr 80, Mag: N3H3, Wpn: Fist				
Conj 8	Call Ophan	S5F2	49	-	-	NUW
	Ophan x1	HP 55, Prot 21, MR 18, Mor 30, Str 20, Att 14, Def 14, Prec 14, Enc 1, CS 27, MM 40, Fly, Eth, Sacr, Inanim, Magic, Trample, NNEat, FR +15, SR +15, PR +25, Awe +6, SpSi, Patrol 50, Fire Shield 11 AP dmg, Mag: H3, Wpn: Flame Strike				
Conj 9	Call Merkavah	S7F3	222	-	-	NUW
	Chayot x1	HP 55, Prot 0, MR 18, Mor 30, Str 18, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacr, Magic, NNEat, Astral Magic +6, Magic -6, FR +15, SR +15, PR +15, Awe +7, SpSi, Sight Vengeance 5 vs MR, Invulnerability 30, Fire Shield 13 AP dmg, Retinue 4 Ophans, Ldr 200, MagLdr 180, Mag: F4A4E4S4H10, Wpn: Fist				
Blood 9	Release Lord of Civilization	B8	177	-	-	NUW
	Grigori (x1)	HP 77, Prot 0, MR 18, Mor 30, Str 21, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacr, Demon, Magic, NNEat, Stealth 60, Healing 3, FR +15, SR +15, PR +15, Fear +10, SpSi, Damage Reversal 3 vs MR, Invulnerability 30, Ldr 150, UndLdr 40, MagLdr 260, Mag: S4N4B4H3, Wpn: Fist				

National Rituals: Bandar Log (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Angiri	F2	5	-	-	NUW
	Angiri x3	HP 23, Prot 1, MR 13, Mor 14, Str 15, Att 12, Def 14, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, FR +15, Awe +1, Wpn: Falchion, Kick				
Conj 3	Summon Nagas	W2E1	15	-	-	NUW
	Naga Warrior x6	HP 19, Prot 16, MR 13, Mor 12, Str 13, Att 11, Def 12, Prec 10, Enc 9, CS 8, MM 8, SS, Sacr, Magic, Amph, PR +10, SpSi, Wpn: Hypnotize, Falchion, Venomous Fangs, Poison Spit				
Conj 4	Contact Nagini	W2E1	25	-	-	NUW
	Nagini x1	HP 18, Prot 5, MR 17, Mor 13, Str 12, Att 11, Def 10, Prec 12, Enc 5, CS 8, MM 10, SS, Sacr, Magic, Amph, Water Magic +1, PR +10, SpSi, Ldr 50, MagLdr 60, Mag: W1E1G1H1?1, Wpn: Hypnotize, Fist, Venomous Bite, Poison Spit				
Conj 5	Contact Nagaraja	W2E1	30	-	-	NUW
	Nagaraja x1	HP 25, Prot 16, MR 17, Mor 14, Str 14, Att 12, Def 12, Prec 12, Enc 9, CS 8, MM 8, SS, Sacr, Magic, Amph, Water Magic +1, PR +10, SpSi, Ldr 100, MagLdr 50, Mag: W1E1G1H2, Wpn: Hypnotize, Falchion, Venomous Bite, Poison Spit				
Conj 6	Contact Nagarishi	W3E1	40	-	-	NUW
	Nagarishi x1	HP 22, Prot 5, MR 18, Mor 13, Str 13, Att 11, Def 11, Prec 12, Enc 5, CS 10, MM 10, SS, Sacr, Magic, Amph, Water Magic +1, PR +10, SpSi, Ldr 10, MagLdr 120, Mag: W2E2S1N1G1H1?1, Wpn: Hypnotize, Kryss, Venomous Bite, Poison Spit				
Conj 3	Summon Apsaras	S2	2	-	-	NUW
	Apsara x3	HP 20, Prot 1, MR 14, Mor 13, Str 13, Att 11, Def 15, Prec 11, Enc 1, CS 14, MM 16, Sacr, Magic, Awe +4, Wpn: Kick				

Conj 4	Summon Vidyadhara	S2	15	-	-	NUW
	Vidyadhara x1					HP 21, Prot 1, MR 17, Mor 11, Str 13, Att 11, Def 15, Prec 11, Enc 1, CS 14, MM 22, Fly, Eth, Sacr, Magic, Awe +2, Storm Immunity, Ldr 50, MagLdr 60, Mag: A1S2, Wpn: Kryss, Kick
Conj 5	Summon Gandharvas	S2	18	-	-	NUW
	Gandharva x6					HP 25, Prot 18, MR 16, Mor 15, Str 15, Att 13, Def 13, Prec 11, Enc 5, CS 10, MM 12, Sacr, Magic, Awe +2, Wpn: Falchion, Kick
Conj 6	Summon Garudas	S2	21	-	-	NUW
	Garuda x6					HP 23, Prot 18, MR 16, Mor 15, Str 15, Att 13, Def 13, Prec 13, Enc 5, CS 10, MM 18, Fly, Sacr, Magic, PR +15, Awe +2, Wpn: Falchion, Kick
Conj 6	Summon Maruts	S2	18	-	-	NUW
	Marut x3					HP 29, Prot 15, MR 17, Mor 18, Str 16, Att 14, Def 12, Prec 13, Enc 5, CS 10, MM 22, Fly, Sacr, Magic, Storm Power 1, FR +15, SR +15, Storm Immunity, Wpn: Apotropaic Sword, Kick, Lightning
Conj 6	Summon Kinnara	S3	25	-	-	NUW
	Kinnara x1					HP 30, Prot 3, MR 17, Mor 13, Str 15, Att 11, Def 11, Prec 11, Enc 1, CS 14, MM 22, Fly, Sacr, Magic, Awe +3, Inspirational +1, Ldr 50, MagLdr 70, Mag: A2S2H2, Wpn: Kick
Conj 7	Summon Siddha	S4	35	-	-	NUW
	Siddha x1					HP 20, Prot 0, MR 18, Mor 15, Str 13, Att 9, Def 9, Prec 11, Enc 2, CS 14, MM 100, Sacr, Magic, Ambidex 4, Awe +3, SpSi, Ldr 50, MagLdr 90, Mag: A2S3H3, Wpn: Fist, Kick
Conj 8	Summon Devata	S5	45	-	-	NUW
	Devata x1					HP 28, Prot 18, MR 18, Mor 18, Str 17, Att 14, Def 13, Prec 11, Enc 7, CS 10, MM 12, Sacr, Magic, Ambidex 5, Awe +5, SpSi, Ldr 150, MagLdr 80, Mag: A3S2H3, Wpn: Spear, Falchion, Axe, Kick
Conj 9	Summon Devala	S5	55	-	-	NUW
	Devala x1					HP 20, Prot 1, MR 18, Mor 18, Str 13, Att 12, Def 15, Prec 12, Enc 1, CS 14, MM 22, Sacr, Magic, Awe +4, Inspirational +1, SpSi, Ldr 50, MagLdr 70, Mag: S3H4, Wpn: Kick
Conj 9	Summon Rudra	S5	55	-	-	NUW
	Rudra x1					HP 32, Prot 18, MR 18, Mor 18, Str 18, Att 15, Def 14, Prec 13, Enc 5, CS 10, MM 30, Fly, Sacr, Magic, Research -20, Forge Bonus -5, Ambidex 5, Storm Power 2, FR +15, SR +15, Fear +5, SpSi, Storm Immunity, UndLdr 150, MagLdr 60, Mag: F3A3D3H1, Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning
Conj 2	Host of Ganas	D1	12	-	-	NUW
	Gana x20					HP 10, Prot 0, MR 12, Mor 15, Str 10, Att 10, Def 13, Prec 10, Enc 0, CS 12, MM 22, Eth, Und, PAmph, NNEat, CR +15, PR +25, SpSi, Wpn: Spectral Club
Conj 5	Summon Vetalas	D2	10	-	-	
	Possessed Corpse x10					HP 22, Prot 12, MR 14, Mor 18, Str 16, Att 12, Def 9, Prec 9, Enc 0, CS 7, MM 20, Inanim, Und, PAmph, NNEat, CR +15, PR +25, SpSi, Wpn: Mace
Conj 4	Contact Yaksha	N2E1	25	-	-	NUW
	Yaksha x1					HP 28, Prot 4, MR 17, Mor 15, Str 17, Att 13, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Awe +1, Ldr 50, MagLdr 70, Mag: E3N1G1H1?1, Wpn: Falchion, Kick
Conj 4	Contact Yakshini	N2W1	25	-	-	NUW
	Yakshini x1					HP 23, Prot 1, MR 17, Mor 13, Str 15, Att 11, Def 12, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Amph, Awe +2, Ldr 50, MagLdr 70, Mag: W3N1G1H1?1, Wpn: Fist, Kick
Conj 5	Summon Kimpurushas	N2S1	18	-	-	NUW
	Kimpurusha x6					HP 25, Prot 15, MR 16, Mor 15, Str 15, Att 14, Def 11, Prec 10, Enc 5, CS 10, MM 12, FS, Sacr, Magic, Awe +2, DV 50, Wpn: Falchion, Kick, Bite

Blood 1	Summon Rakshasas	B1	10	-	-	NUW
	Rakshasa x3					HP 28, Prot 5, MR 13, Mor 14, Str 19, Att 13, Def 10, Prec 9, Enc 3, CS 10, MM 16, FS, Sacr, Demon, NNEat, Chaos Power 1, FR -5, Wpn: Claw, Claw
Blood 2	Feast of Flesh	B1N1	50	-	-	NUW
	Praghasa x15					HP 35, Prot 4, MR 13, Mor 14, Str 22, Att 13, Def 10, Prec 9, Enc 4, CS 10, MM 16, FS, Sacr, Demon, Chaos Power 1, FR -5, Wpn: Mace
Blood 3	Summon Asrapas	B2	11	-	-	NUW
	Asrapa x3					HP 19, Prot 1, MR 14, Mor 14, Str 13, Att 12, Def 13, Prec 11, Enc 2, CS 14, MM 16, Sacr, Demon, Chaos Power 1, Berserker +3, Mag: B1H1, Wpn: Athame, Kick
Blood 4	Summon Rakshasa Warriors	B2	25	-	-	NUW
	Rakshasa Warrior x5					HP 30, Prot 15, MR 13, Mor 15, Str 20, Att 13, Def 10, Prec 9, Enc 4, CS 8, MM 12, FS, Sacr, Demon, NNEat, Chaos Power 1, FR -5, Wpn: Iron Cudgel
Blood 5	Summon Sandhyabalas	B2D1	30	-	-	NUW
	Sandhyabala x3					HP 30, Prot 15, MR 14, Mor 15, Str 20, Att 14, Def 13, Prec 9, Enc 4, CS 8, MM 12, FS, Sacr, Demon, NNEat, Stealth 40, Chaos Power 1, Dark Power 1, FR -10, Wpn: Moon Blade
Blood 7	Summon Samanishada	B3D1	35	-	-	NUW
	Samanishada x1					HP 30, Prot 15, MR 15, Mor 15, Str 20, Att 14, Def 12, Prec 9, Enc 5, CS 8, MM 12, FS, Sacr, Demon, NNEat, Stealth 60, Ambidex 2, Chaos Power 1, Dark Power 2, FR -10, Assassin, Ldr 10, UndLdr 50, Wpn: Moon Blade, Duskdagger
Blood 6	Summon Dakini	B4A1	81	-	-	NUW
	Dakini x1					HP 23, Prot 12, MR 17, Mor 13, Str 15, Att 11, Def 13, Prec 11, Enc 2, CS 14, MM 28, Fly, Sacr, Demon, Chaos Power 1, Fear +5, SpSi, Damage Reversal 1 v MR, Ldr 50, UndLdr 90, MagLdr 70, Mag: A3D1B3H2, Wpn: Athame, Kick
Blood 8	Summon Mandeha	B5D2	133	-	-	NUW
	Mandeha x1					HP 65, Prot 15, MR 18, Mor 18, Str 24, Att 15, Def 10, Prec 11, Enc 2, CS 15, MM 26, FS, Fly, Sacr, Demon, NNEat, Chaos Power 2, Dark Power 3, FR -10, Fear +5, Sleep Aura 15, SpSi, Ldr 50, UndLdr 240, MagLdr 60, Mag: A3D2B3H3, Wpn: Flesh Eater
Blood 8	Summon Danavas	B5	75	-	-	NUW
	Danava x3					HP 92, Prot 12, MR 18, Mor 18, Str 24, Att 13, Def 12, Prec 9, Enc 5, CS 16, MM 20, Sacr, Demon, NNEat, Ambidex 8, Chaos Power 2, FR -5, Fear +5, SpSi, Mag: H2?2, Wpn: Unholy Sword, Unholy Spear, Unholy Axe
Blood 8	Summon Daitya	B5	75	-	-	NUW
	Daitya x3					HP 82, Prot 13, MR 18, Mor 18, Str 22, Att 13, Def 13, Prec 13, Enc 3, CS 16, MM 20, Sacr, Demon, NNEat, Chaos Power 2, FR -5, SpSi, Mag: H2?3, Wpn: Unholy Sword, Plague Bow

National Rituals: T'ien Ch'i (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Celestial Hounds	A1S1	4	-	-	NUW
	Celestial Hound x2					HP 25, Prot 7, MR 14, Mor 15, Str 17, Att 14, Def 10, Prec 5, Enc 1, CS 20, MM 28, Fly, Sacr, Magic, NNEat, SR +15, SpSi, Patrol 10, Wpn: Bite, Claw
Conj 6	Call Celestial Soldiers	A2S1	15	-	-	NUW
	Celestial Soldier x5					HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 14, Prec 15, Enc 4, CS 13, MM 10, Sacr, Magic, NNEat, SpSi, Wpn: Glaive
Ench 5	Living Mercury	W1E1	6	-	-	
	Living Mercury x1					HP 140, Prot 0, MR 18, Mor 50, Str 28, Att 14, Def 14, Prec 5, Enc 0, CS 12, MM 16, Spi, Inanim, Magic, Mind, Amph, NNEat, BIR, SIR, PiR, Aff Res 99, PR +25, SpSi, Wpn: Crush, Crush, Crush

Conj 1	Celestial Servant	E1S1	1	-	-	NUW
	Celestial Servant x1	HP 48, Prot 4, MR 14, Mor 14, Str 24, Att 9, Def 8, Prec 9, Enc 1, CS 12, MM 16, Sacr, Magic, NNEat, SpSi, Wpn: Rake				
Conj 6	Contact Huli Jing	N2	30	-	-	NUW
	Huli Jing x1	HP 11, Prot 0, MR 18, Mor 8, Str 9, Att 11, Def 12, Prec 13, Enc 2, CS 8, MM 16, FS, Stealth 80, Magic Power 1, Spy, MagLdr 50, Mag: N3?1, Wpn: Dagger				
Conj 3	Ambush of Tigers	N2	9	-	-	NUW
	Tiger x15+	HP 22, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, DV 50, Wpn: Bite, Claw				
Conj 3	Herd of Buffaloes	N2	8	-	-	NUW
	Buffalo x5+	HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Berserker +2, Wpn: Hoof, Gore				

National Rituals: Shinuyama (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Aka-Oni	F1D1	10	-	-	NUW
	Aka-Oni x5+	HP 14, Prot 4, MR 14, Mor 14, Str 13, Att 11, Def 10, Prec 8, Enc 1, CS 10, MM 16, MS, Demon, NNEat, Chaos Power 1, FR +5, SpSi, Pillage +1, Wpn: Great Club, Throw Flames				
Conj 3	Summon Konoha Tengus	A1E1	5	-	-	NUW
	Konoha Tengu x5+	HP 12, Prot 4, MR 14, Mor 13, Str 11, Att 12, Def 14, Prec 12, Enc 3, CS 10, MM 28, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 5	Contact Dai Tengu	A2E1	55	-	-	NUW
	Dai Tengu x1	HP 13, Prot 4, MR 17, Mor 13, Str 11, Att 13, Def 16, Prec 13, Enc 3, CS 10, MM 28, MS, Fly, Sacr, Storm Immunity, Ldr 100, MagLdr 50, Mag: A3E1N1H2, Wpn: Quarterstaff, Lightning				
	Tengu Warrior x10	HP 13, Prot 12, MR 14, Mor 14, Str 11, Att 13, Def 13, Prec 12, Enc 6, CS 7, MM 22, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
	Karasu Tengu x15	HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 2	Summon Ao-Oni	W1D1	10	-	-	NUW
	Ao-Oni x5+	HP 14, Prot 4, MR 14, Mor 14, Str 13, Att 11, Def 10, Prec 8, Enc 1, CS 10, MM 16, MS, Demon, NNEat, Chaos Power 1, CR +5, SpSi, Pillage +1, Wpn: Great Club, Cold				
Conj 5	Contact Nushi	W2N1	25	-	-	NUW
	Nushi x1	HP 10, Prot 0, MR 17, Mor 8, Str 9, Att 8, Def 9, Prec 10, Enc 2, CS 12, MM 16, SS, Awe +3, Homesickness 20, Ldr 50, UndLdr 50, MagLdr 50, Mag: W3D1N2, Wpn: Claw				
Conj 4	Summon Oni	E1D1	12	-	-	NUW
	Oni x5+	HP 24, Prot 6, MR 15, Mor 15, Str 16, Att 12, Def 13, Prec 9, Enc 1, CS 14, MM 16, MS, Demon, NNEat, Chaos Power 1, SpSi, Pillage +1, Wpn: No-Dachi, Javelin				
Conj 4	Summon Omukade	E2D1	6	-	-	NUW
	Omukade x1	HP 47, Prot 20, MR 13, Mor 18, Str 18, Att 15, Def 9, Prec 5, Enc 2, CS 16, MM 22, FS, MS, PR +15, Fear +5, DV 100, Wpn: Venomous Bite				
Conj 1	Summon Ko-Oni	D1	7	-	-	NUW
	Ko-Oni x5+	HP 9, Prot 3, MR 13, Mor 9, Str 10, Att 11, Def 12, Prec 10, Enc 1, CS 7, MM 16, MS, Demon, NNEat, Chaos Power 1, SpSi, Pillage +1, Wpn: Club				
Conj 5	Summon Kuro-Oni	D2F1	10	-	-	NUW
	Kuro-Oni x4	HP 24, Prot 6, MR 15, Mor 15, Str 16, Att 12, Def 13, Prec 9, Enc 1, CS 14, MM 16, MS, Demon, NNEat, Chaos Power 1, FR +5, PR +5, SpSi, Pillage +2, Wpn: No-Dachi, Throw Flames, Poison Spit				

Conj 6	Summon Oni General	D2F1	20	-	-	NUW
	Oni Shugo x1	HP 30, Prot 21, MR 16, Mor 18, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 10, MM 10, MS, Sacr, Demon, NNEat, Research -4, Chaos Power 1, FR +5, PR +5, SpSi, Pillage +3, Retinue 1d6 Wolves, Ldr 35, UndLdr 150, MagLdr 10, Mag: D2?1, Wpn: No-Dachi, Throw Flames, Javelin				
Conj 6	Summon Gozu Mezu	D3	7	-	-	NUW
	Ox-head x1	HP 46, Prot 18, MR 15, Mor 15, Str 20, Att 13, Def 10, Prec 13, Enc 4, CS 13, MM 16, Demon, NNEat, SpSi, Wpn: Gore, Soul Catcher				
	Horse-face x1	HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 13, Prec 15, Enc 4, CS 13, MM 16, Demon, NNEat, SpSi, Wpn: Soul Catcher				
Conj 4	Ghost General	D3	10	-	-	
	Shura x1	HP 20, Prot 17, MR 15, Mor 18, Str 16, Att 14, Def 16, Prec 11, Enc 0, CS 8, MM 19, Float, Eth, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 100, UndLdr 150, Wpn: Bane Blade				
Conj 8	Summon Dai Oni	D4F1	45	-	-	NUW
	Dai Oni x1	HP 50, Prot 19, MR 18, Mor 18, Str 20, Att 14, Def 13, Prec 9, Enc 5, CS 12, MM 16, MS, Sacr, Demon, NNEat, Research -12, Chaos Power 1, FR +5, PR +5, Fear +5, SpSi, Pillage +5, Retinue 1d6 Wolves, Ldr 90, UndLdr 300, MagLdr 50, Mag: F2E2D3H1?1, Wpn: Enchanted No-Dachi, Throw Flames, Javelin				
Conj 3	Summon Okami	N1	6	-	-	NUW
	Okami x10+	HP 23, Prot 7, MR 12, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, MS, Stealth 40, Magic Power 1, CR +15, DV 50, Wpn: Bite				
Conj 2	Summon Karasu Tengu	N1A1	3	-	-	NUW
	Karasu Tengu x3	HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 3	Contact Bakeneko	N2	8	-	-	NUW
	Bakeneko x1	HP 4, Prot 2, MR 14, Mor 8, Str 4, Att 12, Def 14, Prec 12, Enc 2, CS 24, MM 22, FS, MS, Stealth 80, Magic Power 1, UndLdr 50, Mag: ?1, Wpn: Claw, Bite				
Conj 5	Contact Mujina	N2	21	-	-	NUW
	Mujina x1	HP 7, Prot 2, MR 16, Mor 10, Str 5, Att 11, Def 13, Prec 13, Enc 2, CS 28, MM 22, FS, MS, Stealth 80, Magic Power 1, SpSi, MagLdr 30, Mag: E1N2, Wpn: Bite				
Conj 5	Contact Tanuki	N2	26	-	-	NUW
	Tanuki x1	HP 6, Prot 2, MR 17, Mor 10, Str 5, Att 11, Def 13, Prec 13, Enc 2, CS 28, MM 22, FS, MS, Stealth 80, Magic Power 1, Heretic 1, MagLdr 50, Mag: E1N2?1, Wpn: Bite				
Conj 6	Contact Jorogumo	N2D1	32	-	-	NUW
	Jorogumo x1	HP 26, Prot 14, MR 18, Mor 13, Str 11, Att 13, Def 10, Prec 11, Enc 2, CS 16, MM 18, FS, Stealth 80, Magic Power 1, PR +15, Retinue 2d6 Large Spiders, UndLdr 100, MagLdr 40, Mag: W1D2N2?1, Wpn: Venomous Bite, Web, Web Spit				
Conj 6	Contact Kitsune	N2	30	-	-	NUW
	Kitsune x1	HP 5, Prot 2, MR 18, Mor 7, Str 5, Att 11, Def 14, Prec 13, Enc 2, CS 28, MM 22, FS, MS, Stealth 80, Magic Power 1, MagLdr 60, Mag: N3?1, Wpn: Bite				
Conj 3	Ambush of Tigers	N2	9	-	-	NUW
	Tiger x15+	HP 22, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, DV 50, Wpn: Bite, Claw				

National Rituals: Caelum (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1					HP 14, Prot 0, MR 16, Mor 13, Str 11, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Disease Healing 1, CR +5, PR +15, Awe +2, SpSi, Gift of Water Breathing 120 size points, Ldr 50, MagLdr 30, Mag: W2H1, Wpn: Fist
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6					HP 16, Prot 16, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacr, Magic, SR +10, CR +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1					HP 35, Prot 0, MR 18, Mor 18, Str 13, Att 13, Def 13, Prec 13, Enc 1, CS 4, MM 34, Fly, Eth, Sacr, Magic, NNEat, FR +15, SR +15, Awe +4, MagLdr 70, Mag: A3S2H3, Wpn: Sacred Circlet
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of Fire x1					HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Magic, FR +15, SR +10, CR +5, Awe +3, SpSi, Ldr 140, MagLdr 90, Mag: F4S2H2, Wpn: Fist
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Animals (x1)					HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 22, Fly, Sacr, Magic, NNEat, SR +15, Awe +5, Animal Awe +8, SpSi, Invulnerability 15, Ldr 150, MagLdr 150, Mag: N5H3, Wpn: Magic Staff
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x6					HP 16, Prot 12, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacr, Demon, Chaos Power 1, FR +5, SR +5, Fear +5, Wpn: Magic Lance
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1					HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacr, Demon, NNEat, Stealth 60, Chaos Power 1, FR +5, SpSi, Spy, Dream Seduction , Ldr 50, UndLdr 50, Wpn: Claw
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Pairika x1					HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacr, Demon, NNEat, Stealth 60, Chaos Power 1, FR +5, Fear +5, SpSi, Dream Seduction , Ldr 70, UndLdr 180, MagLdr 50, Mag: F2D2B3H2, Wpn: Claw
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Evil Intentions (x1)					HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 28, Fly, Sacr, Demon, NNEat, Chaos Power 1, FR +15, Fear +5, SpSi, Invulnerability 15, Ldr 150, UndLdr 330, MagLdr 30, Mag: D4B3H3, Wpn: Magic Staff

National Rituals: Nazca (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Condors	A2	9	-	-	NUW
	Condor x10+					HP 18, Prot 4, MR 8, Mor 13, Str 12, Att 13, Def 10, Prec 14, Enc 2, CS 6, MM 34, MS, Fly, Sacr, Stealth 140, SR +15, Siege Strength +1, Patrol 20, Wpn: Talons, Talons, Beak
Conj 5	Summon Huacas	S2	15	-	-	NUW
	Huaca x5					HP 16, Prot 15, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacr, Magic, FR +5, SR +10, CR +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 5	Summon Supayas	D2	10	-	-	NUW
	Supaya x5					HP 10, Prot 0, MR 14, Mor 15, Str 10, Att 13, Def 16, Prec 12, Enc 0, CS 14, MM 22, Fly, Float, Eth, Spi, Sacr, Und, Amph, NNEat, CR +15, PR +25, SpSi, Storm Immunity, Wpn: Spectral Spear

National Rituals: Mictlan (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special

Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1	HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacr, Amph, PR +15, Wpn: Venomous Fangs				
Conj 7	Summon Tlaloque	W4	60	-	-	NUW
	Tlaloque of the South (x1)	HP 48, Prot 5, MR 18, Mor 30, Str 19, Att 12, Def 15, Prec 12, Enc 1, CS 16, MM 16, Sacr, Demon, NNEat, Supply 100, SpSi, Ldr 70, UndLdr 80, MagLdr 90, Mag: F2W4B3H3, Wpn: Quarterstaff				
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW
	Jaguar Toad x3	HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 2, Prec 5, Enc 3, CS 6, MM 16, SS, Sacr, Trample, PR +15, Wpn: Head Butt, Poison Spit				
Conj 6	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1	HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacr, Magic, PR +15, Inspirational +1, Ldr 100, MagLdr 140, Mag: S3N3H2, Wpn: Venomous Fangs				
Conj 3	Summon Jaguars	N2H1	20	-	-	NUW
	Jaguar x25	HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacr, Stealth 40, DV 50, Wpn: Bite, Claw				
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1	HP 63, Prot 8, MR 7, Mor 14, Str 17, Att 7, Def 2, Prec 5, Enc 3, CS 7, MM 16, SS, Sacr, Trample, PR +25, Wpn: Head Butt				
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs				
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW
	Ozlotl x3	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw				
Blood 5	Contact Civateteo	B2D2	36	-	-	NUW
	Civateteo x1	HP 20, Prot 0, MR 16, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 22, Eth, Sacr, Und, NNEat, Stealth 40, CR +15, PR +25, Fear +5, SpSi, Ldr 100, UndLdr 200, MagLdr 10, Mag: D1B1H2, Wpn: Life Drain				
Blood 6	Bind Tzitzimitl	B2S2	10	-	-	NUW
	Tzitzimitl x1	HP 43, Prot 6, MR 18, Mor 30, Str 18, Att 13, Def 13, Prec 13, Enc 1, CS 16, MM 20, Fly, Sacr, Demon, NNEat, SpSi, Wpn: Pincer, Scorpion Tail, Stellar Bolt				
Blood 6	Contact Tlahuelpuchi	B3	42	-	-	NUW
	Tlahuelpuchi x1	HP 17, Prot 0, MR 16, Mor 13, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 28, Fly, NNEat, Stealth 50, DV 100, Assassin, Patience +2, UndLdr 70, MagLdr 30, Mag: D1N1B2, Wpn: Life Drain				
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1	HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 3, CS 15, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 100, UndLdr 190, MagLdr 60, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw				
	Beast Bat x8	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs				
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozlotl x14+	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw				

National Rituals: Xibalba (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Chaac	A4	75	-	-	NUW
	Chaac of the East (x1)	HP 32, Prot 3, MR 18, Mor 30, Str 18, Att 14, Def 14, Prec 14, Enc 2, CS 16, MM 22, Fly, Sacr, NNEat, Supply 50, SR +15, Storm Immunity, Ldr 50, UndLdr 50, MagLdr 80, Mag: A4W2N2H3, Wpn: Thunder Axe, Lightning				
Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1	HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacr, Amph, PR +15, Wpn: Venomous Fangs				
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW
	Jaguar Toad x3	HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 2, Prec 5, Enc 3, CS 6, MM 16, SS, Sacr, Trample, PR +15, Wpn: Head Butt, Poison Spit				
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1	HP 63, Prot 8, MR 7, Mor 14, Str 17, Att 7, Def 2, Prec 5, Enc 3, CS 7, MM 16, SS, Sacr, Trample, PR +25, Wpn: Head Butt				
Conj 7	Summon Balam	N4	60	-	-	NUW
	Balam of the North (x1)	HP 49, Prot 6, MR 15, Mor 14, Str 17, Att 14, Def 11, Prec 5, Enc 3, CS 24, MM 22, FS, Sacr, Stealth 40, Ldr 100, UndLdr 30, MagLdr 90, Mag: A2N4B2H3, Wpn: Bite, Claw				

National Rituals: C'tis (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1	HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacr, Magic, Ambidex 2, FR +15, PR +15, Fear +5, SpSi, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Conj 7	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1	HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacr, Magic, PR +15, Inspirational +1, Ldr 100, MagLdr 140, Mag: S3N3H2, Wpn: Venomous Fangs				
Conj 4	Sacred Crocodile	N2W2	3	-	-	NUW
	Sacred Crocodile x1	HP 73, Prot 14, MR 8, Mor 15, Str 21, Att 11, Def 6, Prec 5, Enc 3, CS 7, MM 10, SS, Sacr, Wpn: Bite				
Conj 5	Summon Monster Toads	N2	8	-	-	NUW
	Monster Toad x3	HP 63, Prot 8, MR 7, Mor 14, Str 17, Att 7, Def 2, Prec 5, Enc 3, CS 7, MM 16, SS, Sacr, Trample, PR +25, Wpn: Head Butt				

National Rituals: Machaka (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Herd of Elephants	N2	20	-	-	NUW
	Elephant x5+	HP 61, Prot 11, MR 6, Mor 8, Str 20, Att 9, Def 8, Prec 5, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk				
Conj 4	God Brood	N2D1	12	-	-	NUW
	Hunter Spider x6	HP 55, Prot 16, MR 13, Mor 14, Str 16, Att 14, Def 11, Prec 5, Enc 2, CS 22, MM 22, FS, Sacr, Magic, PR +15, Wpn: Venomous Fangs, Web				

National Rituals: Phaeacia (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Contact Hesperide	F3S1	35	-	-	NUW
	Hesperide x1	HP 15, Prot 0, MR 18, Mor 10, Str 11, Att 9, Def 10, Prec 10, Enc 2, CS 12, MM 16, Sacr, Recup, Supply 30, Disease Healing 3, Awe +6, Inspirational +1, Ldr 80, MagLdr 110, Mag: F3S3N2H2, Wpn: Fist				
Conj 6	Call Ladon	F3N2	15	-	-	NUW
	Drakon Hesperios (x1)	HP 144, Prot 20, MR 18, Mor 30, Str 24, Att 15, Def 9, Prec 12, Enc 2, CS 10, MM 16, SS, Regen 20%, PR +15, Fear +10, Wpn: Venomous Fangs, Venomous Fangs, Venomous Fangs				
Cnst 6	Forge Brass Bull	F3E3	25	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, SIR, PiR, FR +25, SR +15, CR +15, PR +25, SpSi, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Cnst 4	Dogs of Gold and Silver	E1	7	-	-	
	Kuon Argyreos x1	HP 17, Prot 25, MR 12, Mor 50, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 24, MM 22, Inanim, Magic, Mind, PAmph, NNEat, BIR, SIR, PiR, FR +15, SR +15, CR +15, PR +25, SpSi, Patrol 15, Wpn: Bite				
Conj 5	Summon Hound of Twilight	E2D1	3	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, PR +15, Fear +5, DV 100, SpSi, Patrol 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 6	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, FR +15, SR +15, CR +15, PR +25, SpSi, Spell Singer, Wpn:				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Eth, Demon, NNEat, Stealth 40, CR +15, PR +15, Fear +5, SpSi, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				

National Rituals: Vanheim (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Dwarf of the Four	A4E3	62	-	-	NUW
	Directions	Dwarf of the South (x1) HP 12, Prot 7, MR 18, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 2, SR +15, DV 50, Ldr 30, MagLdr 90, Mag: F2A4E3, Wpn: Hammer				
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x4	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				

National Rituals: Vanarus (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Firebird	F1S1	2	-	-	NUW
	Firebird x1	HP 8, Prot 2, MR 15, Mor 13, Str 7, Att 12, Def 13, Prec 14, Enc 3, CS 6, MM 28, FS, MS, Fly, Magic, FR +15, Wpn: Talons, Fire Flare				
Conj 5	Summon Zmey	F2	5	-	-	NUW
	Zmey x1	HP 45, Prot 13, MR 14, Mor 15, Str 16, Att 13, Def 9, Prec 12, Enc 3, CS 7, MM 28, MS, Fly, FR +15, Wpn: Bite, Bite, Bite, Drake Fire				
Conj 2	Summon Simargl	A1	1	-	-	NUW
	Simargl x1	HP 13, Prot 7, MR 12, Mor 13, Str 11, Att 12, Def 10, Prec 5, Enc 2, CS 12, MM 28, Fly, Patrol 10, Wpn: Bite				

Conj 5	Send Lady Middyay	A1D1	10	5	-	NUW
	Lady Middyay x1	HP 7, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 10, Prec 10, Enc 2, CS 20, MM 22, Fly, Eth, Magic, Stealth 60, Fear +5, SpSi, Assassin, Patience +2, Storm Immunity, Wpn: Plague Scythe				
Conj 7	Contact Cloud Vila	A4	40	-	-	NUW
	Cloud Vila x1	HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 13, Prec 13, Enc 2, CS 14, MM 28, MS, Fly, Sacr, Stealth 50, Healing 1, SR +15, CR +5, Seduction, Storm Immunity, MagLdr 70, Mag: A3S1N2, Wpn: Fist, Lightning Strike				
Conj 4	Summon Rusalka	W1D1	16	-	-	NUW
	Rusalka x1	HP 8, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 0, CS 12, MM 16, Und, Amph, Stealth 60, CR +15, PR +25, Seduction, Gift of Water Breathing 50 size points, Ldr 10, UndLdr 60, MagLdr 10, Mag: W1D1, Wpn: Fist				
Conj 4	Send Vodyanoy	W2	20	4	-	
	Vodyanoy x1	HP 16, Prot 0, MR 14, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 3, CS 20, MM 10, Aqua, Stealth 40, Ldr 50, MagLdr 40, Mag: W3N1, Wpn: Fist				
Conj 6	Contact Beregina	W3E1	35	-	-	
	Beregina x1	HP 8, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 2, CS 12, MM 16, Magic, Amph, Awe +3, SpSi, Gift of Water Breathing 50 size points, Ldr 50, MagLdr 70, Mag: W3E1N2, Wpn: Fist				
Conj 5	Send Bukavac	W4	5	4	-	Anon
	Bukavac x1	HP 112, Prot 15, MR 14, Mor 18, Str 22, Att 12, Def 7, Prec 5, Enc 2, CS 12, MM 10, Magic, Trample, Aqua, Fear +5, Wpn: Gore, Tentacle, Tentacle				
Conj 3	Contact Sirin	S2	8	-	-	NUW
	Sirin x1	HP 12, Prot 0, MR 14, Mor 13, Str 8, Att 10, Def 13, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacr, Stealth 50, Dream Seduction, Ldr 50, Wpn: Claw, Claw				
Conj 4	Contact Alkonost	S2	15	-	-	NUW
	Alkonost x1	HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacr, SR +15, Awe +5, Inspirational +2, Ldr 50, Mag: H3, Wpn: Claw, Claw				
Conj 5	Contact Gamayun	S3	25	-	-	NUW
	Gamayun x1	HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 13, Enc 3, CS 5, MM 28, Fly, Sacr, Research +6, Awe +3, Fortune Teller 15, Ldr 50, MagLdr 60, Mag: A2S2H2, Wpn: Claw, Claw				
Conj 4	Summon Likho	D1	10	-	-	NUW
	Likho x1	HP 14, Prot 0, MR 15, Mor 8, Str 12, Att 8, Def 8, Prec 8, Enc 4, CS 8, MM 16, FS, Stealth 60, Wpn: Claw, Curse				
Conj 4	Awaken Draugar	D2	12	-	-	NUW
	Draug x4	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				
Conj 7	Contact Mountain Vila	N4	40	-	-	NUW
	Mountain Vila x1	HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 16, Prec 13, Enc 2, CS 16, MM 16, FS, MS, Sacr, Stealth 50, Healing 2, SR +15, CR +5, Seduction, Rider 3, MagLdr 70, Mag: A2S1N3, Wpn: Fist, Vine Bow, Mount: Sacred Stag				
Conj 8	Contact Leshiy	N6	60	-	-	NUW
	Leshiy x1	HP 24, Prot 5, MR 14, Mor 12, Str 14, Att 12, Def 11, Prec 8, Enc 2, CS 14, MM 22, FS, Magic, Magic -1, CR +5, SpSi, Ldr 10, MagLdr 50, Mag: A2W1E2N3, Wpn: Gore, Fist				

National Rituals: Jotunheim (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Dwarf of the Four	A4E3	62	-	-	NUW
	Directions					
	Dwarf of the North (x1)	HP 12, Prot 7, MR 18, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 1, SR +15, DV 50, Ldr 10, MagLdr 90, Mag: A4W2E3, Wpn: Hammer				
Conj 5	Summon Rimvaettir	W2	5	-	-	NUW
	Rimvaetti x5+	HP 10, Prot 9, MR 13, Mor 12, Str 10, Att 12, Def 14, Prec 10, Enc 5, CS 8, MM 12, FS, Stealth 40, Cold pow 1, CR +25, Ice Prot 1, Chill 2, Wpn: Hatchet				
Conj 3	Summon Glosos	D2	13	-	-	NUW
	Gloso x9	HP 28, Prot 8, MR 13, Mor 14, Str 15, Att 13, Def 9, Prec 5, Enc 2, CS 18, MM 22, FS, Sacr, Trample, Stealth 50, FR +25, DV 100, Heat 3, Wpn: Poisonous Gore				
Conj 4	Awaken Jotun Draugar	D2	15	-	-	NUW
	Jotun Draug x3	HP 70, Prot 15, MR 13, Mor 18, Str 23, Att 11, Def 13, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5	HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, CR +15, Fear +5, Berserker +3, Wpn: Bite, Claw				
Blood 6	Winter's Call	B3W2	86	-	-	NUW
	Niefel Jarl x1	HP 75, Prot 14, MR 18, Mor 15, Str 26, Att 13, Def 18, Prec 12, Enc 4, CS 14, MM 20, Sacr, Cold pow 1, SR -5, CR +25, Ice Prot 3, Chill 15, Ldr 150, UndLdr 200, MagLdr 30, Mag: W3D2H2?1, Wpn: Ice Blade				

National Rituals: Nidavangr (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Command Draugar	D2	12	-	-	NUW
	Draug x4	HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				

National Rituals: Ys (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Herd of Morvarc'h	G2W1	12	-	-	UW
	Morvarc'h x10	HP 25, Prot 4, MR 14, Mor 13, Str 15, Att 13, Def 13, Prec 5, Enc 2, CS 30, MM 28, Glamour, Sacr, Amph, FR +15, DV 50, Army Sail 5 size pnts, Wpn: Tail Flipper				

National Rituals: Pelagia (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Summon Daktyl	E3A1	30	-	-	
	Daktyl x1	HP 9, Prot 7, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 2, CS 6, MM 12, Sacr, Magic, Amph, Master Smith 1, Ldr 10, UndLdr 10, MagLdr 60, Mag: A1W1E2?1, Wpn: Enchanted Hammer				
Conj 5	Summon Hekateride	N3W1	30	-	-	
	Hekateride x1	HP 15, Prot 0, MR 18, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 2, CS 12, MM 16, Sacr, Recup, Magic, Amph, Supply 30, Awe +6, Inspirational +2, Ldr 50, UndLdr 100, MagLdr 120, Mag: W2N3H2?1, Wpn: Fist				

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

National Rituals: Arcoscephale (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 6	Forge Brass Bull	F3E3	25	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, SIR, PiR, FR +25, SR +15, CR +15, PR +25, SpSi, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	3	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, PR +15, Fear +5, DV 100, SpSi, Patrol 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 6	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, FR +15, SR +15, CR +15, PR +25, SpSi, Spell Singer, Wpn:				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Eth, Demon, NNEat, Stealth 40, CR +15, PR +15, Fear +5, SpSi, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x15	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, SpSi, Invulnerability 15, Patrol 5, Mag: S1D2N1, Wpn: Banefire Torch				
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, FR -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 80, Mag: N3, Wpn: Branch				

National Rituals: Phlegra (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 6	Forge Brass Bull	F3E3	25	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, SIR, PiR, FR +25, SR +15, CR +15, PR +25, SpSi, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	3	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, PR +15, Fear +5, DV 100, SpSi, Patrol 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Conj 6	Bind Keres	D2	12	-	-	NUW
	Ker x3	HP 17, Prot 5, MR 16, Mor 30, Str 13, Att 14, Def 14, Prec 14, Enc 0, CS 14, MM 22, Fly, Eth, Demon, NNEat, Stealth 40, CR +15, PR +15, Fear +5, SpSi, Invisibility, Storm Immunity, Mag: D1B1, Wpn: Ghost Rending Claw, Ghost Rending Claw				
Conj 5	Procession of the Underworld	D3	13	-	-	NUW
	Lampad x15	HP 10, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 12, Prec 10, Enc 2, CS 12, MM 16, Recup, SpSi, Invulnerability 15, Patrol 5, Mag: S1D2N1, Wpn: Banefire Torch				

National Rituals: Pangaea (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, FR -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 80, Mag: N3, Wpn: Branch				

National Rituals: Pythium (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Contact Lar	N1	16	-	-	NUW
	Lar x1	HP 14, Prot 0, MR 16, Mor 12, Str 11, Att 12, Def 11, Prec 12, Enc 1, CS 14, MM 18, FS, Eth, Sacr, Recup, Magic, NNEat, Stealth 40, Supply 15, PR +15, SpSi, Ldr 10, MagLdr 40, Mag: W1E1N2, Wpn: Fist				
Ench 5	Awaken Hamadryad	N4	25	-	-	NUW
	Hamadryad x1	HP 110, Prot 18, MR 18, Mor 30, Str 13, Att 8, Def 0, Prec 8, Enc 0, CS 2, MM 0, FS, Magic, NNEat, BIR, PiR, Research -4, FR -5, Retinue 3d6 Harpies, Ldr 10, MagLdr 80, Mag: N3, Wpn: Branch				
Conj 8	Daughter of Typhon	N5D2	30	-	-	NUW
	Daughter of Typhon (x1)	HP 220, Prot 13, MR 18, Mor 30, Str 19, Att 15, Def 12, Prec 5, Enc 3, CS 10, MM 12, SS, Sacr, Recup, BIR, PiR, Regen 10%, FR -10, PR +25, Fear +10, Wpn: Lesser Heads, Lesser Heads, Lesser Heads, Lesser Heads, Immortal Head				
Blood 1	Orgy	B1N1	1	-	-	NUW
	Satyr x1	HP 15, Prot 2, MR 13, Mor 11, Str 12, Att 12, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Recup, Stealth 40, Seduction, Berserker +3, Ldr 50, Wpn: Fist, Hoof				
	Maenad x6	HP 10, Prot 0, MR 10, Mor 15, Str 10, Att 10, Def 10, Prec 10, Enc 2, CS 12, MM 18, FS, Patrol -1, Berserker +1, Wpn: Claw				

National Rituals: Lemuria (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 0	Revive Shadow Tribune	D1	8	-	-	NUW
	Shadow Tribune x1	HP 6, Prot 0, MR 15, Mor 13, Str 6, Att 10, Def 15, Prec 10, Enc 0, CS 12, MM 22, Float, Eth, Spi, Sacr, Und, Amph, NNEat, Dark Power 2, CR +15, PR +25, SpSi, Ldr 100, UndLdr 120, Mag: H1, Wpn: Paralyze				
Conj 0	Revive Lemur Centurion	D1	5	-	-	NUW
	Lemur Centurion x1	HP 25, Prot 14, MR 15, Mor 17, Str 13, Att 14, Def 14, Prec 10, Enc 0, CS 10, MM 21, Eth, Spi, Und, Amph, NNEat, Magic Power 1, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 100, UndLdr 150, Wpn: Short Sword				
Conj 0	Revive Lemur Senator	D2	15	-	-	NUW
	Lemur Senator x1	HP 28, Prot 0, MR 16, Mor 14, Str 14, Att 15, Def 15, Prec 10, Enc 0, CS 12, MM 22, Eth, Spi, Sacr, Und, Amph, NNEat, Magic Power 1, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 100, UndLdr 190, Mag: H2, Wpn: Steal Strength				
Conj 0	Revive Lemur Acolyte	D2	11	-	-	NUW
	Lemur Acolyte x1	HP 20, Prot 0, MR 15, Mor 17, Str 12, Att 10, Def 15, Prec 12, Enc 0, CS 12, MM 22, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, Magically Attuned Research, Magic Power 1, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 10, UndLdr 80, Mag: D1H1, Wpn: Life Drain				
Conj 0	Revive Lemur Consul	D3	25	-	-	NUW
	Lemur Consul x1	HP 33, Prot 14, MR 17, Mor 30, Str 15, Att 16, Def 16, Prec 10, Enc 0, CS 10, MM 21, Eth, Spi, Sacr, Und, Amph, NNEat, Magic Power 1, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 150, UndLdr 260, Mag: H3, Wpn: Short Sword				

Conj 0	Revive Lemur Thaumaturg	D3	20	-	-	NUW
	Lemur Thaumaturg x1					HP 25, Prot 0, MR 17, Mor 18, Str 12, Att 10, Def 16, Prec 12, Enc 0, CS 12, MM 22, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, Magically Attuned Research, Magic Power 1, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 10, UndLdr 150, MagLdr 20, Mag: S1D2H2, Wpn: Life Drain
Conj 0	Revive Grand Lemur	D3	50	-	-	NUW
	Grand Lemur x1					HP 25, Prot 0, MR 18, Mor 18, Str 12, Att 10, Def 20, Prec 12, Enc 0, CS 12, MM 22, Eth, Spi, Sacr, Und, PAmph, NNEat, Stealth 40, Magically Attuned Research, Magic Power 1, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 10, UndLdr 220, MagLdr 60, Mag: S2D3H3?1, Wpn: Magic Staff

National Rituals: Man (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Summon Bean Sidhe	D1	25	-	-	NUW
	Bean Sidhe x1					HP 13, Prot 0, MR 15, Mor 12, Str 12, Att 13, Def 14, Prec 12, Enc 0, CS 13, MM 22, FS, Eth, Glamour, Und, NNEat, Stealth 85, CR +15, PR +25, Fear +5, SpSi, Assassin, Patience +2, Spell Singer, UndLdr 50, MagLdr 20, Mag: D1G1?1, Wpn: Claw, Wail of Doom
Conj 2	Summon Black Dogs	D2	5	-	-	NUW
	Black Dog x20					HP 14, Prot 4, MR 13, Mor 13, Str 13, Att 12, Def 9, Prec 5, Enc 2, CS 24, MM 22, Stealth 60, Dark Power 2, DV 100, Wpn: Bite
Conj 4	Summon Barghests	D2	7	-	-	NUW
	Barghest x14					HP 28, Prot 6, MR 15, Mor 14, Str 16, Att 13, Def 10, Prec 5, Enc 2, CS 26, MM 22, Sacr, Stealth 60, Dark Power 3, DV 100, Curses attacker, Wpn: Venomous Bite
Conj 4	Herd of Unicorns	G2N1	10	-	-	NUW
	Unicorn x10					HP 25, Prot 4, MR 14, Mor 12, Str 15, Att 11, Def 12, Prec 5, Enc 2, CS 30, MM 28, FS, Sacr, Recup, Stealth 40, PR +10, TrSi, Smart 100, Wpn: Alicorn, Hoof
Conj 3	Summon Cu Sidhe	G2	5	-	-	NUW
	Cu Sidhe x10					HP 26, Prot 7, MR 14, Mor 14, Str 15, Att 13, Def 11, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, Stealth 40, DV 50, Wpn: Bite

National Rituals: Ulm (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 0	Sanguine Heritage	B3D3	44	-	-	NUW
	Blood Marshal (x1)					HP 30, Prot 18, MR 15, Mor 30, Str 17, Att 14, Def 12, Prec 12, Enc 0, CS 10, MM 19, Fly, Und, NNEat, BIR, SIR, Undead Regen 20%, CR +15, PR +25, DV 100, Invulnerability 25, Pillage +20, Dominion Summoner 1+ Thralls, Ldr 150, UndLdr 170, MagLdr 70, Mag: B2, Wpn: Great Sword

National Rituals: Agartha (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Nightmare Construction	F1D1	2	-	-	NUW
	Flame Barrel Nightmare x1					HP 12, Prot 15, MR 10, Mor 50, Str 16, Att 11, Def 9, Prec 5, Enc 0, CS 24, MM 22, Inanim, Und, Mind, PAmph, NNEat, PiR, CR +15, PR +25, Fire Explosion on Death, Wpn: Hoof
Ench 4	Flame Corpse Construction	F1D1	1	-	-	NUW
	Flame Corpse x1					HP 14, Prot 15, MR 5, Mor 50, Str 14, Att 8, Def 9, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, Mind, PAmph, NNEat, Ambidex 2, CR +15, PR +25, DV 50, Fire Explosion on Death, Wpn: Short Sword, Short Sword
Ench 2	Iron Corpse Reanimation	E1D1	2	-	-	NUW
	Iron Corpse x5+					HP 15, Prot 16, MR 7, Mor 50, Str 12, Att 8, Def 9, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, Mind, PAmph, NNEat, PiR, Ambidex 2, CR +15, PR +25, DV 50, Wpn: Short Sword, Short Sword

Ench 2	Reanimate Ancestor	E2D2	3	-	-	NUW
	Iron Ancestor x1	HP 25, Prot 19, MR 14, Mor 30, Str 14, Att 11, Def 11, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, PAmph, NNEat, PiR, Ambidex 2, CR +15, PR +25, DV 50, Ldr 10, UndLdr 50, Wpn: Short Sword, Short Sword				
Ench 6	Ktonian Legion	E2D2	15	-	-	NUW
	Iron Corpse x30+	HP 15, Prot 16, MR 7, Mor 50, Str 12, Att 8, Def 9, Prec 5, Enc 0, CS 6, MM 18, Inanim, Und, Mind, PAmph, NNEat, PiR, Ambidex 2, CR +15, PR +25, DV 50, Wpn: Short Sword, Short Sword				
Conj 3	Summon Penumbrals	D1E1	6	-	-	
	Penumbral x6	HP 30, Prot 0, MR 14, Mor 18, Str 15, Att 10, Def 10, Prec 8, Enc 0, CS 12, MM 22, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Life Drain				
Conj 3	Awaken Shard Wights	D1E1	10	-	-	NUW
	Shard Wight x5+	HP 35, Prot 16, MR 15, Mor 17, Str 17, Att 11, Def 10, Prec 7, Enc 0, CS 8, MM 16, Und, Amph, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Shard Glaive				
Conj 5	Summon Umbrals	D2E1	8	-	-	
	Umbral x6	HP 68, Prot 0, MR 16, Mor 18, Str 22, Att 12, Def 12, Prec 8, Enc 0, CS 14, MM 22, Eth, Spi, Und, Amph, NNEat, Stealth 40, CR +15, PR +25, SpSi, Wpn: Life Drain				
Conj 5	Awaken Sepulchral	D2E1	3	-	-	NUW
	Sepulchral x1	HP 69, Prot 16, MR 15, Mor 17, Str 24, Att 12, Def 12, Prec 7, Enc 0, CS 10, MM 20, Sacr, Und, Amph, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Obsidian Glaive				
Conj 6	Awaken Tomb Oracle	D3E2	30	-	-	NUW
	Tomb Oracle x1	HP 85, Prot 4, MR 18, Mor 18, Str 24, Att 10, Def 13, Prec 7, Enc 0, CS 10, MM 22, Sacr, Und, Amph, NNEat, CR +25, PR +25, SpSi, Chill 3, Fortune Teller 15, Ldr 50, UndLdr 310, MagLdr 40, Mag: E3D3H3, Wpn: Quarterstaff				
Conj 8	Hall of the Dead	D5E1	25	-	-	NUW
	Shard Wight x20+	HP 35, Prot 16, MR 15, Mor 17, Str 17, Att 11, Def 10, Prec 7, Enc 0, CS 8, MM 16, Und, Amph, NNEat, CR +25, PR +25, SpSi, Chill 3, Wpn: Shard Glaive				

National Rituals: Marignon (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 4	Amalgamation of Fire and Flesh	F2S1	10	-	-	NUW
	Alchemical Amalgam of Fire x5+	HP 17, Prot 17, MR 13, Mor 14, Str 13, Att 14, Def 11, Prec 10, Enc 7, CS 8, MM 12, FR +15, Fire Explosion on Death, Wpn: Halberd				
Alt 4	Amalgamation of Air and Flesh	A2S1	10	-	-	NUW
	Alchemical Amalgam of Air x5+	HP 15, Prot 9, MR 13, Mor 13, Str 12, Att 12, Def 15, Prec 12, Enc 3, CS 12, MM 16, Eth, SR +5, Shock Explosion on Death, Wpn: Spectral Sword				
Alt 4	Amalgamation of Water and Flesh	W2S1	10	-	-	NUW
	Alchemical Amalgam of Water x5+	HP 17, Prot 10, MR 13, Mor 13, Str 13, Att 13, Def 12, Prec 10, Enc 5, CS 10, MM 14, Amph, Slime Explosion on Death, Wpn: Pearl Trident				
Alt 4	Amalgamation of Earth and Flesh	E2S1	10	-	-	NUW
	Alchemical Amalgam of Earth x5+	HP 21, Prot 21, MR 13, Mor 13, Str 15, Att 12, Def 7, Prec 10, Enc 7, CS 8, MM 12, Death Grab, Wpn: Iron Cudgel				
Conj 5	Contact Angel of the Host	S3	7	-	-	NUW
	Angel of the Host x1	HP 17, Prot 18, MR 17, Mor 18, Str 13, Att 13, Def 17, Prec 15, Enc 5, CS 12, MM 30, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Wpn: Heavenly Sword				

Conj 6	Angelic Choir	S3	15	-	-	NUW
	Angel of the Heavenly Choir x3	HP 14, Prot 0, MR 16, Mor 18, Str 12, Att 11, Def 12, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Mag: H2, Wpn: Fist				
Conj 7	Heavenly Wrath	S3F1	35	-	-	NUW
	Angel of Fury x1	HP 49, Prot 0, MR 18, Mor 30, Str 17, Att 14, Def 12, Prec 15, Enc 1, CS 16, MM 34, Fly, Sacr, NNEat, FR +5, SR +5, Fear +5, SpSi, Blood Vengeance 4 vs MR, Invulnerability 20, Wpn: Holy Scourge				
Conj 6	Contact Harbinger	S4	25	-	-	NUW
	Harbinger x1	HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 20, Ldr 100, MagLdr 80, Mag: A3H2, Wpn: Fist, Heavenly Horn				
Conj 7	Angelic Host	S5	50	5	-	NUW
	Angel of the Host x6	HP 17, Prot 18, MR 17, Mor 18, Str 13, Att 13, Def 17, Prec 15, Enc 5, CS 12, MM 30, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Wpn: Heavenly Sword				
Conj 9	Heavenly Choir	S7F2	144	-	-	NUW
	Seraph x1	HP 77, Prot 0, MR 18, Mor 30, Str 21, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacr, Magic, NNEat, FR +15, SR +15, PR +15, Awe +7, SpSi, Sight Vengeance 5 vs MR, Invulnerability 30, Fire Shield 12 AP dmg, Ldr 240, MagLdr 260, Mag: F4A4S4H4, Wpn: Fist				
	Angel of the Heavenly Choir x9	HP 14, Prot 0, MR 16, Mor 18, Str 12, Att 11, Def 12, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 15, Mag: H2, Wpn: Fist				
	Harbinger of the Choir x3	HP 35, Prot 0, MR 18, Mor 18, Str 14, Att 12, Def 11, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacr, Magic, NNEat, FR +5, SR +5, Awe +5, SpSi, Invulnerability 20, Wpn: Fist, Heavenly Horn				
Blood 1	Bind Harlequin	B1	1	-	-	NUW
	Demon Jester x1	HP 16, Prot 5, MR 14, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 2, CS 8, MM 22, Fly, Demon, NNEat, Wpn: Claws, Sticks and Stones				
Blood 7	Reascendance	B4S1	88	-	-	NUW
	Fallen Angel x1	HP 49, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 16, Prec 15, Enc 1, CS 16, MM 28, Fly, Sacr, Demon, Magic, NNEat, FR +15, Fear +5, SpSi, Invulnerability 25, Ldr 180, UndLdr 280, MagLdr 110, Mag: F3D3B3, Wpn: Dark Fire Sword				

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, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacr, Magic, Ambidex 2, FR +15, PR +15, Fear +5, SpSi, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear				
Ench 5	Reawaken Fossil	E2D1	10	-	-	
	Fossilized Giant x5+	HP 17, Prot 26, MR 14, Mor 50, Str 22, Att 12, Def 7, Prec 5, Enc 0, CS 8, MM 19, Inanim, Und, Magic, Mind, PAmph, NNEat, PiR, FR +5, CR +5, PR +25, Wpn: Fossilized Sword				
Conj 2	Summon Abysian Ancestors	D1F1	5	-	-	NUW
	Smoulderghost x5	HP 15, Prot 0, MR 14, Mor 16, Str 13, Att 11, Def 10, Prec 7, Enc 0, CS 12, MM 22, WS, Eth, Spi, Sacr, Und, NNEat, FR +25, PR +25, SpSi, Heat 3, Wpn: Spectral Axe				

National Rituals: Ragha (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1					HP 14, Prot 0, MR 16, Mor 13, Str 11, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Disease Healing 1, CR +5, PR +15, Awe +2, SpSi, Gift of Water Breathing 120 size points, Ldr 50, MagLdr 30, Mag: W2H1, Wpn: Fist
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6					HP 16, Prot 16, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacr, Magic, SR +10, CR +5, Awe +2, Storm Immunity, Wpn: Magic Lance
Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1					HP 35, Prot 0, MR 18, Mor 18, Str 13, Att 13, Def 13, Prec 13, Enc 1, CS 4, MM 34, Fly, Eth, Sacr, Magic, NNEat, FR +15, SR +15, Awe +4, MagLdr 70, Mag: A3S2H3, Wpn: Sacred Circlet
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of the Earth x1					HP 14, Prot 3, MR 17, Mor 14, Str 11, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Magic, SR +10, CR +5, Awe +3, SpSi, Ldr 100, MagLdr 100, Mag: E3S2N2H2, Wpn: Fist
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of the Earth (x1)					HP 39, Prot 10, MR 18, Mor 18, Str 13, Att 14, Def 13, Prec 14, Enc 1, CS 16, MM 28, Fly, Sacr, Magic, NNEat, Supply 150, SR +15, Awe +5, SpSi, Invulnerability 15, Ldr 150, MagLdr 160, Mag: E4N2H4, Wpn: Fist
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeva x6					HP 16, Prot 12, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacr, Demon, Chaos Power 1, FR +5, SR +5, Fear +5, Wpn: Magic Lance
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1					HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacr, Demon, NNEat, Stealth 60, Chaos Power 1, FR +5, SpSi, Spy, Dream Seduction, Ldr 50, UndLdr 50, Wpn: Claw
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Yata x1					HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 12, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Demon, Chaos Power 1, FR +5, SR +5, Fear +5, SpSi, Ldr 130, UndLdr 200, MagLdr 30, Mag: F3D3H2, Wpn: Claw
Conj 8	Call Greater Daeva	D4F2	60	-	-	NUW
	Daeva of Frozen Minds (x1)					HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 28, Fly, Sacr, Demon, NNEat, Chaos Power 1, FR +15, Fear +5, SpSi, Heretic 5, Invulnerability 15, Ldr 180, UndLdr 200, MagLdr 130, Mag: F3D4H3, Wpn: Magic Staff
Conj 3	Herd of Elephants	N2	20	-	-	NUW
	Elephant x5+					HP 61, Prot 11, MR 6, Mor 8, Str 20, Att 9, Def 8, Prec 5, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk

National Rituals: Caelum (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Call Ahurani	S2W1	12	-	-	NUW
	Ahurani x1					HP 14, Prot 0, MR 16, Mor 13, Str 11, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Recup, Magic, Amph, NNEat, BIR, SIR, PiR, Disease Healing 1, CR +5, PR +15, Awe +2, SpSi, Gift of Water Breathing 120 size points, Ldr 50, MagLdr 30, Mag: W2H1, Wpn: Fist
Conj 5	Summon Yazatas	S2	15	-	-	NUW
	Yazad x6					HP 16, Prot 16, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacr, Magic, SR +10, CR +5, Awe +2, Storm Immunity, Wpn: Magic Lance

Conj 7	Call Fravashi	S3	30	-	-	NUW
	Ancestral Fravashi x1	HP 35, Prot 0, MR 18, Mor 18, Str 13, Att 13, Def 13, Prec 13, Enc 1, CS 4, MM 34, Fly, Eth, Sacr, Magic, NNEat, FR +15, SR +15, Awe +4, MagLdr 70, Mag: A3S2H3, Wpn: Sacred Circlet				
Conj 6	Call Celestial Yazad	S4	40	-	-	NUW
	Yazad of Fire x1	HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 13, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Magic, FR +15, SR +10, CR +5, Awe +3, SpSi, Ldr 140, MagLdr 90, Mag: F4S2H2, Wpn: Fist				
Conj 8	Call Amesha Spenta	S5	60	-	-	NUW
	Spenta of Fire (x1)	HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 22, Fly, Sacr, Magic, NNEat, FR +15, SR +15, Awe +5, SpSi, Invulnerability 15, Ldr 200, MagLdr 150, Mag: F5H3, Wpn: Magic Staff				
Conj 5	Call Daevas	D2F1	15	-	-	NUW
	Daeava x6	HP 16, Prot 12, MR 14, Mor 14, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 12, MM 20, Fly, Sacr, Demon, Chaos Power 1, FR +5, SR +5, Fear +5, Wpn: Magic Lance				
Conj 5	Call Jahi	D3F1	15	-	-	NUW
	Jahi x1	HP 14, Prot 0, MR 17, Mor 30, Str 15, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 22, Fly, Sacr, Demon, NNEat, Stealth 60, Chaos Power 1, FR +5, SpSi, Spy, Dream Seduction, Ldr 50, UndLdr 50, Wpn: Claw				
Conj 6	Call Yata	D3F2	40	-	-	NUW
	Yata x1	HP 16, Prot 0, MR 17, Mor 14, Str 12, Att 12, Def 12, Prec 12, Enc 1, CS 12, MM 22, Fly, Sacr, Demon, Chaos Power 1, FR +5, SR +5, Fear +5, SpSi, Ldr 130, UndLdr 200, MagLdr 30, Mag: F3D3H2, Wpn: Claw				
Conj 8	Call Greater Daeava	D4F2	60	-	-	NUW
	Daeava of Frozen Minds (x1)	HP 44, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 18, Prec 14, Enc 1, CS 16, MM 28, Fly, Sacr, Demon, NNEat, Chaos Power 1, FR +15, Fear +5, SpSi, Heretic 5, Invulnerability 15, Ldr 180, UndLdr 200, MagLdr 130, Mag: F3D4H3, Wpn: Magic Staff				

National Rituals: Gath (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Call Malakh	S2	9	-	-	NUW
	Malakh x1	HP 13, Prot 0, MR 15, Mor 15, Str 12, Att 11, Def 11, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, Stealth 60, FR +5, SR +5, Awe +4, SpSi, Invulnerability 15, Mag: H1, Wpn: Fist				
Conj 6	Call Hashmal	S3F1	21	-	-	NUW
	Hashmal x1	HP 27, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 14, Prec 14, Enc 1, CS 16, MM 34, Fly, Eth, Sacr, Magic, NNEat, FR +25, SR +5, Awe +5, SpSi, Invulnerability 20, Inquisitor, Fire Shield 10 AP dmg, Ldr 150, MagLdr 100, Mag: H2, Wpn: Flame Strike				
Conj 7	Call Arel	S4N1	39	-	-	NUW
	Arel x1	HP 33, Prot 0, MR 18, Mor 10, Str 14, Att 8, Def 13, Prec 9, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, Healing 3, FR +5, SR +5, PR +15, Awe +6, SpSi, Invulnerability 15, Ldr 100, MagLdr 80, Mag: N3H3, Wpn: Fist				
Conj 8	Call Ophan	S5F2	49	-	-	NUW
	Ophan x1	HP 55, Prot 21, MR 18, Mor 30, Str 20, Att 14, Def 14, Prec 14, Enc 1, CS 27, MM 40, Fly, Eth, Sacr, Inanim, Magic, Trample, NNEat, FR +15, SR +15, PR +25, Awe +6, SpSi, Patrol 50, Fire Shield 11 AP dmg, Mag: H3, Wpn: Flame Strike				
Conj 9	Call Merkavah	S7F3	222	-	-	NUW
	Chayot x1	HP 55, Prot 0, MR 18, Mor 30, Str 18, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacr, Magic, NNEat, Astral Magic +6, Magic -6, FR +15, SR +15, PR +15, Awe +7, SpSi, Sight Vengeance 5 vs MR, Invulnerability 30, Fire Shield 13 AP dmg, Retinue 4 Ophans, Ldr 200, MagLdr 180, Mag: F4A4E4S4H10, Wpn: Fist				

Ench 5	Memories of Stone	D2E1	10	-	-	
	Fossil Warrior x5+	HP 17, Prot 26, MR 15, Mor 18, Str 22, Att 12, Def 7, Prec 5, Enc 0, CS 8, MM 19, Inanim, Und, Magic, PAmph, NNEat, PiR, FR +5, CR +5, PR +25, SpSi, Wpn: Fossilized Sword				
Conj 3	Summon Mazzikim	N1	3	-	-	NUW
	Mazzik x8	HP 9, Prot 6, MR 13, Mor 9, Str 9, Att 11, Def 15, Prec 10, Enc 1, CS 14, MM 28, WS, Fly, Demon, NNEat, Stealth 40, Wpn: Claws				
Conj 5	Summon Lilot	N4	15	-	-	NUW
	Lilot x1	HP 22, Prot 0, MR 17, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 1, CS 13, MM 28, WS, Fly, Demon, Stealth 55, Dream Seduction, Ldr 50, UndLdr 50, Wpn: Life Drain				
Blood 3	Scapegoats	B1	8	-	-	NUW
	Se'ir x2	HP 28, Prot 7, MR 15, Mor 30, Str 16, Att 13, Def 11, Prec 9, Enc 3, CS 16, MM 16, WS, Sacr, Demon, NNEat, Berserker +4, Wpn: Claw, Claw, Gore				
Blood 4	Summon Shedim	B3A1	28	-	-	NUW
	Shed x3	HP 40, Prot 8, MR 17, Mor 30, Str 15, Att 13, Def 12, Prec 11, Enc 2, CS 12, MM 28, Fly, Demon, NNEat, Storm Power 2, SR +15, Wpn: Thunder Fist, Lightning				

National Rituals: Patala (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Angiri	F2	5	-	-	NUW
	Angiri x3	HP 23, Prot 1, MR 13, Mor 14, Str 15, Att 12, Def 14, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, FR +15, Awe +1, Wpn: Falchion, Kick				
Conj 3	Summon Apsaras	S2	2	-	-	NUW
	Apsara x3	HP 20, Prot 1, MR 14, Mor 13, Str 13, Att 11, Def 15, Prec 11, Enc 1, CS 14, MM 16, Sacr, Magic, Awe +4, Wpn: Kick				
Conj 4	Summon Vidyadhara	S2	15	-	-	NUW
	Vidyadhara x1	HP 21, Prot 1, MR 17, Mor 11, Str 13, Att 11, Def 15, Prec 11, Enc 1, CS 14, MM 22, Fly, Eth, Sacr, Magic, Awe +2, Storm Immunity, Ldr 50, MagLdr 60, Mag: A1S2, Wpn: Kryss, Kick				
Conj 5	Summon Gandharvas	S2	18	-	-	NUW
	Gandharva x6	HP 25, Prot 18, MR 16, Mor 15, Str 15, Att 13, Def 13, Prec 11, Enc 5, CS 10, MM 12, Sacr, Magic, Awe +2, Wpn: Falchion, Kick				
Conj 6	Summon Maruts	S2	18	-	-	NUW
	Marut x3	HP 29, Prot 15, MR 17, Mor 18, Str 16, Att 14, Def 12, Prec 13, Enc 5, CS 10, MM 22, Fly, Sacr, Magic, Storm Power 1, FR +15, SR +15, Storm Immunity, Wpn: Apotropaic Sword, Kick, Lightning				
Conj 6	Summon Kinnara	S3	25	-	-	NUW
	Kinnara x1	HP 30, Prot 3, MR 17, Mor 13, Str 15, Att 11, Def 11, Prec 11, Enc 1, CS 14, MM 22, Fly, Sacr, Magic, Awe +3, Inspirational +1, Ldr 50, MagLdr 70, Mag: A2S2H2, Wpn: Kick				
Conj 7	Summon Siddha	S4	35	-	-	NUW
	Siddha x1	HP 20, Prot 0, MR 18, Mor 15, Str 13, Att 9, Def 9, Prec 11, Enc 2, CS 14, MM 100, Sacr, Magic, Ambidex 4, Awe +3, SpSi, Ldr 50, MagLdr 90, Mag: A2S3H3, Wpn: Fist, Kick				
Conj 8	Summon Devata	S5	45	-	-	NUW
	Devata x1	HP 28, Prot 18, MR 18, Mor 18, Str 17, Att 14, Def 13, Prec 11, Enc 7, CS 10, MM 12, Sacr, Magic, Ambidex 5, Awe +5, SpSi, Ldr 150, MagLdr 80, Mag: A3S2H3, Wpn: Spear, Falchion, Axe, Kick				
Conj 9	Summon Devala	S5	55	-	-	NUW
	Devala x1	HP 20, Prot 1, MR 18, Mor 18, Str 13, Att 12, Def 15, Prec 12, Enc 1, CS 14, MM 22, Sacr, Magic, Awe +4, Inspirational +1, SpSi, Ldr 50, MagLdr 70, Mag: S3H4, Wpn: Kick				

Conj 9	Summon Rudra	S5	55	-	-	NUW
	Rudra x1	HP 32, Prot 18, MR 18, Mor 18, Str 18, Att 15, Def 14, Prec 13, Enc 5, CS 10, MM 30, Fly, Sacr, Magic, Research -20, Forge Bonus -5, Ambidex 5, Storm Power 2, FR +15, SR +15, Fear +5, SpSi, Storm Immunity, UndLdr 150, MagLdr 60, Mag: F3A3D3H1, Wpn: Apotropaic Sword, Kick, Plague Bow, Lightning				
Conj 2	Host of Ganas	D1	12	-	-	NUW
	Gana x20	HP 10, Prot 0, MR 12, Mor 15, Str 10, Att 10, Def 13, Prec 10, Enc 0, CS 12, MM 22, Eth, Und, PAmph, NNEat, CR +15, PR +25, SpSi, Wpn: Spectral Club				
Conj 5	Summon Vetalas	D2	10	-	-	
	Possessed Corpse x10	HP 22, Prot 12, MR 14, Mor 18, Str 16, Att 12, Def 9, Prec 9, Enc 0, CS 7, MM 20, Inanim, Und, PAmph, NNEat, CR +15, PR +25, SpSi, Wpn: Mace				
Conj 4	Contact Yaksha	N2E1	25	-	-	NUW
	Yaksha x1	HP 28, Prot 4, MR 17, Mor 15, Str 17, Att 13, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Awe +1, Ldr 50, MagLdr 70, Mag: E3N1G1H1?1, Wpn: Falchion, Kick				
Conj 4	Contact Yakshini	N2W1	25	-	-	NUW
	Yakshini x1	HP 23, Prot 1, MR 17, Mor 13, Str 15, Att 11, Def 12, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Amph, Awe +2, Ldr 50, MagLdr 70, Mag: W3N1G1H1?1, Wpn: Fist, Kick				
Conj 5	Summon Kimpurushas	N2S1	18	-	-	NUW
	Kimpurusha x6	HP 25, Prot 15, MR 16, Mor 15, Str 15, Att 14, Def 11, Prec 10, Enc 5, CS 10, MM 12, FS, Sacr, Magic, Awe +2, DV 50, Wpn: Falchion, Kick, Bite				
Blood 1	Summon Rakshasas	B1	10	-	-	NUW
	Rakshasa x3	HP 28, Prot 5, MR 13, Mor 14, Str 19, Att 13, Def 10, Prec 9, Enc 3, CS 10, MM 16, FS, Sacr, Demon, NNEat, Chaos Power 1, FR -5, Wpn: Claw, Claw				
Blood 2	Feast of Flesh	B1N1	50	-	-	NUW
	Praghasa x15	HP 35, Prot 4, MR 13, Mor 14, Str 22, Att 13, Def 10, Prec 9, Enc 4, CS 10, MM 16, FS, Sacr, Demon, Chaos Power 1, FR -5, Wpn: Mace				
Blood 3	Summon Asrapas	B2	11	-	-	NUW
	Asrapa x3	HP 19, Prot 1, MR 14, Mor 14, Str 13, Att 12, Def 13, Prec 11, Enc 2, CS 14, MM 16, Sacr, Demon, Chaos Power 1, Berserker +3, Mag: B1H1, Wpn: Athame, Kick				
Blood 4	Summon Rakshasa Warriors	B2	25	-	-	NUW
	Rakshasa Warrior x5	HP 30, Prot 15, MR 13, Mor 15, Str 20, Att 13, Def 10, Prec 9, Enc 4, CS 8, MM 12, FS, Sacr, Demon, NNEat, Chaos Power 1, FR -5, Wpn: Iron Cudgel				
Blood 5	Summon Sandhyabalas	B2D1	30	-	-	NUW
	Sandhyabala x3	HP 30, Prot 15, MR 14, Mor 15, Str 20, Att 14, Def 13, Prec 9, Enc 4, CS 8, MM 12, FS, Sacr, Demon, NNEat, Stealth 40, Chaos Power 1, Dark Power 1, FR -10, Wpn: Moon Blade				
Blood 7	Summon Samanishada	B3D1	35	-	-	NUW
	Samanishada x1	HP 30, Prot 15, MR 15, Mor 15, Str 20, Att 14, Def 12, Prec 9, Enc 5, CS 8, MM 12, FS, Sacr, Demon, NNEat, Stealth 60, Ambidex 2, Chaos Power 1, Dark Power 2, FR -10, Assassin, Ldr 10, UndLdr 50, Wpn: Moon Blade, Duskdagger				
Blood 6	Summon Dakini	B4A1	81	-	-	NUW
	Dakini x1	HP 23, Prot 12, MR 17, Mor 13, Str 15, Att 11, Def 13, Prec 11, Enc 2, CS 14, MM 28, Fly, Sacr, Demon, Chaos Power 1, Fear +5, SpSi, Damage Reversal 1 v MR, Ldr 50, UndLdr 90, MagLdr 70, Mag: A3D1B3H2, Wpn: Athame, Kick				
Blood 8	Summon Mandeha	B5D2	133	-	-	NUW
	Mandeha x1	HP 65, Prot 15, MR 18, Mor 18, Str 24, Att 15, Def 10, Prec 11, Enc 2, CS 15, MM 26, FS, Fly, Sacr, Demon, NNEat, Chaos Power 2, Dark Power 3, FR -10, Fear +5, Sleep Aura 15, SpSi, Ldr 50, UndLdr 280, MagLdr 50, Mag: A3D3B2H3, Wpn: Flesh Eater				

Blood 8	Summon Danavas	B5	75	-	-	NUW
	Danava x3	HP 92, Prot 12, MR 18, Mor 18, Str 24, Att 13, Def 12, Prec 9, Enc 5, CS 16, MM 20, Sacr, Demon, NNEat, Ambidex 8, Chaos Power 2, FR -5, Fear +5, SpSi, Mag: H2?2, Wpn: Unholy Sword, Unholy Spear, Unholy Axe				
Blood 8	Summon Daitya	B5	75	-	-	NUW
	Daitya x3	HP 82, Prot 13, MR 18, Mor 18, Str 22, Att 13, Def 13, Prec 13, Enc 3, CS 16, MM 20, Sacr, Demon, NNEat, Chaos Power 2, FR -5, SpSi, Mag: H2?3, Wpn: Unholy Sword, Plague Bow				

National Rituals: T'ien Ch'i (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Celestial Hounds	A1S1	4	-	-	NUW
	Celestial Hound x2	HP 25, Prot 7, MR 14, Mor 15, Str 17, Att 14, Def 10, Prec 5, Enc 1, CS 20, MM 28, Fly, Sacr, Magic, NNEat, SR +15, SpSi, Patrol 10, Wpn: Bite, Claw				
Conj 6	Call Celestial Soldiers	A2S1	15	-	-	NUW
	Celestial Soldier x5	HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 14, Prec 15, Enc 4, CS 13, MM 10, Sacr, Magic, NNEat, SpSi, Wpn: Glaive				
Conj 1	Celestial Servant	E1S1	1	-	-	NUW
	Celestial Servant x1	HP 48, Prot 4, MR 14, Mor 14, Str 24, Att 9, Def 8, Prec 9, Enc 1, CS 12, MM 16, Sacr, Magic, NNEat, SpSi, Wpn: Rake				
Conj 3	Herd of Buffaloes	N2	8	-	-	NUW
	Buffalo x5+	HP 43, Prot 5, MR 5, Mor 13, Str 22, Att 8, Def 7, Prec 5, Enc 3, CS 18, MM 18, Trample, Berserker +2, Wpn: Hoof, Gore				

National Rituals: Jomon (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Aka-Oni	F1D1	10	-	-	NUW
	Aka-Oni x5+	HP 14, Prot 4, MR 14, Mor 14, Str 13, Att 11, Def 10, Prec 8, Enc 1, CS 10, MM 16, MS, Demon, NNEat, Chaos Power 1, FR +5, SpSi, Pillage +1, Wpn: Great Club, Throw Flames				
Conj 3	Summon Konoha Tengu	A1E1	5	-	-	NUW
	Konoha Tengu x5+	HP 12, Prot 4, MR 14, Mor 13, Str 11, Att 12, Def 14, Prec 12, Enc 3, CS 10, MM 28, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 5	Contact Dai Tengu	A2E1	55	-	-	NUW
	Dai Tengu x1	HP 13, Prot 4, MR 17, Mor 13, Str 11, Att 13, Def 16, Prec 13, Enc 3, CS 10, MM 28, MS, Fly, Sacr, Storm Immunity, Ldr 100, MagLdr 50, Mag: A3E1N1H2, Wpn: Quarterstaff, Lightning				
	Tengu Warrior x10	HP 13, Prot 12, MR 14, Mor 14, Str 11, Att 13, Def 13, Prec 12, Enc 6, CS 7, MM 22, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
	Karasu Tengu x15	HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike				
Conj 1	Summon Kappa	W1N1	3	-	-	NUW
	Kappa x3	HP 15, Prot 15, MR 8, Mor 12, Str 13, Att 10, Def 9, Prec 8, Enc 9, CS 10, MM 16, Recup, Amph, Wpn: Claw, Koppo				
Conj 2	Summon Ao-Oni	W1D1	10	-	-	NUW
	Ao-Oni x5+	HP 14, Prot 4, MR 14, Mor 14, Str 13, Att 11, Def 10, Prec 8, Enc 1, CS 10, MM 16, MS, Demon, NNEat, Chaos Power 1, CR +5, SpSi, Pillage +1, Wpn: Great Club, Cold				
Conj 5	Contact Nushi	W2N1	25	-	-	NUW
	Nushi x1	HP 10, Prot 0, MR 17, Mor 8, Str 9, Att 8, Def 9, Prec 10, Enc 2, CS 12, MM 16, SS, Awe +3, Homesickness 20, Ldr 50, UndLdr 50, MagLdr 50, Mag: W3D1N2, Wpn: Claw				

Conj 5	Contact Kaijin	W3	25	-	-	UW
	Kaijin x1	HP 19, Prot 6, MR 18, Mor 15, Str 12, Att 13, Def 13, Prec 13, Enc 2, CS 12, MM 16, Eth, Sacr, Magic, Amph, NNEat, FR +5, SpSi, Ldr 10, MagLdr 70, Mag: W3E1N2, Wpn: Enchanted Net, Mighty Yari				
Conj 5	Summon Ujigami	E1S1	8	-	-	NUW
	Ujigami x1	HP 22, Prot 17, MR 16, Mor 15, Str 14, Att 14, Def 13, Prec 13, Enc 6, CS 8, MM 10, Eth, Sacr, Magic, NNEat, Inspirational +1, SpSi, Fortune Teller 5, Ldr 150, MagLdr 100, Mag: H2, Wpn: Katana				
Conj 4	Summon Oni	E1D1	12	-	-	NUW
	Oni x5+	HP 24, Prot 6, MR 15, Mor 15, Str 16, Att 12, Def 13, Prec 9, Enc 1, CS 14, MM 16, MS, Demon, NNEat, Chaos Power 1, SpSi, Pillage +1, Wpn: No-Dachi, Javelin				
Conj 6	Contact Tatsu	E3	19	-	-	NUW
	Tatsu x1	HP 42, Prot 13, MR 16, Mor 15, Str 17, Att 13, Def 11, Prec 12, Enc 2, CS 14, MM 34, MS, Fly, FR +5, SR +5, PR +15, SpSi, Storm Immunity, Ldr 50, MagLdr 20, Mag: ?2, Wpn: Venomous Fangs, Claw, Tail Sweep, Drake Gas				
Conj 7	Contact Yama-no-kami	E4	28	-	-	NUW
	Yama-no-kami x1	HP 29, Prot 16, MR 18, Mor 13, Str 18, Att 12, Def 14, Prec 12, Enc 2, CS 11, MM 16, MS, Eth, Sacr, Magic, NNEat, Regen 10%, SpSi, Retinue 1d6 Wolves, Dominion Summoner 0+ Wolves, Ldr 50, MagLdr 80, Mag: A2E3N2, Wpn: Quarterstaff				
Conj 6	Summon Kenzoku	S1E1	9	-	-	NUW
	Kenzoku x1	HP 26, Prot 17, MR 15, Mor 16, Str 15, Att 15, Def 15, Prec 13, Enc 5, CS 8, MM 10, Eth, Sacr, Magic, NNEat, Awe +2, SpSi, Ldr 100, MagLdr 100, Wpn: Enchanted Katana				
Conj 1	Summon Ko-Oni	D1	7	-	-	NUW
	Ko-Oni x5+	HP 9, Prot 3, MR 13, Mor 9, Str 10, Att 11, Def 12, Prec 10, Enc 1, CS 7, MM 16, MS, Demon, NNEat, Chaos Power 1, SpSi, Pillage +1, Wpn: Club				
Conj 5	Summon Kuro-Oni	D2F1	10	-	-	NUW
	Kuro-Oni x4	HP 24, Prot 6, MR 15, Mor 15, Str 16, Att 12, Def 13, Prec 9, Enc 1, CS 14, MM 16, MS, Demon, NNEat, Chaos Power 1, FR +5, PR +5, SpSi, Pillage +2, Wpn: No-Dachi, Throw Flames, Poison Spit				
Conj 6	Summon Oni General	D2F1	20	-	-	NUW
	Oni Shugo x1	HP 30, Prot 21, MR 16, Mor 18, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 10, MM 10, MS, Sacr, Demon, NNEat, Research -4, Chaos Power 1, FR +5, PR +5, SpSi, Pillage +3, Retinue 1d6 Wolves, Ldr 35, UndLdr 150, MagLdr 10, Mag: D2?1, Wpn: No-Dachi, Throw Flames, Javelin				
Conj 6	Summon Gozu Mezu	D3	7	-	-	NUW
	Ox-head x1	HP 46, Prot 18, MR 15, Mor 15, Str 20, Att 13, Def 10, Prec 13, Enc 4, CS 13, MM 16, Demon, NNEat, SpSi, Wpn: Gore, Soul Catcher				
	Horse-face x1	HP 38, Prot 18, MR 15, Mor 15, Str 18, Att 15, Def 13, Prec 15, Enc 4, CS 13, MM 16, Demon, NNEat, SpSi, Wpn: Soul Catcher				
Conj 4	Ghost General	D3	10	-	-	
	Shura x1	HP 20, Prot 17, MR 15, Mor 18, Str 16, Att 14, Def 16, Prec 11, Enc 0, CS 8, MM 19, Float, Eth, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Ldr 100, UndLdr 150, Wpn: Bane Blade				
Conj 8	Summon Dai Oni	D4F1	45	-	-	NUW
	Dai Oni x1	HP 50, Prot 19, MR 18, Mor 18, Str 20, Att 14, Def 13, Prec 9, Enc 5, CS 12, MM 16, MS, Sacr, Demon, NNEat, Research -12, Chaos Power 1, FR +5, PR +5, Fear +5, SpSi, Pillage +5, Retinue 1d6 Wolves, Ldr 80, UndLdr 350, MagLdr 40, Mag: F2E2D3H1?1, Wpn: Enchanted No-Dachi, Throw Flames, Javelin				

Conj 3	Summon Okami	N1	6	-	-	NUW
	Okami x10+					HP 23, Prot 7, MR 12, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, MS, Stealth 40, Magic Power 1, CR +15, DV 50, Wpn: Bite
Conj 4	Contact Jigami	N1	10	-	-	NUW
	Jigami x1					HP 16, Prot 0, MR 15, Mor 9, Str 12, Att 11, Def 14, Prec 11, Enc 1, CS 12, MM 16, Eth, Sacr, Magic, NNEat, Supply 50, SpSi, Ldr 10, MagLdr 30, Mag: N2, Wpn: Quarterstaff
Conj 2	Summon Karasu Tengus	N1A1	3	-	-	NUW
	Karasu Tengu x3					HP 13, Prot 4, MR 13, Mor 13, Str 11, Att 14, Def 16, Prec 13, Enc 3, CS 14, MM 28, MS, Fly, Sacr, Storm Immunity, Wpn: Katana, Lightning Strike
Conj 3	Contact Bakeneko	N2	8	-	-	NUW
	Bakeneko x1					HP 4, Prot 2, MR 14, Mor 8, Str 4, Att 12, Def 14, Prec 12, Enc 2, CS 24, MM 22, FS, MS, Stealth 80, Magic Power 1, UndLdr 50, Mag: ?1, Wpn: Claw, Bite
Conj 5	Contact Mujina	N2	21	-	-	NUW
	Mujina x1					HP 7, Prot 2, MR 16, Mor 10, Str 5, Att 11, Def 13, Prec 13, Enc 2, CS 28, MM 22, FS, MS, Stealth 80, Magic Power 1, SpSi, MagLdr 30, Mag: E1N2, Wpn: Bite
Conj 5	Contact Tanuki	N2	26	-	-	NUW
	Tanuki x1					HP 6, Prot 2, MR 17, Mor 10, Str 5, Att 11, Def 13, Prec 13, Enc 2, CS 28, MM 22, FS, MS, Stealth 80, Magic Power 1, Heretic 1, MagLdr 50, Mag: E1N2?1, Wpn: Bite
Conj 6	Contact Kitsune	N2	30	-	-	NUW
	Kitsune x1					HP 5, Prot 2, MR 18, Mor 7, Str 5, Att 11, Def 14, Prec 13, Enc 2, CS 28, MM 22, FS, MS, Stealth 80, Magic Power 1, MagLdr 60, Mag: N3?1, Wpn: Bite
Conj 3	Ambush of Tigers	N2	9	-	-	NUW
	Tiger x15+					HP 22, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, DV 50, Wpn: Bite, Claw
Conj 5	Contact Mori-no-kami	N3	21	-	-	NUW
	Mori-no-kami x1					HP 9, Prot 0, MR 14, Mor 9, Str 9, Att 11, Def 11, Prec 12, Enc 1, CS 10, MM 16, FS, Eth, Sacr, Magic, NNEat, Magic -1, SpSi, Ldr 125, MagLdr 30, Mag: E1N3, Wpn: Dagger, Short Bow

National Rituals: Mictlan (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1					HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacr, Amph, PR +15, Wpn: Venomous Fangs
Conj 7	Summon Tlaloque	W4	60	-	-	NUW
	Tlaloque of the North (x1)					HP 48, Prot 5, MR 18, Mor 30, Str 19, Att 12, Def 15, Prec 12, Enc 1, CS 16, MM 16, Sacr, Demon, NNEat, Supply 100, SpSi, Ldr 50, UndLdr 80, MagLdr 90, Mag: A2W4B3H3, Wpn: Quarterstaff
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW
	Jaguar Toad x3					HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 2, Prec 5, Enc 3, CS 6, MM 16, SS, Sacr, Trample, PR +15, Wpn: Head Butt, Poison Spit
Conj 6	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1					HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacr, Magic, PR +15, Inspirational +1, Ldr 100, MagLdr 140, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 3	Summon Jaguars	N2H1	20	-	-	NUW
	Jaguar x25					HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacr, Stealth 40, DV 50, Wpn: Bite, Claw

Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1	HP 63, Prot 8, MR 7, Mor 14, Str 17, Att 7, Def 2, Prec 5, Enc 3, CS 7, MM 16, SS, Sacr, Trample, PR +25, Wpn: Head Butt				
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs				
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW
	Ozelotl x3	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw				
Blood 5	Contact Civateteo	B2D2	36	-	-	NUW
	Civateteo x1	HP 20, Prot 0, MR 16, Mor 30, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 22, Eth, Sacr, Und, NNEat, Stealth 40, CR +15, PR +25, Fear +5, SpSi, Ldr 100, UndLdr 200, MagLdr 10, Mag: D1B1H2, Wpn: Life Drain				
Blood 6	Bind Tzitzimitl	B2S2	10	-	-	NUW
	Tzitzimitl x1	HP 43, Prot 6, MR 18, Mor 30, Str 18, Att 13, Def 13, Prec 13, Enc 1, CS 16, MM 20, Fly, Sacr, Demon, NNEat, SpSi, Wpn: Pincer, Scorpion Tail, Stellar Bolt				
Blood 6	Contact Tlahuelpuchi	B3	42	-	-	NUW
	Tlahuelpuchi x1	HP 17, Prot 0, MR 16, Mor 13, Str 13, Att 12, Def 12, Prec 12, Enc 0, CS 14, MM 28, Fly, NNEat, Stealth 50, DV 100, Assassin, Patience +2, UndLdr 70, MagLdr 30, Mag: D1N1B2, Wpn: Life Drain				
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1	HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 3, CS 15, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 110, UndLdr 180, MagLdr 60, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw				
	Beast Bat x8	HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs				
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+	HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw				

National Rituals: Xibalba (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Chaac	A4	75	-	-	NUW
	Chaac of the West (x1)	HP 32, Prot 3, MR 18, Mor 30, Str 18, Att 14, Def 14, Prec 14, Enc 2, CS 16, MM 22, Fly, Sacr, NNEat, Supply 50, SR +15, Storm Immunity, Ldr 50, UndLdr 150, MagLdr 60, Mag: A4W2D2H3, Wpn: Thunder Axe, Lightning				
Conj 4	Summon Jade Serpent	W2	3	-	-	
	Jade Serpent x1	HP 62, Prot 12, MR 15, Mor 15, Str 17, Att 14, Def 8, Prec 10, Enc 3, CS 10, MM 16, FS, SS, Sacr, Amph, PR +15, Wpn: Venomous Fangs				
Conj 3	Summon Sacred Scorpion	E1D1	2	-	-	NUW
	Sacred Scorpion x1	HP 48, Prot 17, MR 12, Mor 15, Str 17, Att 13, Def 7, Prec 3, Enc 2, CS 8, MM 10, WS, Sacr, PR +15, DV 100, Wpn: Pincer, Pincer, Scorpion Tail				
Conj 1	Summon Jaguar Toads	N1H1	2	-	-	NUW
	Jaguar Toad x3	HP 21, Prot 3, MR 5, Mor 12, Str 11, Att 7, Def 2, Prec 5, Enc 3, CS 6, MM 16, SS, Sacr, Trample, PR +15, Wpn: Head Butt, Poison Spit				

Conj 3	Summon Jaguars	N2H1	20	-	-	NUW
	Jaguar x25					HP 19, Prot 4, MR 8, Mor 13, Str 15, Att 13, Def 10, Prec 5, Enc 3, CS 20, MM 22, FS, Sacr, Stealth 40, DV 50, Wpn: Bite, Claw
Conj 5	Summon Monster Toad	N2	2	-	-	NUW
	Monster Toad x1					HP 63, Prot 8, MR 7, Mor 14, Str 17, Att 7, Def 2, Prec 5, Enc 3, CS 7, MM 16, SS, Sacr, Trample, PR +25, Wpn: Head Butt
Conj 7	Summon Balam	N4	60	-	-	NUW
	Balam of the South (x1)					HP 49, Prot 6, MR 15, Mor 14, Str 17, Att 14, Def 11, Prec 5, Enc 3, CS 24, MM 22, FS, Sacr, Stealth 40, Ldr 120, UndLdr 30, MagLdr 90, Mag: F2N4B2H3, Wpn: Bite, Claw
Blood 2	Bind Beast Bats	B1	8	-	-	NUW
	Beast Bat x3					HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs
Blood 4	Bind Jaguar Fiends	B1F1	16	-	-	NUW
	Ozelotl x3					HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw
Blood 7	Contact Onaqui	B4	101	-	-	NUW
	Onaqui x1					HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 3, CS 15, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 100, UndLdr 180, MagLdr 60, Mag: D2N1B3H1?1, Wpn: Venomous Fangs, Claw, Claw
	Beast Bat x8					HP 19, Prot 4, MR 15, Mor 12, Str 12, Att 11, Def 13, Prec 5, Enc 2, CS 3, MM 28, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Wpn: Venomous Fangs
Blood 8	Rain of Jaguars	B6F2	40	-	-	NUW
	Ozelotl x14+					HP 33, Prot 6, MR 16, Mor 30, Str 16, Att 13, Def 11, Prec 5, Enc 2, CS 25, MM 28, FS, Fly, Sacr, Demon, NNEat, Wpn: Bite, Claw, Claw

National Rituals: C'tis (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Contact Scorpion Man	E1F1	12	-	-	NUW
	Scorpion Man x1					HP 42, Prot 21, MR 17, Mor 15, Str 14, Att 14, Def 13, Prec 12, Enc 5, CS 10, MM 20, WS, Sacr, Magic, Ambidex 2, FR +15, PR +15, Fear +5, SpSi, Wpn: Pincer, Stinger, Enchanted Sword, Plague Bow, Gaze of Fear
Ench 0	Revive Grave Consort	D1	10	-	-	NUW
	Grave Consort x1					HP 35, Prot 10, MR 17, Mor 30, Str 16, Att 11, Def 7, Prec 8, Enc 0, CS 8, MM 20, Sacr, Inanim, Und, NNEat, CR +15, PR +25, SpSi, UndLdr 20, Mag: H1, Wpn: Claw
Ench 0	Revive Tomb Priest	D2	16	-	-	NUW
	Tomb Priest x1					HP 40, Prot 11, MR 18, Mor 30, Str 16, Att 11, Def 7, Prec 8, Enc 0, CS 8, MM 20, Sacr, Inanim, Und, NNEat, CR +15, PR +25, SpSi, Ldr 10, UndLdr 190, Mag: H2, Wpn: Claw
Ench 0	Revive Tomb King	D3	23	-	-	NUW
	Tomb King x1					HP 50, Prot 11, MR 18, Mor 30, Str 18, Att 14, Def 17, Prec 8, Enc 0, CS 8, MM 20, Sacr, Inanim, Und, NNEat, CR +15, PR +25, SpSi, Ldr 100, UndLdr 260, Mag: H3, Wpn: Snake Staff
Conj 7	Contact Couatl	N1S1	40	-	-	NUW
	Couatl x1					HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacr, Magic, PR +15, Inspirational +1, Ldr 100, MagLdr 140, Mag: S3N3H2, Wpn: Venomous Fangs
Conj 4	Sacred Crocodile	N2W2	3	-	-	NUW
	Sacred Crocodile x1					HP 73, Prot 14, MR 8, Mor 15, Str 21, Att 11, Def 6, Prec 5, Enc 3, CS 7, MM 10, SS, Sacr, Wpn: Bite

National Rituals: Midgård (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Dwarf of the Four Directions	A4E3	62	-	-	NUW
	Dwarf of the West (x1)	HP 12, Prot 7, MR 18, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 1, SR +15, DV 50, Ldr 10, UndLdr 100, MagLdr 70, Mag: A4E3D2, Wpn: Hammer				
Conj 4	Awaken Draugar Draug x4	D2	12	-	-	NUW
		HP 30, Prot 15, MR 14, Mor 17, Str 14, Att 12, Def 14, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				
National Rituals: Bogarus (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Summon Firebird Firebird x1	F1S1	2	-	-	NUW
		HP 8, Prot 2, MR 15, Mor 13, Str 7, Att 12, Def 13, Prec 14, Enc 3, CS 6, MM 28, FS, MS, Fly, Magic, FR +15, Wpn: Talons, Fire Flare				
Conj 5	Summon Zmey Zmey x1	F2	5	-	-	NUW
		HP 45, Prot 13, MR 14, Mor 15, Str 16, Att 13, Def 9, Prec 12, Enc 3, CS 7, MM 28, MS, Fly, FR +15, Wpn: Bite, Bite, Bite, Drake Fire				
Conj 2	Summon Simargl Simargl x1	A1	1	-	-	NUW
		HP 13, Prot 7, MR 12, Mor 13, Str 11, Att 12, Def 10, Prec 5, Enc 2, CS 12, MM 28, Fly, Patrol 10, Wpn: Bite				
Conj 5	Send Lady Middyay Lady Middyay x1	A1D1	10	5	-	NUW
		HP 7, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 10, Prec 10, Enc 2, CS 20, MM 22, Fly, Eth, Magic, Stealth 60, Fear +5, SpSi, Assassin, Patience +2, Storm Immunity, Wpn: Plague Scythe				
Conj 7	Contact Cloud Vila Cloud Vila x1	A4	40	-	-	NUW
		HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 13, Prec 13, Enc 2, CS 14, MM 28, MS, Fly, Sacr, Stealth 50, Healing 1, SR +15, CR +5, Seduction, Storm Immunity, MagLdr 70, Mag: A3S1N2, Wpn: Fist, Lightning Strike				
Conj 4	Summon Rusalka Rusalka x1	W1D1	16	-	-	NUW
		HP 8, Prot 0, MR 15, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 0, CS 12, MM 16, Und, Amph, Stealth 60, CR +15, PR +25, Seduction, Gift of Water Breathing 50 size points, Ldr 10, UndLdr 60, MagLdr 10, Mag: W1D1, Wpn: Fist				
Conj 4	Send Vodyanoy Vodyanoy x1	W2	20	4	-	
		HP 16, Prot 0, MR 14, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 3, CS 20, MM 10, Aqua, Stealth 40, Ldr 50, MagLdr 40, Mag: W3N1, Wpn: Fist				
Conj 6	Contact Beregina Beregina x1	W3E1	35	-	-	
		HP 8, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 11, Prec 10, Enc 2, CS 12, MM 16, Magic, Amph, Awe +3, SpSi, Gift of Water Breathing 50 size points, Ldr 50, MagLdr 70, Mag: W3E1N2, Wpn: Fist				
Conj 5	Send Bukavac Bukavac x1	W4	5	4	-	Anon
		HP 112, Prot 15, MR 14, Mor 18, Str 22, Att 12, Def 7, Prec 5, Enc 2, CS 12, MM 10, Magic, Trample, Aqua, Fear +5, Wpn: Gore, Tentacle, Tentacle				
Conj 3	Contact Sirin Sirin x1	S2	8	-	-	NUW
		HP 12, Prot 0, MR 14, Mor 13, Str 8, Att 10, Def 13, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacr, Stealth 50, Dream Seduction, Ldr 50, Wpn: Claw, Claw				
Conj 4	Contact Alkonost Alkonost x1	S2	15	-	-	NUW
		HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 12, Enc 3, CS 5, MM 28, Fly, Sacr, SR +15, Awe +5, Inspirational +2, Ldr 50, Mag: H3, Wpn: Claw, Claw				

Conj 5	Contact Gamayun	S3	25	-	-	NUW
	Gamayun x1	HP 12, Prot 0, MR 16, Mor 13, Str 8, Att 8, Def 12, Prec 13, Enc 3, CS 5, MM 28, Fly, Sacr, Research +6, Awe +3, Fortune Teller 15, Ldr 50, MagLdr 60, Mag: A2S2H2, Wpn: Claw, Claw				
Conj 4	Summon Likho	D1	10	-	-	NUW
	Likho x1	HP 14, Prot 0, MR 15, Mor 8, Str 12, Att 8, Def 8, Prec 8, Enc 4, CS 8, MM 16, FS, Stealth 60, Wpn: Claw, Curse				
Conj 7	Contact Mountain Vila	N4	40	-	-	NUW
	Mountain Vila x1	HP 15, Prot 0, MR 17, Mor 13, Str 11, Att 12, Def 16, Prec 13, Enc 2, CS 16, MM 16, FS, MS, Sacr, Stealth 50, Healing 2, SR +15, CR +5, Seduction, Rider 3, MagLdr 70, Mag: A2S1N3, Wpn: Fist, Vine Bow, Mount: Sacred Stag				
Conj 8	Contact Leshiy	N6	60	-	-	NUW
	Leshiy x1	HP 24, Prot 5, MR 14, Mor 12, Str 14, Att 12, Def 11, Prec 8, Enc 2, CS 14, MM 22, FS, Magic, Magic -1, CR +5, SpSi, Ldr 10, MagLdr 50, Mag: A2W1E2N3, Wpn: Gore, Fist				

National Rituals: Utgård (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Dwarf of the Four	A4E3	62	-	-	NUW
	Directions					
	Dwarf of the East (x1)	HP 12, Prot 7, MR 18, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 2, SR +15, DV 50, Ldr 10, MagLdr 90, Mag: A4E3N2, Wpn: Hammer				
Conj 3	Summon Glosos	D2	13	-	-	NUW
	Gloso x9	HP 28, Prot 8, MR 13, Mor 14, Str 15, Att 13, Def 9, Prec 5, Enc 2, CS 18, MM 22, FS, Sacr, Trample, Stealth 50, FR +25, DV 100, Heat 3, Wpn: Poisonous Gore				
Conj 4	Awaken Jotun Draugar	D2	15	-	-	NUW
	Jotun Draug x3	HP 70, Prot 15, MR 13, Mor 18, Str 23, Att 11, Def 13, Prec 10, Enc 0, CS 7, MM 20, Und, Amph, NNEat, CR +25, PR +25, Fear +5, SpSi, Chill 3, Wpn: Broad Sword				
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5	HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, CR +15, Fear +5, Berserker +3, Wpn: Bite, Claw				

National Rituals: Vaettiheim (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	Summon Dwarf of the Four	A4E3	62	-	-	NUW
	Directions					
	Dwarf of the East (x1)	HP 12, Prot 7, MR 18, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 2, SR +15, DV 50, Ldr 10, MagLdr 90, Mag: A4E3N2, Wpn: Hammer				
Conj 3	Summon Glosos	D2	13	-	-	NUW
	Gloso x9	HP 28, Prot 8, MR 13, Mor 14, Str 15, Att 13, Def 9, Prec 5, Enc 2, CS 18, MM 22, FS, Sacr, Trample, Stealth 50, FR +25, DV 100, Heat 3, Wpn: Poisonous Gore				
Conj 4	Brood of Garm	N2	10	-	-	NUW
	Jotun Wolf x5	HP 30, Prot 9, MR 14, Mor 17, Str 23, Att 13, Def 10, Prec 5, Enc 2, CS 28, MM 22, FS, Sacr, CR +15, Fear +5, Berserker +3, Wpn: Bite, Claw				
Blood 6	Winter's Call	B3W2	86	-	-	NUW
	Niefel Jarl x1	HP 75, Prot 14, MR 18, Mor 15, Str 26, Att 13, Def 18, Prec 12, Enc 4, CS 14, MM 20, Sacr, Cold pow 1, SR -5, CR +25, Ice Prot 3, Chill 15, Ldr 150, UndLdr 100, MagLdr 40, Mag: W3D2H2?1, Wpn: Ice Blade				

National Rituals: Feminie (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Call the Birds of Splendor	F2N1	9	-	-	NUW
	Yllerion (x1)	HP 60, Prot 12, MR 16, Mor 18, Str 18, Att 14, Def 12, Prec 14, Enc 2, CS 8, MM 34, Fly, FR +25, SR +15, Awe +5, Siege Strength +10, Patrol 25, Fire Shield 8 AP dmg, Retinue 3d6 Random Birds, Ldr 100, Wpn: Burning Beak, Burning Claw, Burning Claw				
Thau 6	Deceive the Decree of the Lost	G3S1	45	-	-	NUW
	King of the Lost Tribe x1	HP 55, Prot 18, MR 17, Mor 15, Str 22, Att 13, Def 17, Prec 11, Enc 5, CS 13, MM 20, WS, NNEat, Research -4, FR +5, Heretic 2, Ldr 150, MagLdr 40, Mag: ?2, Wpn: Dawn Blade, Gore				
	Giant of the Lost Tribe x15	HP 50, Prot 15, MR 14, Mor 14, Str 21, Att 12, Def 15, Prec 10, Enc 5, CS 13, MM 18, WS, NNEat, FR +5, Wpn: Dawn Blade, Gore				
Blood 9	Release Lord of Civilization	B8	177	-	-	NUW
	Grigori (x1)	HP 88, Prot 15, MR 18, Mor 30, Str 21, Att 17, Def 23, Prec 17, Enc 3, CS 14, MM 38, Fly, Sacr, Demon, Magic, NNEat, Stealth 60, FR +15, SR +15, PR +15, Fear +15, SpSi, Damage Reversal 3 vs MR, Invulnerability 35, Ldr 230, UndLdr 50, MagLdr 280, Mag: F3E2S4B5H4, Wpn: The First Sword				

National Rituals: Piconye (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 3	Call Cyclops Tribe	E2	12	-	-	NUW
	Cyclops x5+	HP 42, Prot 9, MR 9, Mor 13, Str 22, Att 10, Def 9, Prec 7, Enc 3, CS 16, MM 18, Wpn: Great Club				
Conj 4	Call Malakh	S2	9	-	-	NUW
	Malakh x1	HP 13, Prot 0, MR 15, Mor 15, Str 12, Att 11, Def 11, Prec 13, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, Stealth 60, FR +5, SR +5, Awe +4, SpSi, Invulnerability 15, Mag: H1, Wpn: Fist				
Conj 6	Call Hashmal	S3F1	21	-	-	NUW
	Hashmal x1	HP 27, Prot 0, MR 18, Mor 18, Str 14, Att 14, Def 14, Prec 14, Enc 1, CS 16, MM 34, Fly, Eth, Sacr, Magic, NNEat, FR +25, SR +5, Awe +5, SpSi, Invulnerability 20, Inquisitor, Fire Shield 10 AP dmg, Ldr 150, MagLdr 100, Mag: H2, Wpn: Flame Strike				
Conj 7	Call Arel	S4N1	39	-	-	NUW
	Arel x1	HP 33, Prot 0, MR 18, Mor 10, Str 14, Att 8, Def 13, Prec 9, Enc 1, CS 16, MM 34, Fly, Sacr, Magic, NNEat, Healing 3, FR +5, SR +5, PR +15, Awe +6, SpSi, Invulnerability 15, Ldr 100, MagLdr 80, Mag: N3H3, Wpn: Fist				
Conj 8	Call Ophan	S5F2	49	-	-	NUW
	Ophan x1	HP 55, Prot 21, MR 18, Mor 30, Str 20, Att 14, Def 14, Prec 14, Enc 1, CS 27, MM 40, Fly, Eth, Sacr, Inanim, Magic, Trample, NNEat, FR +15, SR +15, PR +25, Awe +6, SpSi, Patrol 50, Fire Shield 11 AP dmg, Mag: H3, Wpn: Flame Strike				
Conj 9	Call Merkavah	S7F3	222	-	-	NUW
	Chayot x1	HP 55, Prot 0, MR 18, Mor 30, Str 18, Att 15, Def 14, Prec 15, Enc 1, CS 16, MM 40, Fly, Sacr, Magic, NNEat, Astral Magic +6, Magic -6, FR +15, SR +15, PR +15, Awe +7, SpSi, Sight Vengeance 5 vs MR, Invulnerability 30, Fire Shield 13 AP dmg, Retinue 4 Ophans, Ldr 200, MagLdr 180, Mag: F4A4E4S4H10, Wpn: Fist				

National Rituals: Erytheia (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Contact Hesperide	F3S1	35	-	-	NUW
	Hesperide x1	HP 15, Prot 0, MR 18, Mor 10, Str 11, Att 9, Def 10, Prec 10, Enc 2, CS 12, MM 16, Sacr, Recup, Supply 30, Disease Healing 3, Awe +6, Inspirational +1, Ldr 80, MagLdr 110, Mag: F3S3N2H2, Wpn: Fist				
Conj 6	Call Ladon	F3N2	15	-	-	NUW
	Drakon Hesperios (x1)	HP 144, Prot 20, MR 18, Mor 30, Str 24, Att 15, Def 9, Prec 12, Enc 2, CS 10, MM 16, SS, Regen 20%, PR +15, Fear +10, Wpn: Venomous Fangs, Venomous Fangs, Venomous Fangs				
Cnst 6	Forge Brass Bull	F3E3	25	-	-	NUW
	Khalkotauros x1	HP 81, Prot 25, MR 14, Mor 50, Str 25, Att 12, Def 10, Prec 5, Enc 0, CS 20, MM 22, Inanim, Magic, Mind, Trample, PAmph, NNEat, BIR, SIR, PiR, FR +25, SR +15, CR +15, PR +25, SpSi, Heat 3, Wpn: Brass Hoof, Brass Horns, Fiery Breath				
Conj 5	Summon Hound of Twilight	E2D1	3	-	-	NUW
	Hound of Twilight x1	HP 55, Prot 12, MR 18, Mor 30, Str 21, Att 13, Def 9, Prec 8, Enc 2, CS 22, MM 22, PR +15, Fear +5, DV 100, SpSi, Patrol 20, Wpn: Ghost Rending Bite, Ghost Rending Bite, Serpent Tail				
Cnst 6	Craft Keledone	E2S2	5	-	-	
	Keledone x1	HP 19, Prot 25, MR 15, Mor 30, Str 10, Att 5, Def 0, Prec 12, Enc 0, CS 2, MM 0, Inanim, Magic, Amph, NNEat, BIR, SIR, PiR, FR +15, SR +15, CR +15, PR +25, SpSi, Spell Singer, Wpn:				
Conj 6	Summon Daktyl	E3A1	30	-	-	
	Daktyl x1	HP 9, Prot 4, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 2, CS 6, MM 12, Sacr, Magic, Amph, Master Smith 1, Ldr 10, UndLdr 60, MagLdr 50, Mag: A1W1E2?1, Wpn: Enchanted Hammer				
Conj 5	Summon Hekateride	N3W1	30	-	-	
	Hekateride x1	HP 15, Prot 0, MR 18, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 2, CS 12, MM 16, Sacr, Recup, Magic, Amph, Supply 30, Awe +6, Inspirational +2, Ldr 50, UndLdr 100, MagLdr 110, Mag: W2N3H2?1, Wpn: Fist				
National Rituals: Atlantis (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Summon Monster Fish	W3	6	-	-	UW
	Monster Fish x1	HP 128, Prot 12, MR 13, Mor 18, Str 25, Att 12, Def 6, Prec 5, Enc 2, CS 16, MM 10, Aqua, Fear +5, Wpn: Swallow				
National Rituals: R'lyeh (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Contact Void Spectre	S3	25	-	-	
	Void Spectre x1	HP 16, Prot 0, MR 20, Mor 15, Str 15, Att 12, Def 14, Prec 14, Enc 0, CS 8, MM 22, Float, Eth, Spi, Und, Magic, Amph, NNEat, Stealth 70, CR +15, PR +25, Fear +5, DV 100, SpSi, Void Sanity 20, Ldr 10, UndLdr 50, MagLdr 180, Mag: S4, Wpn: Life Drain, Mind Blast				

Global Enchantments

The following spells are global enchantments, and thus are classified as rituals. The gem requirements listed are minimums, players can choose to use more gems when casting making the enchantment harder to dispel. Most global enchantments last until its caster dies or it is dispelled. Spells with the NUW special cannot be cast underwater.

Fire Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 8	The Kindly Ones	F6N4	40	-	-	
	<p>The caster unleashes the Erinyes upon the world. The Erinyes are three horrible spirits of vengeance that punish those who slay innocent women. In elder times, they upheld the ban against Blood magic, but they have since returned to the darkness whence they came. They are sometimes called the Eumenides, the Kindly Ones, but their true names are Avenger of Murder, Grudging Anger and The Unrelenting One. Sinners will hear the horrible baying of the sisters and madness will strike them unless they are found and most gruesomely slain by the sisters. The first sister kills those who have killed, the second one hunts those who use blood magic and the third one hunts the enemies of he who summoned her and her sisters. The Kindly Ones remain in the world until the enchantment is dispelled or the three of them are slain.</p>					
Ench 6	Eternal Pyre	F6	80	-	-	NUW
	<p>A huge blazing pyre lights up the landscape. It never burns out and the embers of the pyre will absorb the heat and can be harvested as magical gems imbued with the fiery power of the pyre. The Eternal Pyre causes the temperature to rise to unbearable levels in the province where it is cast. Once the eternal pyre has started burning, it will be impossible to extinguish without the use of magic. Even putting it underwater would only reduce its heat a little.</p> <p>Generates 20 Fire gems each month. Increases temperature and dispels all darkness in the province where it is cast.</p>					
Thau 7	Purgatory	F6	60	-	18	AP, NUW
	<p>Holy fire will strike undead enemy creatures in the God's Dominion. The more powerful the Dominion, the more undead will be killed.</p> <p>All hostile undead beings have Dominion * 10% chance of being hit by 18 AP fire Dmg</p>					
Thau 8	Ordeal by Fire	F6S6	70	-	-	
	<p>This enchantment sets the magical ether ablaze by utilizing a huge amount of magic fire gems. As long as the ether is ablaze it will be difficult to manipulate any kind of magic without also taking fire damage from the heat. It is still possible to perform rituals and forge magic items, but if not properly protected the chance of burning to death is high. Performing simple spells in combat is possible without risk as long as they don't require any magic gems. Blood magic is unaffected by this ritual.</p> <p>Performing rituals, forging and empowerment results in d(gems spent) AN fire attack. Damage underwater is halved. Using magic gems in combat results in catching fire.</p>					
Evo 8	Second Sun	F8	80	-	-	
	<p>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.</p> <p>Each turn increases heat scales throughout the world. Cave provinces will only get up to 1 step hotter.</p>					
Air Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Evo 6	Perpetual Storm	A5	70	-	-	
	<p>An enormous storm will rage constantly over the entire world. This will reduce the income of all land provinces. Supplies are scarce, as transportation is difficult and sailing and flying is impossible. All mountain passes are unusable during the perpetual storm and shooting in battle is very difficult. Evocations cast upon distant provinces might fail as the magical gale pushes the projectiles out of their trajectory.</p> <p>All battles are affected by storm. Income -20%. Map movement costs are increased by 2. Far-attack spells such as Fires from Afar have a 25% chance of missing their targets. Seeking Arrow has a 75% chance of missing its target. Underwater and cave provinces are not affected.</p>					

Thau 7	Dark Skies	A5	50	-	-	NUW
	<p>Black clouds billow forth and cover the lands of your Dominion. All enemies under your Dominion will perceive the heavens as dark and oppressing. The stronger the Dominion is, the more fearful the skies. The dark skies severely lower the morale of those affected. The darkness also gives slightly lowered attack and defense skills to units without darkvision.</p> <p>Enemy morale lowered by 1 for each point of dominion. Slight darkness in battles. Cave and deep sea provinces are not affected.</p>					
Thau 8	Gale Gate	A5	60	-	-	NUW
	<p>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. Also air elementals summoned anywhere in the world will be extra powerful while the gale gate is open. Not all of the powers of the Gale Gate can be harnessed though. Hurricanes and storms will be randomly unleashed and hit a province somewhere in the world. The caster will be able to direct hurricanes and have them strike provinces that are controlled by the enemies. A high skill in air magic makes it more likely to successfully steer the hurricanes away.</p> <p>Generates 20 Air gems each month. Air Elemental size +1 Creates a random amount of hurricanes. Caster has air magic skill*10% chance of directing each hurricane to a safe province.</p>					
Thau 9	Winds of Arcane Drought	A7S6	90	-	-	NUW
	<p>The caster creates an enormous whirlwind that originates in the province where the ritual is performed. With the help of astral magic the whirlwind will be sucked dry of any magical energies and then when it sweeps out over the world it will absorb elemental magic to replenish itself. The absorbed magic is then distilled into pure air gems at the origin. All elemental gem producing sites within range will have their output severely reduced as their magic is absorbed by the wind instead. Air being light is most affected, leaving nothing left and earth being heavy is least affected. Sites and rituals that extend the range of air rituals from a province will help the winds reach further.</p> <p>All sites with a range of 6 provinces have their elemental gem output reduced (air -100%, water/fire -50%, earth -25%). The stolen gems will be gained as air gems (1/2 conversion ratio, except for air). Affects non yet found magic sites as well. Underwater and cave provinces are not affected. Worldwide +1 drain, in range +3 drain, origin +5 drain scale.</p>					

Water Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 7	Thetis' Blessing	W5	50	-	-	
	<p>Allows all troops in the world to enter the sea and breathe under water. Fighting below the surface will still be a little awkward for those not used to it, but at least it will be doable.</p> <p>Poor Amphibian penalty: CS -half, Att -1, Def -2, Enc +1</p>					
Ench 7	Ghost Ship Armada	W5D3	60	-	-	
	<p>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 and plunder it. The gold will be returned to the caster of the enchantment and the dead will be used to build up the armada. Once enough people have been killed the Admiral will create a new ghost armada. If the main armada with Admiral Torgrin is defeated no new armadas will be created. Once all armadas are defeated the enchantment will dissipate.</p>					
Ench 8	Wrath of the Sea	W5	70	-	-	
	<p>The sea will rise and flood all coastal provinces within just a few months. Provinces that are struck by the flood will have their income and population growth reduced. Once the enchantment is gone the flooded provinces will slowly start to return to normal.</p> <p>Coastal provinces and provinces with lakes will get income -30% and population growth -0.4%.</p>					
Evo 8	Maelstrom	W6	80	-	-	UW
	<p>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.</p> <p>Grants 15 Water, 5 astral, 3 air and 1 of each other gem type each month.</p>					

Alt 7	Sea of Ice	W6	80	-	-	
	All lakes, seas and rivers in the world are frozen by this powerful enchantment. This makes travel between land and sea impossible, except by magical means such as teleportation. The frozen seas also stop Vanheim and other seafaring nations from sailing.					
Conj 8	Guardians of the Deep	W6	60	-	-	UW
	Sea monsters will help the local militia defend underwater provinces for as long as this spell is in effect. The defending monsters are dependent on the terrain and type of sea. The monsters require some small degree of leadership and guidance, so a small local defence is required for the enchantment to have any effect, but sometimes a group of monsters can emerge and attack enemy provinces under your dominion. The global enchantment will last until it is dispelled or the caster dies.					
Thau 7	Vengeful Water	W7	70	-	-	
	Water in friendly dominion will animate and try to kill enemy commanders whenever possible. The elemental is stronger in provinces with a rich water supply than in dry provinces. Chance of elemental attacking: 5% + dominion * 2%.					

Earth Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Cnst 6	Forge of the Ancients	E5	80	-	-	
	The ancient forge of the Great One's servants is reconstructed. The magic of the forge will reduce the need for magic essence when forging magic items. It also enables mages to create more powerful items. All magic items forged have their gem cost reduced by 20%. All mages crafts items as if they had the ability Master smith +1.					
Cnst 8	Mechanical Militia	E5	80	-	-	
	Mechanical Men will help the local militia defend their provinces as long as this spell is in effect. The constructs require leadership and guidance, so a small local defence is required for the enchantment to have any effect. The global enchantment will last until it is dispelled or the caster dies. Province Defense 1+: +1 Mechanical Man. Province Defense 20+: +1 Iron Fly.					
Ench 6	Riches from Beneath	E5	70	-	-	
	This enchantment transforms mining from something harsh and dangerous to a really uplifting experience. The miners can carve out gold and iron with their knives and the stone is extra soft where the valuable ore veins are as if the mountain is trying to guide them. The enchantment only works within friendly dominion and a higher dominion score will make it more effective. The enchantment gives a major boost to resource production and a minor boost to gold production, both increases depend on the resource value of the province. Also all magic sites that are income yielding mines will have their income up to doubled. Resources: +20% * dominion (max +100%). Province Income: +4% * resource value * dominion (max 5). Income from mines: +20% * dominion (max +100%).					
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. The well will work more effectively if it is created in a cave that is already deep down and thus closer to the earth blood. Generates 17 Earth gems each month (+5 if in a cave).					
Thau 9	Elemental Dampening	E7S3	60	-	-	
	This ritual dampens any attempt at manipulating the elemental powers. All combat spells of primarily the elemental paths will be much slower to cast. Any elemental beings summoned will be slightly weaker than usual. This dampening will also make it more difficult to perform elemental rituals and forging magic items that are mainly elemental in nature, additional gems are required when performing these activities. Elemental combat spells +100% casting time, Elemental size -1, Elemental rituals & magic items +20% gem cost.					

Astral Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Evo 6	The Wrath of God	S5A3	70	-	9	AN

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. Enemies under water or inside caves are not affected.

[Hit chance per month: 2% + 2% * dominion + turmoil \(minimum 1% chance\). Damage: 9 AN](#)

Ench 5	The Eyes of God	S5	50	-	-	
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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 income as well as any troop movements and battles can be seen in great detail. This includes the detection of any glamoured or invisible troops that are not stealthing. Patrolling units inside friendly dominion will find it much easier to detect enemy scouts and to quell unrest. The historic records for all nations can be accessed and everyone on the Hall of Fame can be inspected.

Ench 7	Stellar Focus	S5	60	-	-	NUW
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This spell focuses the light of the night sky into a crystal sphere, depriving the entire world of some of its splendor. The entire world is drained of arcana while magic flows freely in the province where the ritual was cast. The light of the sphere can be distilled into pearls of arcane power.

[Grants 10 Astral pearls each month. Increases Drain by +1 world wide. Increases Magic by +3 in the province where the ritual was cast.](#)

Alt 9	Arcane Decree	S6	60	-	-	
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This decree forbids anyone but the rightful Pretender God from manipulating the global enchantments. Any hostile mage trying to cast or dispel a global enchantment must first overcome the arcane decree, which will weaken the manipulation attempt even if it should manage to get through. This also applies to any dispel attempt against the arcane decree.

[New hostile global enchantments and dispels have their might reduced by half of the arcane decree's might.](#)

Evo 9	Strands of Arcane Power	S7	70	-	-	
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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.

[Mind Burn: 10 AN dmg \(MR negates\), penetration bonuses makes the MR test harder.](#)

Ench 9	Arcane Nexus	S8	150	-	-	
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This mighty enchantment absorbs magical energies worldwide to replenish the caster's magical resources. Half of all magic gems used to cast spells and to create magic items will be absorbed into the Arcane Nexus and converted into astral pearls at a two to one ratio. The purity of Astral and Blood magic makes it impossible for the Nexus to absorb any magic when these types of spells are cast, but all other types of magic will have some of their power absorbed by the Nexus. Even when no spells are cast or no items are forged, the Nexus will absorb some ambient magic energy from the world.

[Gathers Astral pearls equal to a quarter of all magic gems used for rituals, forging and empowerment. Power from astral pearls and blood slaves are not gathered.](#)

Death Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 6	Foul Air	D5A1	75	-	-	NUW

The air will become polluted by a deadly disease when this enchantment is cast. Anyone who is wounded will instantly become diseased due to the foul air. This enchantment affects all land provinces in the entire world and will last until dispelled or the caster dies. Unrest will increase worldwide while the enchantment is active.

[Worldwide Unrest +d4.](#)

Conj 8	Well of Misery	D6	80	-	-	
<p>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 a large amount of death gems are generated and the growth scale is increased in all provinces of the world.</p> <p>Generates 21 Death gems each month. Increases growth worldwide by +2 Growth scale is increased by +5 in the province where the spell was cast. The spell is broken if the province where it was cast is lost.</p>						
Thau 9	Remnants in the Depths	D6W4	90	-	-	UW
<p>Massive amounts of death and disease have always been safely locked away at the bottom of the oceans. Maybe the world once had too much disease and the old pantokrator stashed away most of it there as a gesture of generosity. No one knows for sure, but many wise old people seem to remember tales of a god saving the world from a horrible plague. With this enchantment the lock will be opened, just a little, to let the death and disease out into the oceans. All seas will start to get increased death scales until they reach the maximum, at which point everyone will start to get diseased and population will die completely in just a few years time.</p> <p>Increases death in seas by +1/month. Increases death in coastal provinces by +1/month, but max +2. Sea provinces with +5 death spreads disease to units and kill 4% population/month.</p>						
Thau 7	Burden of Time	D7	70	-	-	
<p>This evil enchantment will make everyone in the world age at a highly accelerated rate. Unrest will increase in the entire world and soldiers will soon become crippled and useless. While this enchantment is active, the world will become more and more desolate until everyone dies.</p> <p>Worldwide Population loss about -2%, worldwide Unrest +d4, death scale +2, aging for all units greatly increased.</p>						
Alt 9	Utterdark	D9	100	-	-	
<p>The world is covered by a blanket of utter darkness. All living beings must use torches to see even a few feet in front of themselves. During the perpetual night, forces of darkness and roaming shades will attack enemy provinces.</p> <p>Worldwide Income and Resources -90%. Caves and deep seas are exempt from the income reduction. All battles are fought under Darkness -6. Demons, blind beings and beings with spirit sight or perfect darkvision are unaffected by this spell.</p>						
Nature Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 5	Mother Oak	N5	50	-	-	NUW
<p>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.</p> <p>Grants 10 Nature gems each month. The Oak increases Growth by +2 in the province where it is cast.</p>						
Ench 8	Haunted Forest	N5D1	60	-	-	NUW
<p>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.</p>						
Ench 7	Gift of Health	N6	50	-	-	
<p>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. Just like most healing effects, lifeless, undead and spiritform beings are not affected.</p> <p>HP +10% per dominion. Chance of healing afflictions: about 10% * dominion. Aging reduced by half.</p>						
Conj 9	Enchanted Forests	N7	90	-	-	NUW
<p>All forests will start to whisper the hymns to the pretender that controls this enchantment. This will spread dominion to the places where false pretenders were worshiped. When a forest has the right dominion it will start to attack instead of whispering hymns. Enemies in that province or neighboring provinces will be attacked by creatures of the awakening forest.</p>						

All forests (including cave forests) under neutral or enemy dominion spread dominion as if they were temples of the caster's pretender. Forests with friendly dominion will spontaneously spawn attacks in the province or enemy controlled neighboring provinces. A strong dominion and high Growth scale helps the effectiveness of the attacks. Wastelands are never attacked.

Ench 9	Gift of Nature's Bounty	N7	70	-	-	
<p>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.</p> <p>Income: +15% per dominion, growth scale +1 per dominion.</p>						

Glamour Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 7	Wild Hunt	G5N3	50	-	-	

The caster unleashes the Wild Hunt upon the world. The Hunt is led by Herne the Lord of the Hunt, an ancient deity of the wild roaming the woodlands in search of those who have offended the wild and its inhabitants. When the Hunt has been called, powerful priests of enemy faiths will be hunted down for as long as the Lord is not slain. Apart from the main hunt led by Herne the Lord of the Hunt, there are also up to four lesser hunts that helps him hunt down less important enemy sacred commanders. Sneaking commander might fool the lesser hunts, but Herne is extremely skilled and will find anyone eventually.

Herne targets powerful enemy priests in forest provinces (including cave forests). Up to 4 lesser hunts will target any enemy sacred commanders located in forest provinces. Sneaking reduces chance of being targeted by the lesser hunts.

Thau 7	Gates of Horn and Ivory	G5	60	-	-	NUW
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The caster erects two gates into the Dreamwild. Through the first comes fulfillment and true dreams that tell of the future, from the other comes dreams of deception or despair. Rituals cast at the Gates of Horn and Ivory will have their reach extended greatly. Also a huge amount of Glamour gems can be harvested from the gates each month.

Generates 15 Glamour gems each month. Increases range for glamour rituals cast in the province by +3.

Thau 8	Lure of the Deep	G5W2	70	-	-	UW
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Sirens will start to emerge from the deeps when this powerful enchantment is cast. The Sirens will sing to enemy troops and lure them down to certain death in the deeps. The lure is most persuasive in coastal and sea provinces with strong friendly Dominion. Inland provinces are not affected at all. Nations that can recruit Sirens will find that this is cheaper while this enchantment is in effect. This global enchantment can only be cast in an underwater laboratory.

Lure chance: 20% + dominion * 20%. Enemy dominion prevents the Lure. Easy MR check to avoid drowning.

Evo 9	Celestial Rainbow	G7W5	80	-	-	NUW
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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.

Ench 8	Fata Morgana	G7	90	-	-	
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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. If the entire province should not be hidden from the enemy, enemy scouts will still be tricked by the illusions and likely give incorrect reports about armies present. All provinces in friendly dominion will be affected by the fata morgana.

Province Defense 1+: +2 Warrior Illusions, +1 Archer Illusion. Province Defense 20+: +1 Knight Illusion. Unrest -10 per turn. False scout reports.

Alt 8	Eternal Twilight	G8	90	-	-	
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The entire world is stuck in between the day and the night, an eternal twilight. Vision is hampered and it is difficult to discern details. That which is small seems large and that which is close seems far away. Appearances are deceiving and it is difficult to separate dreams from reality. The caster's dominion will protect friendly provinces from any adverse effects, but outside people will struggle in their daily labor. Hostile units must be constantly suspicious of what they see, or they will

wander off a cliff or maybe into the sea. This enchantment requires the presence of a single sun in order to function properly.

All provinces get +1 magic scale and all battles have the Twilight effect. Lands that are hostile or outside dominion get -10% income and -20% resources. Hostile units risk getting tricked and die (morale + MR check), this risk is lower in densely populated provinces.

Thau 9	Dreams of the Awakening God	G8	90	-	-	
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Everywhere where it is not yet worshiped, people will start dreaming of the rightful Pretender God. Maybe just a glimpse of its wonderful promises, maybe an excruciating nightmare showing what can befall its enemies.

All provinces without friendly dominion have an 85% chance of gaining one dominion spread.

Blood Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 9	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, a magic item is forged or a mage is empowering himself, there is a chance that a Horror will follow the arcane flow and attack the mage. The more gems spent the greater the chance of attracting a horror.

Blood 7	Blood Moon	B7S5	90	-	-	NUW
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By making an enormous blood sacrifice when both the stars and the moon are right, it is possible to imbue the moon with the power of the blood. The moon will turn red as blood and as long as it is visible in the night sky, performing blood magic during the night will be much easier. The moon turning red is a powerful sign of misfortune and that will be felt in the entire world. All blood mages will start to perform their rituals under the moon at night and have their power increased for rituals and blood hunting. The moon will not have any effect in caves, underwater or if there is no night, e.g. in the presence of two suns.

Blood magic level +1 for rituals and blood searching. Misfortune +2 worldwide.

Blood 8	Blood Vortex	B7	166	-	-	NUW
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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
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Devils will appear in the dreams of some unfortunate enemies whenever they try to sleep. These Devils, through various threats, will try to persuade their victims to sell their souls and join in the killing of their own commander. The strength of the threats depends on the strength of the God's Dominion, but extreme courage is always required to defy the Devils. The Devils are totally powerless if they are unable to persuade any victims, which may well happen should the enemy commander be more feared than they are.

Up to 5 random enemy units inside the dominion will be offered to sell their souls. Morale save vs 10 + dominion to refuse (4 easier to refuse if the commander has fear).

National Rituals: Mekone (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Gigantomachia	E4F4	60	-	-	
<p>The war upon the gods is declared. Trembling and cowering in fear, false gods sense the rattling of spears forged for the armies of the giants. The will of false pretenders withdraw from the might of the giants who gather in ever greater numbers.</p> <p>Recruitment limit in friendly dominion +1, dominion gains a +3 conflict bonus, Mekone and Phlegran giants recruitment cost -10</p>						

National Rituals: Yomi (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 6	End of Culture	F5	60	-	-	
<p>This is the End of Culture for the entire world as chaos will increase worldwide. Spawn rate of Oni, both from temples under friendly dominion and from Oni generals will be greatly increased.</p>						

National Rituals: Xibalba (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 8	Theft of the Sun	D6F3	70	-	-	NUW
<p>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.</p> <p>Grants 10 fire gems and 5 astral pearls each month. Worldwide darkness, income -30%, resources -30% (does not affect caves and deep seas).</p>						

National Rituals: Niefelheim (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 6	Illwinter	B5W3	120	-	-	NUW
<p>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.</p> <p>Affects entire world. 50% chance of unrest +d4, Cold +1 for every 4 months, random attacks in cold provinces. Allows recruitment of one Niefel Giant in every fort for Jotun nations.</p>						

National Rituals: Phlegra (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Gigantomachia	E4F4	60	-	-	
<p>The war upon the gods is declared. Trembling and cowering in fear, false gods sense the rattling of spears forged for the armies of the giants. The will of false pretenders withdraw from the might of the giants who gather in ever greater numbers.</p> <p>Recruitment limit in friendly dominion +1, dominion gains a +3 conflict bonus, Mekone and Phlegran giants recruitment cost -10</p>						

National Rituals: Jotunheim (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Blood 6	Illwinter	B5W3	120	-	-	NUW
<p>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.</p> <p>Affects entire world. 50% chance of unrest +d4, Cold +1 for every 4 months, random attacks in cold provinces. Allows recruitment of one Niefel Giant in every fort for Jotun nations.</p>						

National Rituals: Phlegra (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Gigantomachia	E4F4	60	-	-	

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

Recruitment limit in friendly dominion +1, dominion gains a +3 conflict bonus, Mekone and Phlegran giants recruitment cost -10

National Rituals: Utgård (age 3)

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

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

Affects entire world. 50% chance of unrest +d4, Cold +1 for every 4 months, random attacks in cold provinces. Allows recruitment of one Niefel Giant in every fort for Jotun nations.

National Rituals: Vaettiheim (age 3)

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

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

Affects entire world. 50% chance of unrest +d4, Cold +1 for every 4 months, random attacks in cold provinces. Allows recruitment of one Niefel Giant in every fort for Jotun nations.

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.

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

Fire Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 1	Distill Gold	F1	10	-	-	+250 gold
The alchemist distills gold from minerals. The process is time consuming and requires the alchemist to use fire gems.						
Alt 3	Inner Sun	F1S1	1	-	-	UndIm
This spell provides the mage with a way to retaliate when attacked by undead warriors. When the mage is slain, a shower of light will shoot forth from the body and burn all undead beings in the vicinity. The Inner Sun spell is a ritual and will last until the mage is killed.						
Explosion: 15 AN MR dmg (undeads and demons only), 35 AoE						
Alt 5	Transmute Fire	F2	10	-	-	+350 gold
The alchemist transmutes fire gems into gold. Every gem spent gives the alchemist several pounds of 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 4	Breath of the Desert	F3A1	5	5	-	NUW, Anon, Lim
The caster curses a distant province with a dramatic rise in temperature. The mage can target any province of his choice and those affected will not know who has cast this spell upon them.						

Thau 5	Pyre of Catharsis	F3	4	-	-	InanimIm, NUW
	Catharsis was once the spirit of the Purifying Flames. He would cleanse bodily sicknesses of those who exposed themselves to his flames. Since his corruption by the Daevas and the wicked Mainyus he no longer controls the Purifying Flames and any powerful fire mage can wield his flames. With this ritual the caster sets himself ablaze on a pyre of Purifying Flames. The flames burns away any diseases he carries, but the caster is likely to suffer terribly from the flames unless properly protected.					
Evo 4	Fate of Oedipus	F4	75	-	-	
	The caster punishes a mage for having claimed the Eyes of God. The mage's eyes are blasted by brilliance, his eye sockets emptied forever, and the Eyes of God no longer observe the world. This spell can only be cast if the Eyes of God enchantment is active.					
Evo 5	Fires from Afar	F4	10	3	20+	AP, NUW, Anon
	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 9	Volcanic Eruption	F4E3	25	6	-	NUW, Anon
	The caster unleashes a volcanic eruption upon a distant province, destroying the lands and killing one third of the population. Population -30%, Unrest +30.					
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 casting mage and burn him and possibly also the laboratory to cinders. The more magic gems put into the spell, the longer the dome lasts. If the mage who cast the dome dies, the dome dissolves instantly. The dome does not stop spells that pass through it, but it may stop the offending mage from ever casting spells again. Dome Trap: 2d20 AP fire dmg. Luck scale reduces the chance of the laboratory burning down. Friendly casters will also be affected.					
Thau 5	Raging Hearts	F4	10	5	-	Anon
	Fury will start to grow in the hearts of all people in an entire province. Those affected will soon start to plunder and kill their fellow citizens. A mage can target any province of his choice and those affected will not know who has cast this spell on them. Population -5%, Unrest +60.					
Evo 7	Elemental Opposition of Water	F5	60	-	-	
	The caster channels vast amounts of Fire Arcana against all active Global Water Enchantments to simultaneously dispel them. The gems spent, in excess of the cost to cast the spell, is compared to the gems used to overcast each of the Global Enchantments. If the Opposition matches any of the Globals, that Global is dispelled.					
Evo 9	Flames from the Sky	F5	30	4	20+	AP, NUW, Anon
	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 will die from this powerful attack, but units resistant to fire or more sturdy than ordinary humans have a good chance of surviving. Through this ritual, the fire mage will also be able to see exactly what is happening as the flaming spheres strike the enemy.					
Ench 6	Vafur Flames	F5	10	-	-	NUW, Fort only
	This spell recreates the legendary enchantment of Asg�ard. The fortress is surrounded by a ring wall of enchanted flames. The flames are able to read the intentions of those who approach and will let friends pass safely through. Flying beings that pass over the flames will still be put on fire, but the damage will be less severe than for those walking through. Enemies walking through: 10 AP fire dmg. Enemies flying through: 5 AP fire dmg. Enchantments lasts 1 turn + 3 turns / extra gem.					

Thau 6	Cholera	F5	20	5	-	
	<p>The caster affects a friendly province with the humor of fire, cholera. The populace becomes energetic and productive, but also easy to anger. Production and income are increased, but quarrels are common and unrest will gradually increase. Scale of Production is increased by 2. Unrest increases by 1d6 each month. The enchantment lasts longer if more gems are used in the casting.</p>					
Air Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 4	Cloud Trapeze	A2	3	5	-	NUW
	<p>The caster swings himself up and away with incredible speed, landing in a province far away. Although much faster than normal flying, the caster does not really teleport and can have the path blocked by impassable mountains ranges or the Sea of Ice global enchantment.</p>					
Thau 3	Carrier Birds	A2	2	4	-	NUW
	<p>This ritual summons a large flock of birds that will quickly transport the mage's magic gems to a commander in another province. A maximum of 15 magic gems can be transported and blood slaves are too heavy to be carried at all. The commander who receives the gems cannot belong to another nation.</p>					
Thau 3	Carrier Eagle	A2	3	4	-	NUW
	<p>This ritual summons a large eagle that will quickly transport a magic item to a commander in another province. Heavy items cannot be transported by this ritual. The commander who receives the magic item cannot belong to another nation.</p>					
Thau 4	Auspex	A2	2	2	-	NUW
	<p>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.</p>					
Evo 4	Hurricane	A3	5	5	-	NUW, Anon, Lim
	<p>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.</p>					
Ench 3	Seeking Arrow	A3	4	3	8	AN, Anon
	<p>The caster sends an enchanted arrow across the world to find a suitable heart to penetrate. The arrow will target one leader in a province of the caster's choice. 8 AN magic dmg that always hits the chest.</p>					
Evo 7	Thunderstorm	A4	30	3	28+	AN, NUW, Anon
	<p>The caster unleashes a devastating thunderstorm upon an enemy army. Lightning strikes randomly hit the army, killing and maiming many. The storm is localized and doesn't affect the civilian population of the province.</p>					
Conj 5	Raven Feast	A4	3	5	-	NUW
	<p>The caster summons an unkindness of ravens and sends them into a distant province to feast upon the newly dead. The ravens consume the rotting corpses and return to be slaughtered for the raw death essence they then contain. Provinces struck by plagues or containing recent battlefields can give the caster large amounts of Death gems. All unburied dead in a province are consumed. Enemy provinces can be targeted. Death gems gained from a province with about 100 unburied corpses: 5. Death gems gained from a province with about 400 unburied corpses: 10.</p>					
Conj 5	Messenger Crows	A4	6	4	-	
	<p>The caster sends out a vast murder of crows to scout a distant province. The birds will continue to scout the province until the spell ends or until the province is lost. Enemy scouts and sneaking armies will become aware that crows are present everywhere, glaring suspiciously. Patrol strength +50 patrol vs enemy units. Duration: 1 month + 3 months per extra gems.</p>					

Ench 5	Trade Wind	A4	10	-	-	NUW
	<p>The caster creates a perpetual stable wind in a coastal province that enables merchants to quickly sail to and from the province. The trade wind will greatly increase the income from the province. The spell lasts longer for every gem spent on the ritual. The enchantment will dissipate if the province is lost.</p> <p>Coastal province income +25%.</p>					
Evo 7	Elemental Opposition of Earth	A5	60	-	-	
	<p>The caster channels vast amounts of Air Arcana against all active Global Earth Enchantments to simultaneously dispel them. The gems spent, in excess of the cost to cast the spell, is compared to the gems used to overcast each of the Global Enchantments. If the Opposition matches any of the Globals, that Global is dispelled.</p>					
Conj 5	Wind Ride	A5	10	3	-	NUW
	<p>The Air mage summons a whirlwind in a province of his choice. The whirlwind will try to find a commander in the province and transport him to where the Air mage is located. This spell is an effective way to rescue cornered commanders, but it can also be a very effective way to get enemy commanders out of the way. Large beings are difficult or impossible to lift and might fall to the ground somewhere along the way, possibly dying upon impact. Powerful Earth mages are likewise difficult to transport.</p> <p>Size 8+ targets, earth 4+ mages and ethereal beings are impossible to lift. Skilled air mages will take less damage from falling.</p>					
Ench 6	Dome of Solid Air	A5	20	-	-	NUW
	<p>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.</p> <p>Dome Protection 80%. Destroyed if it fails to block a spell. Friendly spells will also be blocked.</p>					
Thau 6	Sanguinia	A5	20	5	-	
	<p>The caster affects a friendly province with the humor of air, sanguinia. Sanguine people are enthusiastic, social and active. The province will become a place of merriment, festivities and good spirits. Unrest will continuously decrease in the province.</p> <p>Unrest is reduced by 1d6 each month. The enchantment lasts longer if more gems are used in the casting.</p>					
Water Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 2	Scrying Pool	W1G1	2	5	-	NUW
	<p>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.</p>					
Conj 4	Voice of Apsu	W2	2	3	-	
	<p>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.</p>					
Conj 5	Voice of Tiamat	W2	8	4	-	UW
	<p>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.</p>					
Alt 4	Wolven Winter	W3	5	5	-	Anon, Lim
	<p>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.</p>					

Evo 7	Murdering Winter	W5	40	4	8	AN, Anon, Lim
	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. The ritual can target cave provinces, but the effect will be much reduced there.					
Evo 7	Elemental Opposition of Fire	W5	60	-	-	
	The caster channels vast amounts of Water Arcana against all active Global Fire Enchantments to simultaneously dispel them. The gems spent, in excess of the cost to cast the spell, is compared to the gems used to overcast each of the Global Enchantments. If the Opposition matches any of the Globals, that Global is dispelled.					
Evo 8	Tidal Wave	W5	15	6	-	Anon
	The caster unleashes a huge tidal wave upon a distant province, destroying the lands and killing the people. Population -30%, Unrest +50.					
Alt 7	Ice Walls	W5	15	-	-	NUW, Fort only
	The caster strengthens the walls of a castle by covering them in ice, making the walls very difficult to breach. The ice walls get thicker the colder the province is and will disappear if the province should become non-cold. The alteration lasts as long as the caster remains alive, the province is cold and the fort is not conquered. The enchantment will not help an already breached wall. Wall integrity increase: 500* cold scale points Walls are magic and ethereal units cannot pass through					
Ench 6	Frost Dome	W5	15	-	-	
	A frost dome is created over the entire province where the spell is cast. Any spells cast into this dome will trigger the deadly trap. A powerful frost blast will find its way to the enemy mage and freeze him to death. Every spell cast into the dome has a 30 percent chance of being destroyed by the frost dome. The more magic gems put into the spell, the longer it will last. If the mage who cast the dome dies, it will dissolve instantly. Dome Protection: 30%. Dome Trap: d15 AN cold dmg. Friendly spells will also be blocked.					
Thau 6	Phlegmatia	W5	20	5	-	
	The caster curses a province with the humor of water, phlegmatia. The population becomes passive, quiet and unproductive. Work as well as religious duties are ignored and soldiers in the province are likely to desert. Scale of sloth is increased by 3. Dominion is reduced by 1-2. All units in the province must make a MR check vs 10 and a morale check vs 10. If they fail both they desert.					
Earth Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 2	Alchemical Transmutation	E1	10	-	-	+200 gold
	The alchemist transmutes base metals into precious ones. The process is time consuming and requires the alchemist to use earth gems.					
Alt 4	Blight	E2D1	5	5	-	Anon, Lim
	The caster unleashes a blight upon a distant province. Five percent of the population will die, unrest increases and one hundred and twenty pounds of gold must be used to feed the starving. Population -5%, Unrest +15, Gold -120					
Alt 6	Earth Gem Alchemy	E2	10	-	-	+300 gold
	The alchemist transmutes earth gems into precious metals. Every gem spent gives the alchemist several pounds of 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.					
Thau 5	Earth Sense	E4	6	-	-	
	The caster attunes himself with the earth itself to sense who treads upon it. Enemies trying to sneak around in the province will be detected and traced, even if invisible. The spell is broken if the caster leaves the province. Patrol strength +100 vs enemy units. Able to detect invisible units as well. Duration: 1 month + 3 months per extra gems.					
Evo 7	Elemental Opposition of Air	E5	60	-	-	
	The caster channels vast amounts of Earth arcana against all active Global Air Enchantments to simultaneously dispel them. The gems spent, in excess of the cost to cast the spell, is compared to the gems used to overcast each of the Global Enchantments. If the Opposition matches any of the Globals, that Global is dispelled.					
Alt 7	Iron Walls	E5	10	-	-	Fort only
	The caster transforms the stone walls of a castle into iron walls, making it almost impregnable. The alteration lasts longer if additional gems are used in the ritual, but will end prematurely if the caster should be killed. The enchantment will not help an already breached wall. Wall integrity increase: 2000 points Walls are magic and ethereal units cannot pass through					
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. Wall Damage: 300 +25 points for each additional Earth skill level 50% of the defenders must roll for defence or get 3 AP blunt damage.					
Conj 8	Earth Attack	E5	5	4	-	
	A huge Earth Elemental will appear in a province of the caster's choice. Here, it will travel under the ground and search for enemy commanders. When it finds one, it will rise out of the ground and strike it down. The Earth Elemental disappears when it has completed this task or if it can't find an enemy commander. The elemental can only find targets that are grounded, thus floating beings will never be attacked by the elemental.					
Ench 7	Lion Sentinels	E5	30	-	-	Fort only
	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 flowers as the lions sentinels protect the inhabitants and guard them from harm. Should the castle be attacked the lions will come to life and attack the besieging army. The lions are magical beings and require magical leadership. Should the lion in the courtyard be destroyed the lions will crumble, unless a mage can take command over the remaining lions. Eleven Marble Lions guard the fortress if the castle is stormed. The enchantment also increases the order scale by +1.					
Thau 6	Melancholia	E5	20	5	-	
	The caster curses a province with the humor of earth, melancholia. The populace becomes depressed, cynical and listless. Peasants don't care about harvesting and let their livestock wander. Craftsmen only work when they feel like it and soldiers tend to desert unless whipped into obedience. Even the temples are left untended. The Dominion of the local god will decrease. Scale of Sloth is increased by 2. Dominion is reduced by 2-3. All units in the province must make a MR check vs 10 and a morale check vs 10. If they fail both they desert.					
Evo 9	Lost Land	E6W5	100	3	-	NUW, Anon
	This most powerful ritual will cause an entire province to slowly sink until it has become lost far under the surface of the sea. While the land sinks slowly it will still be difficult for the population to escape and those who live too far away from safety are likely to drown. Military units in the land are likely to escape if they are fast moving. If they can fly or float they are guaranteed to make it away safely if possible. One coastal province is drowned. 50% of the population dies. Units have a chance to escape depending on map move (50% at map move 10).					

Astral Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Evo 1	Astral Projection	S1	2	7	-	
	<p>The caster's mind is separated from his body and travels the Astral Planes in search of military information. His mind and body are connected with a silvery cord, which can be detected by unfriendly Astral mages. Once detected, the cord of the mage can be severed - a traumatic experience indeed. Each casting of this ritual allows the mage to scry on one province. The use of extra astral pearls increases the duration of the ritual.</p> <p>Duration: 1 month + 1 / extra astral pearl. Astral cord detection chance = 40% * enemy mage's astral level.</p>					
Evo 3	Arcane Probing	S1	3	4	-	
	<p>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.</p>					
Conj 5	Acashic Record	S2	10	10	-	
	<p>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.</p>					
Ench 5	Ritual of Returning	S2	3	-	-	
	<p>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.</p>					
Thau 4	Astral Window	S2	3	6	-	
	<p>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.</p> <p>Duration: 1 month + 1 month per extra magic pearl</p>					
Thau 5	Teleport Item	S2	3	6	-	
	<p>This ritual can be used by an astral mage to teleport a single magic item to a commander in a province far away. Heavy items cannot be transported by this ritual. The commander who receives the magic item cannot belong to another nation.</p>					
Alt 5	Baleful Star	S3	7	7	-	NUW, Anon, Lim
	<p>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.</p>					
Conj 6	Acashic Knowledge	S3	25	10	-	
	<p>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.</p>					
Ench 5	Dispel	S3	30	-	-	
	<p>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.</p>					
Thau 3	Teleport Gems	S3	2	6	-	
	<p>This ritual can be used by an astral mage to teleport all his magic gems to a commander in a province far away. A maximum of 10 magic gems can be transported and blood slaves are not affected by this ritual. The commander who receives the gems cannot belong to another nation.</p>					
Thau 4	Teleport	S3	2	6	-	
	<p>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.</p>					
Evo 6	Mind Hunt	S4	2	6	-	AN, Detect
	<p>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.</p>					

Astral cord detection chance = 40% * enemy mage's astral level.

Conj 6	Ether Gate	S4D1	90	-	-
	<p>This ritual opens a gate to the Astral Plane and summons a clan of Ether Warriors led by an Ether Lord. The Ether Warriors were banished from this world in ancient times. Their wars drained the world of Arcana and they were forced to enter other realms of existence in order to continue their clan wars. The lesser races and their gods sealed the Astral Gates to rid the world of the plague. Ether Warriors are, naturally, ethereal and thus very difficult to harm with non-magical weapons. They use Moon Blades, magical swords that cause additional damage to magical beings. When the gate opens, vast powers are released and the magic level is increased in the province. If cast with additional gems the gate will last for several months and further rituals that summons Ether Warriors will have increased effect.</p> <p>The Gate increases the magic scale by +2. The gate increases the number of Ether Warriors summoned from other rituals by +2.</p>				
Ench 6	Dome of Arcane Warding	S4	10	-	-
	<p>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.</p> <p>Dome Protection: 50%. Friendly spells will also be blocked.</p>				
Ench 8	Void Pattern Labyrinth	S4G3	10	-	-
	<p>A void pattern dome is created over the province that the mage is located in. This pattern is invisible to human perception, but horrors will see the strange pattern and get confused and led astray when trying to pass. The dome will protect the province from any horrors trying to attack from the outside, including against those drawn to horror marks. The more magic gems put into the spell, the longer it will last. If the mage dies, the void pattern labyrinth dissolves instantly. The chance of warding off a Doom Horror is lower than for normal horrors.</p>				
Ench 9	Dome of Seven Seals	S4E4	14	-	-
	<p>A magic dome is created over the entire province. The dome offers perfect protection against hostile magic targeted at the province, while allowing friendly mages to temporarily deactivate the seals and have their spells pass through. All friendly astral mages will know how to get through the seals safely. Each time a spell is stopped by the dome, one of the seven seals will crack. Once all seals are cracked or the caster dies the dome will dissolve.</p>				
Thau 6	Imprint Souls	S4	15	5	-
	<p>The people of a small village in a remote province will have their minds gradually broken down. When they are entirely lobotomized, their minds will be imprinted with religious zeal towards the rightful Pretender God. When the conversion is complete, they will attack the province in an attempt to conquer it and serve their God to the best of their abilities. This is a very dangerous process, many people die and most of the survivors are not fully restored with the proper religious zeal. A skillful mage and extra penetration skill from magic items will help in successful conversion of the villagers.</p> <p>Souls imprinted = 120 + extra level * 4. Success imprint chance: 12% + penetration strength * 6%, Death chance: 50%</p>				
Thau 6	Gateway	S4	10	6	-
	<p>The caster creates a rift in the fabric of space, allowing him to step through with all troops under his command and enter a distant 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.</p>				
Thau 9	Arcane Analysis	S4	25	-	-
	<p>With this ritual a skillful astral mage can send a thaumaturgical probe into the ether in order to examine the strength and weaknesses of a global enchantment. The mage chooses a single global enchantment to examine and he will get a fairly accurate measure of the number of astral pearls worth of overcast that would be required to dispel it.</p>				
Evo 9	Stellar Strike	S5E3	20	5	150 Anon
	<p>By reading the stars carefully the astral mage will be able to foresee the perfect opportunity to inflict maximum damage on the enemy. When it is time a large swarm of meteors will be coaxed to fall down from the sky just as the pass above an enemy army camp in a faraway province. The astral mage will be able to observe the event as the meteors hit.</p>				

Alt 7	Enchanted Walls	S5	10	-	-	Fort only
	By enchanting the walls of a castle they will become slightly more difficult to breach, but more importantly ethereal beings will not be able to pass through the walls. Wall integrity increase: 100 Walls are magic and ethereal units cannot pass through					
Ench 7	Disenchantment	S5	50	-	-	
	This ritual is a more powerful Dispel. If cast at sufficient power it will destroy an active global enchantment, but if it fails it will still reduce the power of the targeted enchantment. Destroys a global enchantment if cast with enough power. Lowers the overcast level of a global enchantment by half the overcast level of Disenchantment.					
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 8	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.					
Thau 9	Nexus Gate	S5E3	40	-	-	
	The caster enscribes and enchants a great stone archway, creating an arcane portal to Nexus, a place between places. Armies may hereafter use the portal to enter Nexus. Nexus is connected to all active Nexus Gates and individuals and armies in Nexus may leave through any gate, even those created by other Pretenders. The Nexus Gate is permanent and once created it cannot be dispelled. Dwelling in Nexus for longer than necessary is not recommended, as it is located in the Void where horrors thrive. Creates a permanent gate between the current province and Nexus.					
Thau 9	Astral Disruption	S6	60	-	-	
	The mage manipulates the astral plane, creating ripples that overload the world with magic. This magic overload will dispel all enchantments in the entire world if done with enough strength. However manipulating the astral world in such a great way always comes with a certain risk, both to the world and the mage performing the ritual. Destroys all global enchantments if cast with enough power. Destroys all local enchantments. Increases magic and horror marks in entire world. Might increase maximum number of global enchantment slots if cast with much power.					
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	-	-	UndIm, InanimIm, Spilm
	With this ritual, the necromancer enchants his own body to protect himself from death. If the necromancer is slain, he is revived as a Wight Mage in the province where the ritual was cast, possibly gaining dark insights in the process. For the ritual to work, the province it was cast in must be in friendly hands when the necromancer dies. This spell requires more power to affect large beings and the cost of casting the ritual is increased with the caster's size. Undead, demons, plants, inanimates and pretender gods cannot be twiceborned.					

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 and search for a suitable commander. If no suitable commander is found, the Angel will return to the mage and kill him instead. A commander who is horror marked runs a greater risk of being chosen by the Angel.					
Ench 9	Lichcraft	D5	25	-	-	UndIm, InanimIm, Spilm
	With knowledge of this ritual, the Death mage has discovered the means to remove his own viscera and place it in a jar, killing himself, only to return as an immortal undead being of great power. By dying and returning from the dead the Lich gains insights and powers in the path of death magic. Furthermore, the body of the Lich becomes almost impossible to harm with mundane weapons. Should the body of the Lich be physically destroyed, a new one is formed from the dust of the dead. The caster dies and returns as an undead, immortal Lich. The Lich is empowered in death magic. Pretenders can't use this ritual.					
Thau 6	Leprosy	D5	10	4	-	MR, UndIm, InanimIm
	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. 50% of the units in the targeted province must make a MR check or get diseased.					
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. Spirit attacks: 1 AN dmg + death MR attack. Stealthy units have only 20% chance of being attacked. Caster can not take advantage of stealth.					
Thau 8	Black Death	D5	15	5	-	Anon
	The necromancer curses a province with the Black Death. This plague will kill thousands upon thousands of people. The spell is targeted at the general population and will probably not affect the military units in the province. Population -50%, Unrest +10					
Conj 9	Tartarian Gate	D7	7	-	-	NUW
	The caster opens a gate to Tartarus and releases a dead Titan or Monstrum imprisoned in that horrible place. The Titans were gods in ancient times, but were defeated and imprisoned in Tartarus aeons ago. The dead Titan once had tremendous powers, but the imprisonment in the realm of perpetual pain might have destroyed the mind of the ancient god.					

Nature Rituals						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 6	Transformation	N2	8	-	-	UndIm, InanimIm, Spilm
	<p>The caster is transformed into a random monster or animal. Some monsters, such as fire drakes, are closely attuned to an element or other magical path. If the caster successfully transforms into such a being he might gain magic power. Also the caster's new body is young and healthy. The transformation is not without risk, however, as the caster's mind and body may be damaged in the process. Sometimes a failed transformation can result in the form of a mindless being and usually mind and magic abilities are lost as a result. But sometimes a being with powerful magic can retain his magic ability as the magic is too strong to let the absence of a mind stop it.</p> <p>The caster transforms into a young monster, but lost limbs are still lost after the transformation. The chance of failure is 20% reduced or increased by the Luck/Misfortune scale value. If cast under water the transformation results in a water being.</p>					
Thau 3	Haruspex	N2	2	3	-	
	<p>The caster opens the bellies of newly slaughtered animals and observes their livers. The state of the livers reveals distant locations of Nature power.</p>					
Thau 3	Whispers of the Wild	N2	3	4	-	
	<p>The caster taps into the minds and perceptions of the animals of a distant forest province to gain insight into what transpires in the province.</p> <p>Scrying on a forest province The ritual last an additional month for each extra gem used.</p>					
Conj 5	Winged Monkeys	N3S2	10	5	-	NUW
	<p>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.</p>					
Conj 6	Locust Swarms	N3	8	5	-	NUW, Anon
	<p>The caster unleashes swarms of locusts upon a province. The locusts will cause panic, consume crops and cause the loss of taxes. The swarms will appear as a natural event.</p> <p>Unrest +20, Income -50%.</p>					
Evo 7	Miasma	N4	25	4	5+	AN, Anon
	<p>With this ritual a nature mage will try to poison an entire enemy army camp by releasing the poisonous gases that are trapped under the ground. This ritual will only work against armies that are located in swamps or drip caves as only these terrains have these gases trapped beneath them. The nature mage will be able to view the release of the gases through the ritual and observe the effects on the enemy army.</p>					
Conj 5	Vermin Feast	N4	6	4	-	
	<p>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.</p> <p>Doubles the supply loss in a besieged castle.</p>					
Conj 7	Living Castle	N4W1	40	4	-	UW
	<p>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.</p>					
Ench 5	Faery Trod	N4G1	20	10	-	
	<p>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.</p> <p>Chance of ending up in a neighboring forest province: 50% if completely surrounded by forests, 0% if no neighboring forest provinces.</p>					

Thau 4	Cure Disease	N4	5	-	-	InanimIm
This ritual cures a unit from disease, an affliction that otherwise is certain to result in a quick and early death. The target unit must be in the same province as the caster.						
Thau 5	Gift of Reason	N4	20	-	-	MindIm
This gift grants commander status and a sharp intellect to any one being. The target unit must be in the same province as the caster. Mindless units cannot be affected by the spell.						
Ench 6	Forest Dome	N5	10	-	-	
Vegetation will grow into a dome that covers the entire province where the spell is cast. The dome will protect the province from many spells that originate outside the warded province. If left undisturbed, the forest dome will last forever. However, if a Fire spell is absorbed by the dome, it may catch fire and be destroyed. If the caster dies, the dome will wither and die. Dome Protection 30%. Destroyed by Fire Spells. Friendly spells will also be blocked.						

Glamour Rituals

School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 2	Tapestry of Dreams	G2	4	4	-	
The caster conjures the dreams and memories of a distant land and weaves them into a tapestry that reveals what transpires in the province. The tapestry will dissolve over a month, but can be made to last longer if additional gems are used in the casting.						
Conj 4	At the End of the Rainbow	G2	3	3	-	NUW
The caster conjures dreams from beyond the Gate of Horn to find what lies hidden at the End of the Rainbow. All sites of glamour in the targeted province are revealed.						
Evo 5	Project Self	G3S1	5	5	-	
The caster sends a projection of himself to a distant land. The projection is an ethereal replica of the caster with the same magical skills as the caster. Items are not projected, but any path boosting magic items will still have effect. The projection will only last enough for one battle.						
Ench 8	Dragon Master	G3	30	-	-	
The caster claims lordship over all serpentkin. Every time the caster summons a Drake, Wyvern or Sea Serpent, two additional beasts will heed the call. Grants Dragon Mastery +2.						
Ench 4	Simulacrum	G3	20	-	-	
The caster creates a replica of himself and enchants it with glamour magic to give it false life. The simulacrum will be controlled by the original owner's soul and the simulacrum also inherits all the magic powers of its creator. In turn the creator's body is placed in a state of deep torpor that only ends when the simulacrum dies. However, there is a chance that the caster's soul will fail to return and become trapped and lost in the dreamwild, possibly until his soul withers away and dies. The Simulacrum is an almost perfect copy of the caster and will be in play instead of the caster. If the Simulacrum dies the caster will reappear where the ritual was cast. There is a 80% chance that the caster reappears a month after the simulacrum's death. Each month thereafter the chance is reduced by half. The soul withers away after one year.						
Thau 4	Vengeance of the Dead	G3D1	3	5	-	MR, UndIm, MindIm, Detect
The mage will contact the dead souls of all the people or creatures that the target has slain. These dead souls will then be guided to the dreams of the target, where they can attack him in a horrible nightmare. The mage will ensure that the target is pulled strongly into the nightmare, so that he stays dead if the dead souls are successful in killing him. This spell does not work on mindless or undead beings and the target must have slain units in combat for the spell to work. One province is chosen for the spell and the greatest butcher of all enemy commanders in that province will be targeted for the nightmare.						
Alt 6	Mirage	G4	20	4	-	NUW
The mage creates an illusory castle in a distant province to fool neighboring nations. Only upon besieging the castle will the truth be revealed to an advancing army. The enchantment lasts longer the more gems the caster invests. Enchantments lasts 1 turn + 3 turns / extra gem.						

Conj 7	Lore of Legends	G4	20	-	-	NUW
	<p>The caster taps into the legends of the dreamwild to unearth long forgotten lore. For one month the caster's magic skills become legendary and his skills in all magic paths are increased. After a month has passed the powers fade and the caster is once more bound by the restrictions of this world.</p> <p>The caster gains +1 in all his magic paths for one month.</p>					
Thau 6	Beckoning	G4N2	20	4	-	MR
	<p>The caster awakens the forces of the wild, which call out to lure the unwary. Those who fall prey vanish into the woodlands, never to be seen again. The Beckoning will only work in forests and forest beings are immune to the call. Those who are strong of mind or duty will resist the call.</p> <p>75+ enemy units will be killed (MR and difficult morale negates). Units with forest survival ignore the spell.</p>					
Alt 7	Immaculate Fort	G5	10	-	-	Fort only
	<p>With the help of glamour a fortification and everything in it is made perfect, at least that is how it seems. The air is cleaner, the food tastes better, the streets are always clean and all the buildings are in better shape than when they were just built. The fortification also looks perfectly fine, no matter how much damage it sustains. This makes it very difficult to figure out how to breach the walls, but when they are finally breached the opening will be seen.</p> <p>Unrest Reduction: 5 / month Wall breakdown resistance: 50% Walls are magic and ethereal units cannot pass through</p>					
Ench 5	Dreamwild Demesne	G5	10	-	-	NUW
	<p>The caster enchants an entire province with the magic of the Dreamwild, creating a land of hope and peace free from misery and woe. As long as the enchantment is active unrest will decrease and few bad events will disturb the peace. The enchantment is broken if the land is conquered by hostile forces.</p>					
Ench 6	Dome of Misdirection	G5	20	-	-	NUW
	<p>The entire province the mage is in is protected by a dome of glamour and illusions. The dome will fool enemy mages and protect the warded province from spells that originate outside the dome and make them target a neighboring province instead. The more magic gems put into the spell, the longer it will last.</p> <p>Dome misdirection chance 70%. Friendly spells will also be misdirected.</p>					
Ench 7	Veil of Perpetual Mists	G5	30	-	-	NUW
	<p>The caster shrouds an entire province in mists alive with whispers, screams and harrowing shapes. Anyone trying to enter the province without the consent of the caster will find themselves led astray and leave the province from whence they came. Troops with strong morale will follow their commander, but if he is weak of mind and succumbs to the enchantment they will follow him when he leaves the province. The more magic gems put into the spell, the longer it will last.</p>					
Ench 7	Land of the Ever Young	G5N1	10	-	-	NUW
	<p>With this enchantment in place everyone in the province will grow old much much slower than usual, only aging one year in four winters. It is a very sought after enchantment for old mages who have much magic research left to do, but not enough time to do it.</p>					
Thau 6	Forgotten Palace	G5	15	3	-	NUW
	<p>The caster casts a spell on a fortress in a nearby province and makes it disappear from everyone's memories. People are able to see and interact with the fortification, but once they leave they will forget about it. Scouts will forget to report about the palace and neighboring provinces will not know about it. Mages who scry upon the province will be able to see the fortification however. The spell is broken if the fortification is besieged. The ritual can also be used to hide the construction of the fortification.</p>					

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, Anon
	The caster unleashes an infernal tempest from the realm of Pazuzu upon a province. The storm is anything but natural and Shedim, servants of Pazuzu, can be heard bellowing in the gale. The storm causes unrest and devastation upon a province. Unrest +35, population -4%.					
Blood 6	Rejuvenate	B1	10	-	-	UndIm, InanimIm, NUW
	The mage drenches himself in the blood of ten young girls in an attempt to become younger. Each offered girl will make the caster one year younger.					
Blood 3	Blood Feast	B2	5	-	-	InanimIm, NUW
	The caster has learned the recuperative secrets of cannibalism. In a gruesome ritual lasting a month he consumes the blood and feast of ritually purified sacrifices. The blood feast requires copious amounts 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 partake too often in blood feasts often develop uncontrollable cravings for human flesh. The ritual does not work on inanimate beings. Removes up to 10 afflictions, kills up to 750 population, 25% chance to develop cravings					
Blood 4	Blood Fecundity	B2N2	10	-	-	NUW
	The mage performs a great blood ceremony in order to increase the fertility of the land. The growth scale of the province will be increased for as long as the ritual lasts. The spell lasts longer if more slaves are sacrificed. Growth +2. Duration: 1 month +1 1 month per extra blood slave					
Blood 8	Improved Cross Breeding	B2N2	20	-	-	NUW
	Hundreds of different creatures from mice to humans are magically cross-bred and grown in an effort to produce a powerful monster. Most offspring die early, but some survive and are bound to serve their creator. Luck is required to breed the more powerful creatures.					
Blood 4	Hell Ride	B3	10	3	-	NUW
	The caster summons a swarm of imps and commands them to carry him to a distant province with haste. Although supernaturally fast the imps are not very strong and can't lift anything heavier than a human. While the imps are faster than normal fliers they cannot teleport and can have the path blocked by impassable mountains, cave walls or the Sea of Ice global enchantment.					
Blood 5	Rain of Toads	B3N1	20	5	-	NUW, Anon, Lim
	The caster creates a horrible omen, turning the falling rain in a target province into toads. The target province will suffer from unrest and misfortune. Soldiers stationed in the province will risk becoming diseased when dead toads fester in the wells. Unrest +40, misfortune +3, disease chance 4%.					
Blood 7	Send Dream Horror	B3S4	15	6	-	NUW, Anon
	The caster sends a Defiler of Dreams to attack a distant province. The Dream Horror will project nightmares and feed on the emotional distress of its victims. Unrest will increase in the province until the Horror is found and slain. Dealing with horrors is not without risk however and the caster of this ritual might attract some unwanted attention. Unrest +30, Dream Horror summoned.					

Blood 8	Horror Seed	B3S4	25	6	-	NUW
<p>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.</p>						
Blood 7	Dome of Corruption	B4S4	20	-	-	NUW
<p>The caster seals a pact with Horrors. The Horrors create a dome that protects the province from most spells that originate from outside the warded province. Trying to cast a spell through this dome is very dangerous and might drive the casting mage insane. A good side effect of the dome is that it exudes magic and will raise the magic scales of the province considerably, making it easy for mages to do their research. The pact has a downside too, which will become apparent to mages living under the dome. The creators of the dome will occasionally attack and consume a mage. The dome will dissolve instantly if the caster of this ritual dies.</p>						
Blood 9	Infernal Fumes	B4E3	40	4	10+	AP, NUW, Anon
<p>This ritual opens up a way for the hot infernal gases trapped under the depths, to make their way into the sea. The blood and earth mage casting the ritual will guide the fumes to just where the enemy forces are camping. The gases are blisteringly hot and deadly poisonous to most living beings. The mage will also get a vision of the effect taking place.</p>						
Blood 3	Infernal Circle	B5	5	-	-	NUW
<p>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 ritual range +1 province. Duration: 1 month + 1 month per extra blood slave</p>						
Blood 6	Infernal Disease	B5	5	5	-	NUW
<p>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.</p>						
Blood 8	Three Red Seconds	B5	120	4	-	NUW
<p>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.</p>						

National Rituals: Arcoscephale (age 1)

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

National Rituals: Mekone (age 1)

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

National Rituals: Pangaea (age 1)

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

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

National Rituals: Marverni (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anon
<p>The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.</p>						

National Rituals: Pyrène (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 6	Send Aatxe	A3	6	4	-	NUW
<p>The Aatxe is a flaming bull spirit and servant of the Mother of Storms. It emerges from its cave abode during storms and bad weather to punish those who have angered their mistress. In ancient times the Sorginak were granted the means to call the Aatxe and send it against those who have wronged them or their mistress.</p>						

National Rituals: Agartha (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 4	Mirror of Earth's Memories	W2E2	5	10	-	
<p>An Agarthan Oracle ventures down to the Womb of the Earth and gazes into the reflections of the First Pool to gain knowledge of subterranean sources of magic. The spell reveals all magic sites of earth, fire, water and death in a distant cave province.</p>						

Alt 8	Unleash Imprisoned Ones	E6D4	100	-	-	
<p>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.</p>						

National Rituals: Abysia (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 6	Hellscape	F4	10	5	-	NUW, Anon
<p>The caster calls on the fires of Rhuax to curse a distant province with blistering heat. Smoke and wildfires will erupt as the very ground will burn with unnatural heat. The Hellscape will appear as an unnatural event, but those affected will not know who has cast the curse upon them.</p>						

[Heat Scale +3, Death Scale +1, Population -10%, Unrest +20.](#)

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

National Rituals: T'ien Ch'i (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 5	Internal Alchemy	W2S1	5	-	-	UndIm, InanimIm
<p>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.</p> <p>Age -15 years</p>						

National Rituals: Yomi (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 0	Hannya Pact	D1	6	-	-	UndIm, InanimIm
<p>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.</p>						
Conj 0	Greater Hannya Pact	D2	12	-	-	UndIm, InanimIm
<p>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.</p>						

National Rituals: Caelum (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Call of the Drugvant	D4F1	15	4	-	NUW, Anon
<p>The Drugvant are the People of the Lie, those under the influence of evil intentions. With this ritual the caster lets loose the will of the Destructive Spirit upon a remote land. Falsehood, wickedness and violence will spread in the province and in its wake Daevas will come. Unrest is greatly increased and the province is attacked by bandits and a host of Daevas.</p>						

National Rituals: Machaka (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Weavers of the Wood	N4	6	-	-	NUW
<p>The caster makes spiders large and small weave a giant web covering an entire forest province. Anyone trying to sneak through the forest is highly likely to be detected as the caster monitors the webs. The caster of the ritual will be able to direct both the local patrolling forces and spiders from the woods in order to attack any trespassers. The ritual will break if the caster leaves the province.</p> <p>Patrol strength +100 vs enemy units. Able to detect invisible beings as well. Spiders will aid patrolling forces in combat.</p> <p>Duration: 1 month + 3 months per extra gems.</p>						

National Rituals: Niefelheim (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Seith Curse	D1S1	3	5	-	MR+, Detect, NUW, Anon
<p>Seith is an ancient form of sorcery, reputedly invented by Angerboda. It has been practiced by females of the nation through the ages. Gygjor, vaetti hags and human Seithkonur all have some knowledge of the Seith, but it is the Seithkonur of Utgård that have mastered the art. Seith can be used to spell doom upon a distant target. When cast, a single enemy commander in a faraway province is cursed for the rest of his life. However, the price is high, and the Fates will keep the balance. Someone close to the caster will also suffer a curse.</p>						

National Rituals: Muspelheim (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Seith Curse	D1S1	3	5	-	MR+, Detect, NUW, Anon
<p>Seith is an ancient form of sorcery, reputedly invented by Angerboda. It has been practiced by females of the nation through the ages. Gygjor, vaetti hags and human Seithkonur all have some knowledge of the Seith, but it is the Seithkonur of Utgård that have mastered the art. Seith can be used to spell doom upon a distant target. When cast, a single enemy commander in a faraway province is cursed for the rest of his life. However, the price is high, and the Fates will keep the balance. Someone close to the caster will also suffer a curse.</p>						

National Rituals: Oceania (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 0	Grow Fortress	N4	35	-	-	
<p>This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. Defenders can stand on the walls and fire missiles from the parapets. This ritual can only be cast in forests or shallow seas, where nature has plenty of material to build from.</p>						

National Rituals: R'lyeh (age 1)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 3	Mind Vessel	S3	15	2	-	
<p>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 the astral knowledge 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.</p> <p>Vessel gets astral power of the Aboleth (levels over 5 are halved). Vessel dies if Aboleth dies.</p>						

National Rituals: Arcoscephale (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anon
<p>The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.</p>						

National Rituals: Pangaea (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anon
<p>The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.</p>						
Alt 5	Fort of the Ancients	N4	35	-	-	
<p>In ancient times, Pangaea made its forts not from mud and mortar but bramble and birch. This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. The ritual can only be cast in forests or shallow seas, where an appropriate amount of vegetation can be found.</p>						

National Rituals: Asphodel (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
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Alt 0	Grow Fortress	N4	35	-	-	
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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, Anon
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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: Pyrène (age 2)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
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Conj 6	Send Aatxe	A3	6	4	-	NUW
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The Aatxe is a flaming bull spirit and servant of the Mother of Storms. It emerges from its cave abode during storms and bad weather to punish those who have angered their mistress. In ancient times the Sorginak were granted the means to call the Aatxe and send it against those who have wronged them or their mistress.

National Rituals: Abysia (age 2)

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

[Heat Scale +3, Death Scale +1, Population -10%, Unrest +20.](#)

Blood 3	Infernal Breeding	B2	25	-	-	NUW
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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: T'ien Ch'i (age 2)

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

[Age -15 years](#)

Cnst 4	Thousand Year Ginseng	N1	4	-	-	UndIm, InanimIm
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The mystics and hermits of T'ien Ch'i have always been obsessed with longevity. During the Time of the Bureaucracy and the prevalence of herbal medicine, one means to this end was found. The Thousand Year Ginseng will give the imbiber longevity and good health and is the closest to immortality one can come without practicing Internal Alchemy.

[Age -5 years](#)

National Rituals: Shinuyama (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Call of the Drugvant	D4F1	15	4	-	NUW, Anon
<p>The Drugvant are the People of the Lie, those under the influence of evil intentions. With this ritual the caster lets loose the will of the Destructive Spirit upon a remote land. Falsehood, wickedness and violence will spread in the province and in its wake Daevas will come. Unrest is greatly increased and the province is attacked by bandits and a host of Daevas.</p>						

National Rituals: Caelum (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Call of the Drugvant	D4F1	15	4	-	NUW, Anon
<p>The Drugvant are the People of the Lie, those under the influence of evil intentions. With this ritual the caster lets loose the will of the Destructive Spirit upon a remote land. Falsehood, wickedness and violence will spread in the province and in its wake Daevas will come. Unrest is greatly increased and the province is attacked by bandits and a host of Daevas.</p>						

National Rituals: Nazca (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 2	Eyes of the Condors	A2	1	4	-	NUW
<p>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.</p>						
Ench 5	Geoglyphs	S3E2	18	-	-	NUW
<p>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.</p>						

Magic scale +2, MR for enemies in province -2, ritual range +1

National Rituals: Machaka (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Weavers of the Wood	N4	6	-	-	NUW
<p>The caster makes spiders large and small weave a giant web covering an entire forest province. Anyone trying to sneak through the forest is highly likely to be detected as the caster monitors the webs. The caster of the ritual will be able to direct both the local patrolling forces and spiders from the woods in order to attack any trespassers. The ritual will break if the caster leaves the province.</p>						

Patrol strength +100 vs enemy units. Able to detect invisible beings as well. Spiders will aid patrolling forces in combat.

Duration: 1 month + 3 months per extra gems.

National Rituals: Jotunheim (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Seith Curse	D1S1	3	5	-	MR+, Detect, NUW, Anon
<p>Seith is an ancient form of sorcery, reputedly invented by Angerboda. It has been practiced by females of the nation through the ages. Gygjor, vaetti hags and human Seithkonur all have some knowledge of the Seith, but it is the Seithkonur of Utgård that have mastered the art. Seith can be used to spell doom upon a distant target. When cast, a single enemy commander in a faraway province is cursed for the rest of his life. However, the price is high, and the Fates will keep the balance. Someone close to the caster will also suffer a curse.</p>						

National Rituals: Nidavangr (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 5	Seith Curse	D1S1	3	5	-	MR+, Detect, NUW, Anon
<p>Seith is an ancient form of sorcery, reputedly invented by Angerboda. It has been practiced by females of the nation through the ages. Gygjor, vaetti hags and human Seithkonur all have some knowledge of the Seith, but it is the Seithkonur of Utgård that have mastered the art. Seith can be used to spell doom upon a distant target. When cast, a single enemy commander in a faraway province is cursed for the rest of his life. However, the price is high, and the Fates will keep the balance. Someone close to the caster will also suffer a curse.</p>						

National Rituals: Oceania (age 2)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 0	Grow Fortress	N4	35	-	-	
<p>This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. Defenders can stand on the walls and fire missiles from the parapets. This ritual can only be cast in forests or shallow seas, where nature has plenty of material to build from.</p>						

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

National Rituals: Pangaea (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Conj 5	Monster Boar	N3	10	5	-	NUW, Anon
<p>The caster summons a monster boar and sends it to a distant province to ravage the land. The boar is a descendant of the monster boars sent by the Lady of the Hunt to ravage the farmlands of obnoxious peasants. The boar will cause unrest in the province until it is found and slain.</p>						
Alt 5	Fort of the Ancients	N4	35	-	-	
<p>In ancient times, Pangaea made its forts not from mud and mortar but bramble and birch. This ritual forces nature to form a complete fortress in a matter of weeks, sturdy enough to rival stone walls. The ritual can only be cast in forests or shallow seas, where an appropriate amount of vegetation can be found.</p>						

National Rituals: Pythium (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
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Ench 3	Katabasis	D1W1	8	-	-	UndIm, InanimIm, NUW
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A mystic of the Sacred River of Death and Rebirth descends into the underworld through the Sacred River and prepares a path for an eventual return from the underworld. If the Renatus or Renata is slain, he or she returns from the underworld to the province where the ritual was cast. They will be soaked in stygian waters and possibly gaining dark insights in the process. For the ritual to work, the province it was cast in must be in friendly hands when the mystic dies.

Ench 3	Epopteia	N1	12	-	-	NUW
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Mystics of the Great Mother gather in the spring and perform the Epopteia, Greater Mystery, in order to bless the land with one year of fertility. The Greater Mystery is a ceremony of a foreign faith and will reduce belief in the True God.

Growth +2. Duration: until next spring. Dominion is reduced by 3 when the ritual is cast.

Thau 3	Taurobolium	N1F1	6	-	-	NUW
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The Heliodromus performs a ritual slaying of a sacred bull. The Heliodromus takes his place in a trench underneath a plate of copper pierced with holes. The sacred bull is slain by the participants and its blood pour down upon the Heliodromus. Baptized in blood the Heliodromus is purified and endowed with the power of the Solar Bull. For one year the reborn Heliodromus is worshiped by his fellows as an incarnate God. The Heliodromus receives increased magical understanding and false prophet status. There can only be one elevated Heliodromus.

Grants fire magic bonus +2, nature magic bonus +1, heretic +3. Duration: 1 year.

National Rituals: Marignon (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
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Thau 4	Mirror Walk	G1S1	1	7	-	
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With the help of two large flawless and perfectly aligned mirrors, the mirror mage can step into one mirror and then exit through the other regardless of the distance between. The mirror mages make sure that all laboratories are setup with this perfect mirror in order to make it possible for the mages to easily travel between the labs. The mirror walk ritual takes some time to perform, but it consumes very few magic resources.

National Rituals: Abysia (age 3)

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

Heat Scale +3, Death Scale +1, Population -10%, Unrest +20.

Blood 3	Infernal Breeding	B2	25	-	-	NUW
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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: Ragha (age 3)

School	Ritual Name	Path	Cost	Rng	Dmg	Special
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Thau 7	Call of the Drugvant	D4F1	15	4	-	NUW, Anon
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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: Caelum (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 7	Call of the Drugvant	D4F1	15	4	-	NUW, Anon
<p>The Drugvant are the People of the Lie, those under the influence of evil intentions. With this ritual the caster lets loose the will of the Destructive Spirit upon a remote land. Falsehood, wickedness and violence will spread in the province and in its wake Daevas will come. Unrest is greatly increased and the province is attacked by bandits and a host of Daevas.</p>						

National Rituals: T'ien Ch'i (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Alt 5	Internal Alchemy	W2S1	5	-	-	UndIm, InanimIm
<p>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.</p> <p>Age -15 years</p>						

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






































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



























National Rituals: Atlantis (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Ench 5	Send Tupilak	D3W1	5	5	-	NUW
<p>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.</p>						

National Rituals: R'lyeh (age 3)						
School	Ritual Name	Path	Cost	Rng	Dmg	Special
Thau 6	Dreams of R'lyeh	S3G1	4	10	-	MR, Detect
<p>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.</p>						

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Arcoscephale, Golden Era



The kingdom of Arcoscephale is yet to be founded and in its place is a loose collection of city states. Bronze is more common than iron and hoplites have yet to see the light of day. Instead, myrmidons and chariots compose the core of the armies. In this time, slaves are commonly used and most free men have plenty of time to spend on fine arts and good living. Philosophers gather in the cities to discuss esoteric truths and engineers manufacture clever contraptions for civil or military use. At the heart of Arcoscephale lies Mount Cephalos, abode of the Awakening God. At the foot of the mountain is a great temple where sacred Pegasus Riders are trained. Icarids, men with mechanical wings, are also used in warfare. The philosophers are better at magical research in a slothful Dominion.

Race: Humans
 Military: Heavy infantry, chariots, flying infantry, sacred Pegasus Riders, engineers
 Magic: Nature, Astral, Elements. Philosopher researchers
 Priests: Weak, healing. Sceptic preachers (reduces Dominion)
 Dominion: Scry (accurate and automatic military reports inside dominion)
 Buildings: Standard Forts (Engineers can build better forts), labs cost 300

Arcoscephale, recruitable commanders

Scout	Gold 35, Res 5, Rec 1 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Bronze Spear, Short Bow
Engineer	Gold 55, Res 3, Rec 1 HP 10, Prot 0, MR 12, Mor 9, Str 10, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 12, Siege Strength +25, Mason, Ldr 10, Wpn: Tool
Sceptic	Gold 70, Res 1, Rec 1 HP 10, Prot 0, MR 15, Mor 7, Str 10, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 12, Stealth 40, Heretic 3, Ldr 10, Wpn: Bronze Dagger
Icarid Champion	Gold 70, Res 21, Rec 1 HP 14, Prot 11, MR 10, Mor 14, Str 12, Att 12, Def 12, Prec 10, Enc 7, CS 8, MM 14, Fly, FR -5, Ldr 75, Wpn: Bronze Sword
Charioteer Commander	Gold 75, Res 20, Rec 1 HP 12, Prot 13, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 10, Enc 5, CS 12, MM 14, Ldr 75, Wpn: Bronze Sword, Mount: Chariot
Myrmidon Champion	Gold 95, Res 29, Rec 1 HP 15, Prot 17, MR 10, Mor 15, Str 11, Att 13, Def 14, Prec 10, Enc 9, CS 6, MM 12, Ldr 100, Wpn: Bronze Sword
Mystic	Gold 190, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 12, Research +1, Ldr 30, MagLdr 60, Mag: S1?2, Wpn: Bronze Dagger
Melissa	Gold 285, Res 1, Rec 2 (can be recruited outside forts as well) HP 9, Prot 0, MR 15, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacr, Healing 3, Ldr 10, MagLdr 20, Mag: N1H1?1, Wpn: Bronze Dagger
Philosopher	Gold 90, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 12, Mor 8, Str 10, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 14, Ldr 10, Wpn: Bronze Dagger
Wind Lord	Gold 205, Res 27, Rec 1 (can only be recruited in the capital) HP 14, Prot 17, MR 12, Mor 15, Str 12, Att 13, Def 17, Prec 10, Enc 7, CS 22, MM 24, Sacr, Rider 3, Ldr 100, Mag: H1, Wpn: Bronze Lance, Mount: Armored Pegasus
Mage Engineer	Gold 175, Res 3, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 15, Mor 9, Str 10, Att 8, Def 5, Prec 10, Enc 6, CS 9, MM 10, Siege Strength +30, Mason, Ldr 10, MagLdr 30, Mag: A1E1?1, Wpn: Tool
Oreiad	Gold 555, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 18, Mor 10, Str 9, Att 10, Def 9, Prec 10, Enc 2, CS 12, MM 16, MS, Sacr, Recup, Stealth 60, Awe +6, Seduction, Ldr 10, MagLdr 70, Mag: A2E1N3?1, Wpn: Fist

Arcoscephale, recruitable units	
Slinger	Gold 7, Res 2, Rec 3
	HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Cardaces	Gold 10, Res 8, Rec 9
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear
Peltast	Gold 10, Res 5, Rec 9
	HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear, Javelin
Icarid	Gold 14, Res 21, Rec 18
	HP 12, Prot 11, MR 10, Mor 13, Str 11, Att 11, Def 11, Prec 10, Enc 7, CS 8, MM 14, Fly, FR -5, Wpn: Bronze Sword
Myrmidon	Gold 15, Res 29, Rec 21
	HP 13, Prot 17, MR 10, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 9, CS 6, MM 12, Wpn: Bronze Sword
Charioteer	Gold 30, Res 20, Rec 9
	HP 10, Prot 13, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 12, MM 14, Wpn: Bronze Sword, Mount: Chariot
Charioteer	Gold 40, Res 8, Rec 9
	HP 10, Prot 8, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 3, CS 12, MM 16, Wpn: Bronze Sword, Mount: Chariot, Corider: Chariot Archer
Wind Rider	Gold 70, Res 27, Rec 31 (can only be recruited in the capital)
	HP 13, Prot 17, MR 12, Mor 14, Str 11, Att 12, Def 17, Prec 10, Enc 8, CS 22, MM 24, Sacr, Rider 2, Wpn: Bronze Lance, Mount: Armored Pegasus

Arcoscephale, mount stats	
Armored Pegasus	HP 25, Prot 10, MR 11, Mor 11, Str 15, Att 12, Def 12, Prec 5, Enc 2, CS 29, MM 26, Fly, Sacr, Smart 100, Wpn: Hoof
Chariot	HP 20, Prot 3, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 20, MM 20, Trample, Wpn: Hoof

Mekone, Brazen Giants



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

Military: Few Gigantes armed with magical weapons. Mostly human slave soldiers. No sacred troops

Magic: Fire, Earth, Air and some Water. Cyclops smiths

Priests: weak and few, inquisitors

Dominion: Conflict bonus +1 (good at suppressing enemy dominion)

Scales & Blesses: Order limit +1

Buildings: Advanced Fortified Cities, forts increase unrest

Mekone, recruitable commanders

Perioeci Scout	Gold 35, Res 5, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Bronze Spear, Short Bow
Neodamode Commander	Gold 60, Res 30, Rec 1 HP 12, Prot 17, MR 10, Mor 12, Str 11, Att 11, Def 12, Prec 10, Enc 8, CS 6, MM 14, Ldr 75, Wpn: Bronze Sword
Lochos	Gold 115, Res 75, Rec 1 HP 32, Prot 21, MR 13, Mor 14, Str 21, Att 14, Def 15, Prec 11, Enc 7, CS 11, MM 14, TM +2, Ldr 100, Wpn: Golden Spear
Geronte	Gold 145, Res 1, Rec 2 HP 33, Prot 4, MR 14, Mor 11, Str 22, Att 13, Def 11, Prec 11, Enc 4, CS 16, MM 18, Sacr, TM +1, Inquisitor, Ldr 60, MagLdr 10, Mag: H1?1, Wpn: Fist
Ephor	Gold 235, Res 1, Rec 2 HP 33, Prot 4, MR 14, Mor 11, Str 22, Att 13, Def 10, Prec 11, Enc 5, CS 15, MM 16, Sacr, TM +1, Inquisitor, Ldr 70, MagLdr 30, Mag: F1E1H1?1, Wpn: Fist
Archon	Gold 430, Res 1, Rec 4 HP 33, Prot 4, MR 17, Mor 12, Str 22, Att 13, Def 12, Prec 11, Enc 3, CS 16, MM 20, Sacr, TM +1, Inquisitor, Ldr 60, MagLdr 40, Mag: F1E1H1?2, Wpn: Fist
Polemarch	Gold 415, Res 79, Rec 2 (can only be recruited in the capital) HP 35, Prot 21, MR 16, Mor 14, Str 22, Att 14, Def 15, Prec 11, Enc 7, CS 11, MM 14, Sacr, TM +2, Ldr 170, MagLdr 40, Mag: F2E2, Wpn: God-Slayer Spear
Elder Cyclops	Gold 465, Res 3, Rec 4 (can only be recruited in the capital) HP 63, Prot 6, MR 18, Mor 14, Str 26, Att 10, Def 8, Prec 7, Enc 2, CS 14, MM 22, MS, Master Smith 1, FR +15, Resource Bonus 25, Ldr 80, MagLdr 60, Mag: F2A1E2?1, Wpn: Maul
Basileus	Gold 485, Res 1, Rec 4 (can only be recruited in the capital) HP 33, Prot 4, MR 17, Mor 14, Str 22, Att 13, Def 10, Prec 11, Enc 5, CS 15, MM 16, Sacr, TM +2, Inquisitor, Ldr 120, MagLdr 70, Mag: F2W1E2H2?1, Wpn: Fist

Mekone, recruitable units

Helote Peltast	Gold 8, Res 5, Rec 4 HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Promotion, Wpn: Bronze Spear, Javelin
Helote Ekdromos	Gold 8, Res 15, Rec 4 HP 10, Prot 11, MR 10, Mor 7, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Promotion, Wpn: Bronze Spear
Helote Hoplite	Gold 8, Res 29, Rec 4 HP 10, Prot 17, MR 10, Mor 7, Str 10, Att 10, Def 9, Prec 10, Enc 9, CS 8, MM 12, Promotion, Wpn: Bronze Long Spear
Perioeci Peltast	Gold 10, Res 5, Rec 9 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear, Javelin
Discobolus	Gold 30, Res 7, Rec 19 (max 3/month) HP 32, Prot 3, MR 13, Mor 11, Str 21, Att 13, Def 11, Prec 12, Enc 3, CS 16, MM 20, Wpn: Fist, Fist, Bronze Discus
Gigante Ekdromos	Gold 40, Res 51, Rec 25 (max 3/month) HP 30, Prot 16, MR 13, Mor 13, Str 20, Att 13, Def 15, Prec 10, Enc 4, CS 14, MM 20, Wpn: Golden Spear
Gigante Hoplite	Gold 40, Res 75, Rec 25 (max 3/month) HP 30, Prot 21, MR 13, Mor 13, Str 20, Att 13, Def 14, Prec 10, Enc 7, CS 11, MM 14, Wpn: Golden Spear

Pangaea, Age of Revelry



Pangaea is a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and minotaurs serve the lords of the Sacred Groves deep in the forests. The expansion of the civilized nations has forced the beasts of Pangaea to arm themselves with man-made weapons. Minotaurs wield huge battleaxes and centaurs are trained to use spears and longbows. The magic of the Panii lures women into the forests where they turn wild and shed all their clothing. These women are called Maenads and are turned loose to fight humans with their bare hands and teeth.

Race: Forest beings, stealthy troops, troops will heal battle afflictions
 Military: Satyr and minotaur infantry, centaur archers and warriors
 Magic: Magical Tunes, Nature, Earth, Glamour, Blood, some Water. Can conjure Bramble Forts.
 Priests: Average, can perform blood sacrifices
 Scales & Blesses: Turmoil limit +1, Growth limit +1
 Buildings: Primitive Forts (50% more expensive), temples cost 300 in forests, labs cost 300 in forests

Pangaea, recruitable commanders

Black Harpy	Gold 35, Res 1, Rec 1 (can also be recruited in all forests) HP 8, Prot 0, MR 11, Mor 10, Str 8, Att 9, Def 9, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealth 60, Ldr 10, Wpn: Talons, Talons
Satyr Commander	Gold 60, Res 5, Rec 1 HP 16, Prot 6, MR 13, Mor 12, Str 11, Att 12, Def 16, Prec 10, Enc 5, CS 12, MM 18, FS, Recup, Stealth 40, Ldr 50, Wpn: Spear
Minotaur Lord	Gold 95, Res 9, Rec 1 (can also be recruited in all forests) HP 29, Prot 9, MR 11, Mor 15, Str 17, Att 11, Def 9, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Trample, Berserker +5, Ldr 75, Wpn: Double Axe
Centaur Hierophant	Gold 170, Res 4, Rec 2 (can also be recruited in all forests) HP 23, Prot 3, MR 15, Mor 13, Str 14, Att 11, Def 14, Prec 13, Enc 3, CS 30, MM 22, FS, Sacr, Recup, Stealth 40, Inspirational +1, Ldr 50, MagLdr 10, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride Hierophantide	Gold 170, Res 3, Rec 2 (can also be recruited in all forests) HP 20, Prot 3, MR 15, Mor 14, Str 12, Att 11, Def 15, Prec 13, Enc 3, CS 32, MM 22, FS, Sacr, Recup, Stealth 40, Inspirational +1, Ldr 50, MagLdr 10, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Short Bow
Dryad	Gold 260, Res 1, Rec 2 HP 11, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Sacr, Recup, Stealth 65, Awe +4, Seduction, Ldr 50, MagLdr 20, Mag: N1G1H2, Wpn: Hoof
Dryad Mother	Gold 425, Res 1, Rec 2 HP 11, Prot 0, MR 17, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 3, CS 15, MM 18, FS, Sacr, Recup, Stealth 65, Awaken Vine Men Bonus 1, Awe +5, Seduction, Ldr 50, MagLdr 40, Mag: N2G1H2?1, Wpn: Quarterstaff, Hoof
Pan	Gold 455, Res 1, Rec 4 HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Stealth 40, Animal Awe +3, Ldr 100, UndLdr 20, MagLdr 70, Mag: E1N4B1?1, Wpn: Quarterstaff

Pangaea, recruitable units

Harpy	Gold 7, Res 1, Rec 3 HP 7, Prot 0, MR 11, Mor 8, Str 8, Att 8, Def 10, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealth 40, Wpn: Talons, Talons
Satyr Sneak	Gold 9, Res 3, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 60, Wpn: Bronze Spear
Satyr	Gold 9, Res 4, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 40, Wpn: Bronze Spear, Javelin
Satyr Warrior	Gold 13, Res 5, Rec 21 HP 14, Prot 6, MR 13, Mor 10, Str 11, Att 11, Def 15, Prec 10, Enc 5, CS 12, MM 18, FS, Recup, Wpn: Bronze Spear
Reveler	Gold 16, Res 3, Rec 14 HP 15, Prot 7, MR 13, Mor 12, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 14, MM 18, FS, Recup, Stealth 40, Berserker +3, Wpn: Bronze Spear, Hoof

Centaur	Gold 25, Res 4, Rec 12 HP 20, Prot 3, MR 13, Mor 11, Str 13, Att 10, Def 13, Prec 12, Enc 3, CS 30, MM 22, FS, Recup, Stealth 40, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride	Gold 25, Res 3, Rec 12 HP 18, Prot 3, MR 13, Mor 11, Str 12, Att 10, Def 14, Prec 13, Enc 3, CS 32, MM 22, FS, Recup, Stealth 40, Wpn: Hoof, Bronze Dagger, Short Bow
Centauride Warrior	Gold 30, Res 11, Rec 17 HP 18, Prot 9, MR 13, Mor 12, Str 12, Att 11, Def 17, Prec 12, Enc 4, CS 31, MM 22, FS, Recup, Stealth 40, Wpn: Bronze Spear, Hoof, Javelin
Centaur Warrior	Gold 35, Res 11, Rec 21 HP 22, Prot 9, MR 13, Mor 12, Str 14, Att 10, Def 16, Prec 12, Enc 4, CS 29, MM 22, FS, Recup, Stealth 40, Berserker +3, Wpn: Light Lance, Hoof
Minotaur	Gold 40, Res 7, Rec 6 HP 25, Prot 9, MR 11, Mor 13, Str 16, Att 8, Def 7, Prec 8, Enc 4, CS 14, MM 18, FS, Recup, Trample, Berserker +4, Wpn: Double Axe
Minotaur Warrior	Gold 50, Res 9, Rec 18 HP 27, Prot 9, MR 11, Mor 14, Str 17, Att 9, Def 8, Prec 8, Enc 3, CS 15, MM 18, FS, Recup, Trample, Berserker +5, Wpn: Double Axe
White Centaur	Gold 55, Res 12, Rec 29 (can only be recruited in the capital) HP 23, Prot 9, MR 14, Mor 12, Str 14, Att 11, Def 17, Prec 13, Enc 4, CS 29, MM 22, FS, Sacr, Recup, Stealth 40, Berserker +3, Wpn: Bronze Lance, Hoof, Javelin

Ermor, New Faith



Ermor is an empire centered around a great city. For centuries it has grown and become more and more influential. Traders and travelers from near and far come to the city. By military campaigns, diplomacy and trade, Ermor has become a power to be reckoned with. By adopting local traditions and beliefs, the Ermorians posed little threat to neighbors and conquered peoples, but this has begun to change. A new God is rising. Old syncretistic faiths and spirit worship were banned by a Prophet dressed in white shrouds. The remnants of his body and shrouds are buried in the Holy City of Eldregate where the adherents of the New Faith are awaiting the arrival of the Reawakening God foreseen by the Prophet. The all-encompassing old state cult of the Numinas still survives, but the Pontifices and Flamen are slowly adopting the New Faith.

Race: Human.
 Military: Human legionnaires and lizard auxiliaries.
 Magic: Fire, Death, Astral, some Water, Earth, Air and Nature.
 Priests: Powerful, can heal afflictions.
 Scales & Blesses: Order limit +1
 Buildings: Advanced Forts, starts with a Fortified City

Ermor, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Assassin	Gold 80, Res 4, Rec 1 HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 4, CS 12, MM 16, Stealth 65, Ambidex 2, Assassin, Patience +1, Wpn: Short Sword, Poison Dagger
Centurion	Gold 95, Res 21, Rec 1 HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 18, Ldr 100, Wpn: Short Sword
Legatus Legionis	Gold 150, Res 21, Rec 2 HP 13, Prot 15, MR 10, Mor 14, Str 11, Att 12, Def 12, Prec 10, Enc 5, CS 10, MM 18, Ldr 150, Wpn: Short Sword
Acolyte	Gold 65, Res 1, Rec 1 HP 10, Prot 0, MR 11, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Sacr, Ldr 10, Mag: H1, Wpn: Dagger
Bishop of the Sacred Shroud	Gold 155, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Sacr, Recup, Healing 1, Ldr 10, Mag: H2, Wpn: Dagger
Augur	Gold 90, Res 2, Rec 2 HP 10, Prot 0, MR 13, Mor 13, Str 10, Att 9, Def 9, Prec 12, Enc 3, CS 10, MM 16, Fortune Teller 10, Ldr 20, MagLdr 30, Mag: F1S1, Wpn: Sceptre
Augur Elder	Gold 295, Res 2, Rec 4 HP 10, Prot 0, MR 15, Mor 13, Str 10, Att 9, Def 5, Prec 13, Enc 7, CS 8, MM 10, Fortune Teller 10, Ldr 40, UndLdr 100, MagLdr 50, Mag: F2S1D2?1, Wpn: Sceptre
Praefectus Equitum	Gold 195, Res 22, Rec 1 (can only be recruited in the capital) HP 15, Prot 13, MR 12, Mor 14, Str 12, Att 12, Def 18, Prec 10, Enc 6, CS 12, MM 14, Sacr, Recup, Rider 2, Ldr 100, Mag: H1, Wpn: Light Lance, Broad Sword, Mount: War Horse
Arch Bishop of the Sacred Shroud	Gold 235, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 14, Mor 13, Str 10, Att 8, Def 10, Prec 10, Enc 4, CS 10, MM 14, Sacr, Recup, Healing 1, Ldr 10, Mag: H3, Wpn: Quarterstaff
Flamen	Gold 185, Res 1, Rec 2 (can be recruited in all non-fort provinces) HP 10, Prot 0, MR 14, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Sacr, MagLdr 20, Mag: F1H1?1, Wpn: Dagger
Pontifex	Gold 145, Res 1, Rec 2 (can be recruited in all non-fort provinces) HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Sacr, Ldr 60, MagLdr 10, Mag: F1H2, Wpn: Fist

Ermor, recruitable units	
Slinger	Gold 7, Res 2, Rec 3
	HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Accensus	Gold 8, Res 9, Rec 5
	HP 10, Prot 7, MR 10, Mor 8, Str 10, Att 9, Def 14, Prec 10, Enc 5, CS 10, MM 16, Wpn: Spear, Javelin
Retiarius	Gold 10, Res 1, Rec 9
	HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 9, MM 14, Wpn: Net, Trident
Gladiator	Gold 10, Res 6, Rec 9
	HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 9, MM 14, Wpn: Flail
Leve	Gold 10, Res 8, Rec 9
	HP 10, Prot 7, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 20, Wpn: Spear, Javelin
Rorarus	Gold 10, Res 13, Rec 8
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 20, Wpn: Spear, Javelin
Lizard Auxiliare	Gold 10, Res 11, Rec 11
	HP 11, Prot 14, MR 12, Mor 9, Str 10, Att 10, Def 14, Prec 10, Enc 5, CS 9, MM 14, SS, PR +5, Wpn: Short Sword, Javelin
Hastatus	Gold 11, Res 14, Rec 12
	HP 10, Prot 11, MR 10, Mor 11, Str 10, Att 10, Def 15, Prec 10, Enc 6, CS 9, MM 20, Wpn: Short Sword, Javelin
Principe	Gold 14, Res 16, Rec 20
	HP 11, Prot 13, MR 10, Mor 12, Str 10, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Triarius	Gold 15, Res 28, Rec 25
	HP 12, Prot 18, MR 10, Mor 13, Str 10, Att 12, Def 12, Prec 11, Enc 11, CS 5, MM 12, Wpn: Long Spear
Standard	Gold 20, Res 14, Rec 21
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 6, CS 9, MM 20, Wpn: Short Sword, Javelin
Equite	Gold 40, Res 22, Rec 31
	HP 10, Prot 13, MR 10, Mor 11, Str 10, Att 10, Def 16, Prec 10, Enc 6, CS 12, MM 14, Wpn: Light Lance, Broad Sword, Mount: War Horse
Equite of the Sacred Shroud	Gold 60, Res 22, Rec 33 (can only be recruited in the capital)
	HP 13, Prot 13, MR 12, Mor 13, Str 11, Att 12, Def 18, Prec 10, Enc 6, CS 12, MM 14, Sacr, Recup, Rider 1, Wpn: Light Lance, Broad Sword, Mount: War Horse

Ermor, mount stats	
War Horse	
	HP 20, Prot 10, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 3, CS 23, MM 20, Wpn: Hoof
War Horse	
	HP 20, Prot 10, MR 6, Mor 11, Str 14, Att 10, Def 10, Prec 5, Enc 3, CS 23, MM 20, Sacr, Recup, Wpn: Hoof

Sauromatia, Amazon Queens



Sauromatia is a nation of nomadic warrior tribes ruled by women. Men and women fight side by side and all prominent tribes are ruled by warrior queens. This is a legacy of the Sauromatians merging with the Amazon tribes in times past. The Amazons leaders were not accepted, because they were not warriors, but they influenced the Sauromatians and women warriors gained power and prestige. Only the tribe of the Androphags has totally rejected the notion of female leadership. The Androphags are ruled by ancient Witch Kings who introduced cannibalism and man-flaying to the Sauromatians. The Androphags also use hydras from the Marshes of Pythia in warfare.

Military: Light and medium cavalry, serpent riders, lizard riders, hydras

Magic: Death, Nature, Blood, some Astral and Water

Priests: Weak, can perform blood sacrifices

Buildings: Standard Forts

Sauromatia, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Soothsayer	Gold 75, Res 4, Rec 2 HP 10, Prot 6, MR 12, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, Fortune Teller 10, Ldr 10, MagLdr 20, Mag: , Wpn: Dagger
Chieftain	Gold 85, Res 9, Rec 1 (can be recruited outside forts as well) HP 12, Prot 10, MR 10, Mor 13, Str 11, Att 12, Def 16, Prec 11, Enc 4, CS 12, MM 14, Inspirational +1, Pillage +3, Rider 3, Ldr 50, Wpn: Light Lance, Mount: Armored Steppe Horse
Sauromatian Manflayer	Gold 130, Res 23, Rec 1 HP 13, Prot 15, MR 10, Mor 15, Str 11, Att 12, Def 18, Prec 10, Enc 5, CS 12, MM 10, Inspirational +1, Pillage +5, Rider 2, Ldr 100, Wpn: Lance, Broad Sword, Mount: Cataphracted Steppe Horse
Warrior Queen	Gold 240, Res 20, Rec 2 HP 12, Prot 14, MR 11, Mor 14, Str 11, Att 12, Def 19, Prec 11, Enc 5, CS 12, MM 12, Sacr, Pillage +10, Rider 4, Ldr 150, Wpn: Lance, Broad Sword, Mount: Cataphracted Steppe Horse
Warrior Priestess	Gold 185, Res 20, Rec 1 HP 12, Prot 14, MR 12, Mor 13, Str 11, Att 12, Def 19, Prec 11, Enc 5, CS 12, MM 12, Sacr, Pillage +5, Rider 3, Ldr 100, Mag: H1, Wpn: Lance, Broad Sword, Mount: Cataphracted Steppe Horse
Spirit Guide	Gold 65, Res 1, Rec 2 HP 9, Prot 0, MR 12, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 9, MM 16, SpSi, Ldr 10, UndLdr 50, Mag: D1, Wpn: Dagger
Enarie	Gold 205, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 8, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 8, MM 16, SpSi, Fortune Teller 10, Ldr 10, UndLdr 100, MagLdr 30, Mag: S1D2N1, Wpn: Dagger
Warrior Sorceress	Gold 260, Res 16, Rec 2 HP 12, Prot 14, MR 15, Mor 15, Str 11, Att 13, Def 19, Prec 12, Enc 6, CS 12, MM 12, Sacr, Rider 3, Ldr 100, UndLdr 50, MagLdr 10, Mag: N1H1?1, Wpn: Light Lance, Mount: Armored Jade Lizard
Hydra Tamer	Gold 35, Res 5, Rec 1 (can only be recruited in the capital) HP 11, Prot 4, MR 10, Mor 16, Str 11, Att 11, Def 14, Prec 10, Enc 3, CS 11, MM 16, SS, PR +15, Ldr 10, Wpn: Net, Trident
Manflayer	Gold 190, Res 14, Rec 1 (can only be recruited in the capital) HP 14, Prot 12, MR 10, Mor 14, Str 13, Att 13, Def 18, Prec 10, Enc 5, CS 16, MM 12, SS, Sacr, Inspirational +1, Rider 3, Ldr 100, Wpn: Light Lance, Mount: Serpent
Witch King	Gold 525, Res 13, Rec 4 (can only be recruited in the capital) HP 15, Prot 12, MR 17, Mor 16, Str 14, Att 14, Def 19, Prec 10, Enc 5, CS 16, MM 12, SS, Sacr, PR +5, Fear +5, Rider 2, Ldr 150, UndLdr 170, MagLdr 30, Mag: D3N1B1?1, Wpn: Light Lance, Mount: Serpent

Sauromatia, recruitable units

Sauromatian Archer	Gold 10, Res 5, Rec 9 HP 11, Prot 4, MR 10, Mor 11, Str 11, Att 10, Def 10, Prec 11, Enc 3, CS 12, MM 16, Wpn: Dagger, Composite Bow
Androphag Archer	Gold 12, Res 6, Rec 20 (can only be recruited in the capital) HP 11, Prot 4, MR 10, Mor 11, Str 11, Att 10, Def 10, Prec 11, Enc 3, CS 12, MM 16, Wpn: Dagger, Poison Bow
Sauromatian Amazon	Gold 12, Res 12, Rec 14 HP 10, Prot 11, MR 10, Mor 12, Str 10, Att 11, Def 13, Prec 11, Enc 5, CS 10, MM 14, Wpn: Spear
Raider	Gold 20, Res 12, Rec 9 (can be recruited outside forts as well) HP 11, Prot 10, MR 10, Mor 11, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 12, MM 14, Pillage +1, Rider 2, Wpn: Spear, Composite Bow, Mount: Steppe Horse
Lancer	Gold 25, Res 9, Rec 9 (can be recruited outside forts as well) HP 11, Prot 10, MR 10, Mor 11, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 12, MM 14, Rider 2, Wpn: Light Lance, Mount: Armored Steppe Horse
Sauromatian Raider	Gold 25, Res 18, Rec 21 HP 11, Prot 14, MR 10, Mor 12, Str 11, Att 11, Def 15, Prec 10, Enc 4, CS 12, MM 12, Pillage +1, Rider 2, Wpn: Spear, Composite Bow, Mount: Steppe Horse
Sauromatian Lancer	Gold 30, Res 18, Rec 21 HP 11, Prot 14, MR 10, Mor 12, Str 11, Att 11, Def 15, Prec 8, Enc 4, CS 12, MM 18, Rider 2, Wpn: Light Lance, Composite Bow, Mount: Armored Steppe Horse
Sauromatian Cataphract	Gold 35, Res 20, Rec 31 HP 11, Prot 14, MR 10, Mor 12, Str 11, Att 12, Def 18, Prec 10, Enc 7, CS 12, MM 12, Rider 2, Wpn: Lance, Broad Sword, Mount: Cataphracted Steppe Horse
Hydra Hatchling	Gold 35, Res 1, Rec 15 (can only be recruited in the capital) HP 25, Prot 4, MR 12, Mor 11, Str 12, Att 12, Def 9, Prec 5, Enc 3, CS 7, MM 12, SS, Recup, BIR, PiR, Regen 10%, FR -10, PR +25, Wpn: Lesser Heads, Great Head
Hydra	Gold 200, Res 1, Rec 50 (max 1/month) (can only be recruited in the capital) HP 80, Prot 8, MR 14, Mor 15, Str 16, Att 14, Def 12, Prec 5, Enc 3, CS 7, MM 12, SS, Recup, BIR, PiR, Regen 10%, FR -10, PR +25, Fear +5, Wpn: Lesser Head, Lesser Head, Lesser Head, Lesser Head, Great Head
Oiorpata	Gold 50, Res 16, Rec 31 (can only be recruited in the capital) HP 11, Prot 14, MR 11, Mor 13, Str 11, Att 12, Def 18, Prec 12, Enc 5, CS 12, MM 12, Sacr, Rider 3, Wpn: Light Lance, Mount: Armored Jade Lizard
Androphag	Gold 55, Res 14, Rec 21 (can only be recruited in the capital) HP 13, Prot 12, MR 10, Mor 13, Str 12, Att 12, Def 17, Prec 10, Enc 5, CS 16, MM 12, SS, Sacr, Rider 2, Wpn: Light Lance, Mount: Serpent

Sauromatia, mount stats

Armored Steppe Horse	HP 20, Prot 10, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 3, CS 24, MM 24, Wpn: Hoof
Steppe Horse	HP 18, Prot 3, MR 5, Mor 7, Str 13, Att 8, Def 10, Prec 5, Enc 2, CS 26, MM 26, Wpn: Hoof
Cataphracted Steppe Horse	HP 20, Prot 16, MR 5, Mor 10, Str 14, Att 11, Def 9, Prec 5, Enc 4, CS 23, MM 22, Wpn: Hoof
Cataphracted Steppe Horse	HP 20, Prot 16, MR 6, Mor 12, Str 14, Att 11, Def 9, Prec 5, Enc 4, CS 23, MM 22, Sacr, Wpn: Hoof
Serpent	HP 28, Prot 8, MR 6, Mor 13, Str 13, Att 13, Def 10, Prec 5, Enc 3, CS 18, MM 20, SS, Sacr, PR +5, Smart 75, Wpn: Poisonous Bite
Armored Jade Lizard	HP 23, Prot 14, MR 5, Mor 13, Str 13, Att 13, Def 11, Prec 4, Enc 5, CS 21, MM 18, FS, Sacr, PR +5, Wpn: Bite

Fomoria, The Cursed Ones



The bountiful land of Fomoria was claimed by giants who once guarded the dark and stormy ocean realm of the drowned dead. With death ever near, their loyalties had changed and their malice grown. With the ascendancy of a previous Pantokrator, they were punished for their sins and banished from their dark home. The full effects of the Curse became evident when the Fomorian giants settled in a fertile land. Their offspring were short and cursed with monstrous appearance. The few surviving Fomorian giants saw their once proud race degenerate and die. Then came the Invasions. Partholonians, Nemedians, Fir Bolg and Tuatha all claimed the land of Fomoria. Twice the Fomorian were all but defeated by foreign magic, but twice they conjured a plague that slew the invaders. The third wave of invaders, the Fir Bolg, accepted Fomorian rule and aided the giants in defeating the Tuatha. Now Fir Bolg compose much of the Fomorian population. Fomorian are skilled shipwrights, powerful storm crafters and have a legacy of mastery over the dead.

Race: Malformed Fomorian giants, Fir Bolg, remnant Nemedians. Ocean sailing and units able to enter the sea.

Military: Fir Bolg infantry, Fomorian infantry, Nemedian infantry

Magic: Air, Glamour, Death, some Water and Nature

Priests: Mostly weak, Fomorian King of average skill

Buildings: Giant Forts

Fomoria, recruitable commanders

Fir Bolg Scout	Gold 35, Res 12, Rec 1 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 16, Prec 12, Enc 5, CS 11, MM 14, FS, MS, Stealth 50, Wpn: Bronze Sword, Javelin
Fomorian Scout	Gold 60, Res 19, Rec 1 HP 33, Prot 14, MR 12, Mor 13, Str 21, Att 11, Def 10, Prec 9, Enc 4, CS 14, MM 16, FS, MS, Stealth 40, Wpn: Bronze Spear, Javelin
Fir Bolg Champion	Gold 60, Res 12, Rec 1 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 13, Def 16, Prec 12, Enc 5, CS 11, MM 14, Ldr 75, Wpn: Bronze Sword, Javelin
Fomorian Champion	Gold 80, Res 29, Rec 1 HP 35, Prot 16, MR 13, Mor 14, Str 22, Att 12, Def 14, Prec 9, Enc 6, CS 12, MM 14, Ldr 75, Wpn: Bronze Spear, Javelin
Unmarked Champion	Gold 180, Res 29, Rec 1 HP 38, Prot 16, MR 14, Mor 15, Str 22, Att 13, Def 15, Prec 10, Enc 6, CS 12, MM 14, Sacr, Ldr 100, Mag: H1, Wpn: Bronze Spear, Javelin
Fir Bolg Druid	Gold 95, Res 2, Rec 2 HP 13, Prot 4, MR 14, Mor 11, Str 11, Att 11, Def 16, Prec 11, Enc 3, CS 13, MM 16, Ldr 10, MagLdr 20, Mag: A1?1, Wpn: Quarterstaff
Fomorian Druid	Gold 285, Res 3, Rec 2 HP 32, Prot 5, MR 15, Mor 13, Str 21, Att 11, Def 11, Prec 9, Enc 3, CS 15, MM 18, Sacr, Ldr 10, UndLdr 50, MagLdr 20, Mag: A2H1?1, Wpn: Bronze Spear
Nemedian Champion	Gold 245, Res 25, Rec 2 (can only be recruited in the capital) HP 15, Prot 10, MR 15, Mor 15, Str 13, Att 16, Def 18, Prec 12, Enc 5, CS 11, MM 14, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Ldr 100, UndLdr 50, MagLdr 10, Mag: D1G1H1, Wpn: Golden Sword, Javelin
Nemedian Sorceress	Gold 370, Res 1, Rec 2 (can only be recruited in the capital) HP 13, Prot 0, MR 17, Mor 10, Str 12, Att 13, Def 17, Prec 12, Enc 3, CS 13, MM 16, Glamour, Stealth 65, DV 50, Spell Singer, Ldr 10, UndLdr 100, MagLdr 40, Mag: A1D2G2?1, Wpn: Quarterstaff
Fomorian King	Gold 675, Res 37, Rec 4 (can only be recruited in the capital) HP 70, Prot 15, MR 18, Mor 15, Str 25, Att 12, Def 13, Prec 9, Enc 5, CS 15, MM 18, Sacr, Amph, CR +5, DV 50, Army Sail, Ship Size 10, Gift of Water Breathing 250 size points, Ldr 150, UndLdr 100, MagLdr 50, Mag: A3D2H2?1, Wpn: Bronze Spear, Javelin

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

Tir na n'Og, Land of the Ever Young



Tir na n'Og is a blessed isle surrounded by whispering mists. It is the home of the Tuatha, a highly magical race descended from the Nemedians who once warred with the Fomorians. The Tuatha have made themselves lords and masters over the Fir Bolg, a lesser race descended from the same Nemedian ancestors. With the aid of the Fir Bolg, the Tuatha attacked the Fomorian giants and almost succeeded where the Nemedians failed, but eventually the Fomorians proved too powerful and the Tuatha were driven back to their Blessed Isle. The Tuatha and their Sidhe descendants have turned to crafts, poetry and magical arts, but some have chosen the path of war and have become warriors and generals of great renown. The Fir Bolg, inferior to the Tuatha but still far superior to ordinary men, compose much of the population and serve as farmers and lowly warriors.

Race: Tuatha, Sidhe, Fir Bolg, illusions
 Military: Fir Bolg infantry, Sidhe infantry, sacred Tuatha warriors
 Magic: Glamour, Nature, Water, some Air and Earth
 Priests: Average
 Scales & Blesses: Luck limit +1, Magic limit +1
 Buildings: Standard Forts

Tir na n'Og, recruitable commanders

Fir Bolg Scout	Gold 35, Res 12, Rec 1 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 16, Prec 12, Enc 5, CS 11, MM 14, FS, MS, Stealth 50, Wpn: Bronze Sword, Javelin
Fir Bolg Champion	Gold 60, Res 12, Rec 1 HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 13, Def 16, Prec 12, Enc 5, CS 11, MM 14, Ldr 75, Wpn: Bronze Sword, Javelin
Baobhan Sidhe	Gold 200, Res 1, Rec 2 HP 13, Prot 0, MR 16, Mor 12, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 13, MM 16, FS, Glamour, Stealth 85, DV 50, Assassin, Patience +1, Spell Singer, MagLdr 20, Mag: G2, Wpn: Life Drain
Fir Bolg Druid	Gold 95, Res 2, Rec 2 HP 13, Prot 4, MR 14, Mor 11, Str 11, Att 11, Def 16, Prec 11, Enc 3, CS 13, MM 16, Ldr 10, MagLdr 20, Mag: A1?1, Wpn: Quarterstaff
Sidhe Champion	Gold 225, Res 19, Rec 2 HP 14, Prot 10, MR 15, Mor 13, Str 12, Att 14, Def 17, Prec 13, Enc 5, CS 11, MM 14, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Ldr 100, MagLdr 20, Mag: N1G1H1, Wpn: Golden Sword, Javelin
Bean Sidhe	Gold 285, Res 1, Rec 2 HP 13, Prot 0, MR 16, Mor 10, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 13, MM 16, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Ldr 10, MagLdr 40, Mag: W1N1G1?1, Wpn: Dagger
Sidhe Lord	Gold 375, Res 16, Rec 2 HP 15, Prot 10, MR 17, Mor 14, Str 13, Att 15, Def 20, Prec 14, Enc 4, CS 13, MM 14, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Rider 4, Ldr 100, MagLdr 30, Mag: N1G2H2, Wpn: Golden Spear, Javelin, Mount: Fay Horse
Ri	Gold 530, Res 22, Rec 4 (can only be recruited in the capital) HP 15, Prot 10, MR 18, Mor 14, Str 13, Att 15, Def 22, Prec 14, Enc 4, CS 13, MM 14, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Rider 5, Ldr 150, MagLdr 60, Mag: N2G2H2?1, Wpn: Golden Lance, Javelin, Mount: Fay Horse
Tuatha Sorceress	Gold 615, Res 1, Rec 4 (can only be recruited in the capital) HP 13, Prot 0, MR 18, Mor 13, Str 12, Att 14, Def 17, Prec 13, Enc 3, CS 12, MM 16, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Ldr 50, MagLdr 70, Mag: N2G4H2?1, Wpn: Quarterstaff

Tir na n'Og, recruitable units

Fir Bolg Militia Gold 10, Res 5, Rec 11

HP 13, Prot 4, MR 13, Mor 9, Str 11, Att 10, Def 14, Prec 10, Enc 5, CS 12, MM 16, Wpn: Bronze Spear

Fir Bolg Slinger Gold 11, Res 2, Rec 12

HP 13, Prot 4, MR 13, Mor 10, Str 11, Att 10, Def 11, Prec 12, Enc 4, CS 13, MM 16, Wpn: Bronze Dagger, Sling

Fir Bolg Warrior Gold 13, Res 10, Rec 15

HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 14, Prec 12, Enc 5, CS 11, MM 14, Wpn: Bronze Axe

Fir Bolg Warrior Gold 13, Res 10, Rec 15

HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 15, Prec 12, Enc 5, CS 11, MM 14, Wpn: Bronze Spear, Javelin

Sidhe Warrior Gold 25, Res 12, Rec 18

HP 13, Prot 10, MR 14, Mor 12, Str 12, Att 13, Def 15, Prec 12, Enc 5, CS 11, MM 14, FS, Glamour, Stealth 65, DV 50, Wpn: Bronze Spear, Javelin

Tuatha Warrior Gold 40, Res 22, Rec 22 (can only be recruited in the capital)

HP 14, Prot 10, MR 14, Mor 14, Str 13, Att 14, Def 17, Prec 12, Enc 5, CS 11, MM 14, FS, Glamour, Sacr, Stealth 65, DV 50, Wpn: Golden Spear, Javelin

Tir na n'Og, mount stats

Fay Horse

HP 22, Prot 4, MR 12, Mor 11, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Sacr, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof



Marverni, Time of Druids

Marverni is a nation of tribal chiefdoms guided by Druids and religious magistrates. The tribes have a long history of war and infighting, but recent developments have joined the tribes in pursuit of a single goal. The most prominent tribes are the Marverni, the Ambibates, the Eponi and the Carnutes. The Sequani, though a small tribe, are influential due to the large number of Druids among them. The smiths of the Marverni tribe are reputedly the inventors of chainmail and most nobles of the tribes use it. Lowborn warriors fight bare-chested. Both wear tattoos with dormant magical powers. The Ambibates are known for their martial skills. The Eponi nobles fight on horseback and are the only cavalry available to the nation. The Carnute tribe guards the Sacred Forest of Carnutes where the Druids gather every year. The Carnute warriors are able to go berserk when wounded. Boars are a sacred symbol to the Marverni nation.

Race: Humans.

Military: Light and medium infantry, medium cavalry.

Magic: Earth, Astral, Nature, Water

Priests: Medium, can perform blood sacrifices

Buildings: Standard Forts, temples cost 300

Marverni, recruitable commanders

Marverni Scout	Gold 35, Res 2, Rec 1 HP 10, Prot 0, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Spear
Marverni Chieftain	Gold 70, Res 17, Rec 1 HP 13, Prot 13, MR 10, Mor 12, Str 12, Att 12, Def 15, Prec 10, Enc 5, CS 10, MM 14, Inspirational +1, Ldr 75, Wpn: Broad Sword
Ambibate Chieftain	Gold 75, Res 17, Rec 1 HP 13, Prot 13, MR 10, Mor 12, Str 12, Att 13, Def 15, Prec 10, Enc 5, CS 10, MM 14, Inspirational +1, Ldr 75, Wpn: Broad Sword
Carnute Chieftain	Gold 80, Res 15, Rec 1 HP 14, Prot 13, MR 10, Mor 14, Str 12, Att 12, Def 11, Prec 10, Enc 5, CS 10, MM 14, FS, Inspirational +1, Berserker +3, Ldr 75, Wpn: Axe
Eponi Chieftain	Gold 135, Res 18, Rec 1 HP 13, Prot 13, MR 10, Mor 13, Str 12, Att 12, Def 18, Prec 10, Enc 4, CS 12, MM 14, Inspirational +1, Rider 2, Ldr 100, Wpn: Broad Sword, Javelin, Mount: War Horse
Vergobret	Gold 90, Res 1, Rec 1 HP 10, Prot 0, MR 10, Mor 11, Str 9, Att 9, Def 11, Prec 9, Enc 4, CS 9, MM 14, Sacr, Ldr 90, Mag: H1, Wpn: Quarterstaff
Sequani Stargazer	Gold 65, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 8, Str 9, Att 9, Def 12, Prec 11, Enc 3, CS 10, MM 16, Fortune Teller 5, Ldr 10, MagLdr 20, Mag: S1, Wpn: Quarterstaff
Gutuater	Gold 190, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 13, Str 9, Att 9, Def 12, Prec 11, Enc 3, CS 9, MM 16, FS, Sacr, Ldr 10, MagLdr 30, Mag: N1H1?1, Wpn: Quarterstaff
Druid	Gold 240, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 12, Str 9, Att 9, Def 9, Prec 11, Enc 3, CS 9, MM 16, Sacr, Ldr 50, MagLdr 40, Mag: E1S1H1?1, Wpn: Twig
Boar Lord	Gold 125, Res 15, Rec 1 (can only be recruited in the capital) HP 15, Prot 13, MR 10, Mor 14, Str 13, Att 13, Def 12, Prec 10, Enc 5, CS 10, MM 14, FS, Sacr, Inspirational +1, Berserker +5, Ldr 75, Wpn: Axe
Elder Druid	Gold 480, Res 3, Rec 4 (can only be recruited in the capital) HP 10, Prot 3, MR 16, Mor 12, Str 9, Att 9, Def 9, Prec 12, Enc 3, CS 9, MM 16, Sacr, Ldr 50, MagLdr 80, Mag: E2S2H2?2, Wpn: Sickle

Marverni, recruitable units	
Marverni Slinger	Gold 8, Res 3, Rec 5 HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Dagger, Sling
Marverni Javelineer	Gold 8, Res 5, Rec 5 HP 10, Prot 0, MR 10, Mor 9, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear, Javelin
Marverni Bare Chested Warrior	Gold 8, Res 9, Rec 5 HP 10, Prot 3, MR 10, Mor 9, Str 10, Att 10, Def 14, Prec 10, Enc 4, CS 11, MM 16, Wpn: Broad Sword, Javelin
Ambibate Bare Chested Warrior	Gold 10, Res 8, Rec 9 HP 10, Prot 3, MR 10, Mor 10, Str 10, Att 11, Def 15, Prec 10, Enc 4, CS 11, MM 16, Wpn: Broad Sword
Marverni Noble Warrior	Gold 11, Res 17, Rec 12 HP 12, Prot 13, MR 10, Mor 10, Str 11, Att 11, Def 14, Prec 10, Enc 5, CS 10, MM 14, Wpn: Broad Sword
Carnute Bare Chested Warrior	Gold 11, Res 6, Rec 12 HP 12, Prot 3, MR 10, Mor 11, Str 11, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 16, FS, Berserker +2, Wpn: Axe
Ambibate Noble Warrior	Gold 14, Res 17, Rec 18 HP 12, Prot 13, MR 10, Mor 11, Str 11, Att 12, Def 15, Prec 10, Enc 5, CS 10, MM 14, Wpn: Broad Sword
Carnute Noble Warrior	Gold 15, Res 15, Rec 21 HP 13, Prot 13, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 14, FS, Berserker +3, Wpn: Axe
Marverni Horn Blower	Gold 20, Res 5, Rec 21 HP 10, Prot 0, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 9, MM 16, Wpn: Dagger
Eponi Knight	Gold 30, Res 18, Rec 9 HP 12, Prot 13, MR 10, Mor 11, Str 11, Att 11, Def 17, Prec 10, Enc 4, CS 12, MM 14, Rider 1, Wpn: Broad Sword, Javelin, Mount: War Horse
Boar Warrior	Gold 22, Res 15, Rec 25 (can only be recruited in the capital) HP 14, Prot 13, MR 10, Mor 13, Str 12, Att 12, Def 11, Prec 10, Enc 5, CS 10, MM 14, FS, Sacr, Berserker +4, Wpn: Axe

Marverni, mount stats	
War Horse	HP 20, Prot 7, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 24, MM 22, Wpn: Hoof

Ulm, Enigma of Steel



Ulm is a land of cold mountains and dense forests. These wild lands were settled by proud and fierce barbarians in ages past. Their ancestry has made the inhabitants of the forests stronger and more resilient to the cold climate than ordinary men. Upon becoming men, youngsters are given a single knife and left in the forest at first snowfall. Those who survive the winter are allowed to return to their family. The barbarians of Ulm live in small settlements ruled by chieftains and warrior-smiths who search for the Enigma of Steel. Steel is a sacred metal and its maker is as well. Smithing has become the equivalent of making a sacrifice to the Lord and no other culture has developed such skill in forging magical items. Horses are rare and those who use them in warfare are held in contempt. Sneak attacks, on the other hand, are common, and many warriors use stealth to engage opponents in hand-to-hand combat.

Race: Barbarians, partial cold resistance, prefers Cold scale +1.

Military: Strong medium infantry, stealthy infantry

Magic: Earth, Nature, Fire, Air, Water, some Death, superior magic item forging

Priests: Weak

Scales & Blesses: Cold limit +1

Buildings: Standard Forts, forts produce 25% more resources

Ulm, recruitable commanders

Warrior Scout	Gold 35, Res 10, Rec 1 (can also be recruited in all forests) HP 13, Prot 8, MR 8, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 5, CS 12, MM 16, FS, MS, Stealth 40, Ambidex 1, CR +5, Wpn: Broad Sword, Axe, Short Bow
Warrior Chief	Gold 105, Res 17, Rec 1 (can also be recruited in all forests) HP 16, Prot 13, MR 8, Mor 14, Str 13, Att 13, Def 13, Prec 10, Enc 5, CS 11, MM 14, FS, MS, Stealth 40, CR +5, Ldr 100, Wpn: Great Sword
Shaman	Gold 180, Res 5, Rec 2 (can also be recruited in all forests) HP 13, Prot 9, MR 14, Mor 10, Str 12, Att 10, Def 12, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Sacr, Stealth 40, Research -2, CR +5, Ldr 30, MagLdr 30, Mag: E1H1?1, Wpn: Quarterstaff
Warrior Smith	Gold 195, Res 13, Rec 2 HP 15, Prot 13, MR 14, Mor 13, Str 13, Att 12, Def 9, Prec 10, Enc 5, CS 11, MM 14, FS, MS, Sacr, Forge Bonus 1, CR +5, Resource Bonus 5, Ldr 50, MagLdr 30, Mag: E1?1, Wpn: Maul
Antlered Shaman	Gold 390, Res 5, Rec 4 (can only be recruited in the capital) HP 13, Prot 9, MR 15, Mor 10, Str 12, Att 10, Def 12, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Sacr, Stealth 40, CR +5, Ldr 50, MagLdr 50, Mag: E2N2H1?1, Wpn: Quarterstaff

Ulm, recruitable units

Axe Warrior	Gold 10, Res 10, Rec 9 HP 13, Prot 10, MR 8, Mor 11, Str 12, Att 10, Def 7, Prec 10, Enc 5, CS 12, MM 16, FS, MS, Stealth 40, Ambidex 1, CR +5, Wpn: Axe, Axe, Throwing Axe
Warrior	Gold 10, Res 10, Rec 9 HP 13, Prot 10, MR 8, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 5, CS 12, MM 16, FS, MS, Stealth 40, Ambidex 1, CR +5, Wpn: Broad Sword, Axe
Archer	Gold 10, Res 6, Rec 9 HP 12, Prot 4, MR 8, Mor 11, Str 11, Att 10, Def 11, Prec 11, Enc 3, CS 13, MM 18, FS, MS, CR +5, Wpn: Short Sword, Short Bow
Forest Warrior	Gold 12, Res 16, Rec 14 HP 13, Prot 13, MR 8, Mor 12, Str 12, Att 11, Def 8, Prec 10, Enc 6, CS 11, MM 14, FS, MS, Ambidex 1, CR +5, Wpn: Axe, Axe, Throwing Axe
Mountain Warrior	Gold 12, Res 16, Rec 14 HP 13, Prot 13, MR 8, Mor 12, Str 12, Att 11, Def 10, Prec 10, Enc 6, CS 11, MM 14, FS, MS, Ambidex 1, CR +5, Wpn: Broad Sword, Axe
Warrior Maiden	Gold 12, Res 13, Rec 14 HP 12, Prot 11, MR 8, Mor 12, Str 11, Att 10, Def 11, Prec 12, Enc 4, CS 12, MM 16, FS, MS, Stealth 40, CR +5, Wpn: Short Sword, Short Bow
Shield Maiden	Gold 13, Res 13, Rec 16 HP 12, Prot 11, MR 8, Mor 13, Str 11, Att 10, Def 15, Prec 10, Enc 5, CS 11, MM 16, FS, MS, Stealth 40, CR +5, Wpn: Short Sword
Iron Warrior	Gold 14, Res 13, Rec 18 HP 14, Prot 13, MR 8, Mor 13, Str 13, Att 12, Def 9, Prec 10, Enc 5, CS 11, MM 14, FS, MS, CR +5, Wpn: Maul
Steel Maiden	Gold 14, Res 13, Rec 18 HP 12, Prot 11, MR 8, Mor 13, Str 11, Att 12, Def 12, Prec 10, Enc 5, CS 12, MM 16, FS, MS, Stealth 40, Ambidex 1, CR +5, Wpn: Short Sword, Short Sword
Steel Warrior	Gold 28, Res 17, Rec 31 (can only be recruited in the capital) HP 15, Prot 13, MR 8, Mor 14, Str 13, Att 13, Def 13, Prec 10, Enc 5, CS 11, MM 14, FS, MS, Sacr, CR +10, Wpn: Great Sword

Pyrène, Kingdom of the Bekrydes



Pyrène is a realm of sprawling caverns beneath a densely forested mountain range. Here the Bekrydes, cave dwelling humans, have formed a kingdom. The Bekrydes live troglapastoral lives, herding Cave Cows and Blind Goats through their vast caverns in search of mushroom meadows and muck fields filled with nutritious mineral. With the aid of ancient giants skilled in crafting and farming the Bekrydes have spread to the mountains and forests surrounding their cavernous realm. The Bekrydes are primitive by most standards, but with the guidance of the Basajaunak and the Jentilak, they have learned how to craft metal and now the Bekrydes field small groups of elite warriors with metal armaments. In the mountains above the Pyrène caverns lies mount Anboto, where the Sorginak gathers. These servants of a primordial storm deity have been allies of the Jentilak since time immemorial. Now they aid the Bekryde kings as a favor to the Jentilak. In the mountains also live the Tartalo, sheep herding cyclopes of limited mental faculties.

Race: Cave-dwelling humans and various giants.
 Economics: Extra gold and resources in cave forts.
 Military: Humans and giant infantry, boulder throwing giants.
 Magic: Earth, Air, some Nature and Water.
 Priests: Weak.
 Buildings: Standard Forts, temples cost 300, labs cost 300

Pyrène, recruitable commanders

Bekryde Scout	Gold 35, Res 3, Rec 1 (can also be recruited in all caves) HP 13, Prot 7, MR 9, Mor 11, Str 12, Att 10, Def 10, Prec 8, Enc 3, CS 13, MM 18, MS, Stealth 60, FR +5, CR +5, DV 50, Wpn: Stone Spear
Bekryde Champion	Gold 35, Res 4, Rec 1 (can also be recruited in all caves) HP 15, Prot 10, MR 9, Mor 12, Str 13, Att 11, Def 11, Prec 9, Enc 3, CS 13, MM 18, MS, FR +5, CR +5, DV 50, Ldr 50, Wpn: Stone Spear
Bekryde Commander	Gold 55, Res 14, Rec 1 HP 15, Prot 13, MR 9, Mor 12, Str 13, Att 11, Def 13, Prec 9, Enc 6, CS 10, MM 14, MS, FR +5, CR +5, DV 50, Ldr 50, Wpn: Bronze Spear
Tartalo	Gold 70, Res 3, Rec 2 (can also be recruited in all highlands & mountains) HP 47, Prot 10, MR 9, Mor 14, Str 24, Att 11, Def 9, Prec 7, Enc 3, CS 16, MM 18, Ldr 35, Wpn: Great Club
Bekryde Shaman	Gold 185, Res 4, Rec 2 HP 14, Prot 9, MR 13, Mor 9, Str 12, Att 9, Def 8, Prec 8, Enc 4, CS 12, MM 18, MS, Sacr, Research -2, FR +5, CR +5, DV 50, Ldr 10, MagLdr 20, Mag: E1H1?1, Wpn: Sceptre
Bekryde Shepherd	Gold 55, Res 2, Rec 2 (can be recruited in the capital and in all caves) HP 13, Prot 6, MR 9, Mor 9, Str 12, Att 9, Def 11, Prec 8, Enc 4, CS 12, MM 18, MS, FR +5, CR +5, DV 50, Ldr 20, Wpn: Quarterstaff
Bebryx	Gold 140, Res 16, Rec 1 (can only be recruited in the capital) HP 15, Prot 14, MR 10, Mor 13, Str 13, Att 12, Def 15, Prec 9, Enc 6, CS 10, MM 14, MS, Sacr, FR +5, CR +5, Inspirational +2, DV 50, Ldr 75, Mag: H1, Wpn: Short Sword
Mairu Champion	Gold 110, Res 7, Rec 2 (can be recruited in the capital, as well as highland and mountain forts) HP 45, Prot 9, MR 14, Mor 14, Str 23, Att 12, Def 9, Prec 10, Enc 3, CS 16, MM 18, MS, Ldr 50, MagLdr 10, Mag: E1, Wpn: Maul, Javelin
Sorgina	Gold 430, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 17, Mor 13, Str 9, Att 10, Def 12, Prec 12, Enc 3, CS 12, MM 22, FS, MS, Fly, Sacr, DV 100, Storm Immunity, Ldr 10, MagLdr 60, Mag: A3W1E1N1H1, Wpn: Dagger
Jentil	Gold 495, Res 3, Rec 4 (can only be recruited in the capital) HP 73, Prot 10, MR 18, Mor 14, Str 26, Att 12, Def 10, Prec 10, Enc 2, CS 14, MM 22, MS, Sacr, Forge Bonus 2, FR +5, CR +5, DV 50, Resource Bonus 25, Ldr 50, MagLdr 50, Mag: W1E3N1, Wpn: Maul
Basajaun	Gold 320, Res 1, Rec 2 (can be recruited in all forests) HP 31, Prot 7, MR 15, Mor 14, Str 18, Att 11, Def 12, Prec 9, Enc 3, CS 14, MM 18, FS, MS, Sacr, Forge Bonus 1, FR +5, CR +5, DV 50, Ldr 10, MagLdr 40, Mag: E2N1?1, Wpn: Quarterstaff
Basandere	Gold 355, Res 1, Rec 2 (can be recruited in all forests) HP 26, Prot 5, MR 15, Mor 14, Str 17, Att 11, Def 8, Prec 9, Enc 3, CS 14, MM 18, FS, MS, Sacr, Supply 50, FR +5, CR +5, DV 50, Ldr 10, MagLdr 50, Mag: W1E1N2?1, Wpn: Fist

Pyrène, recruitable units	
Bekryde	Gold 12, Res 2, Rec 4 HP 13, Prot 6, MR 9, Mor 11, Str 12, Att 10, Def 10, Prec 8, Enc 4, CS 12, MM 18, MS, FR +5, CR +5, DV 50, Wpn: Great Club, Sticks and Stones
Bekryde	Gold 12, Res 2, Rec 4 HP 13, Prot 6, MR 9, Mor 11, Str 12, Att 10, Def 9, Prec 8, Enc 4, CS 12, MM 18, MS, FR +5, CR +5, DV 50, Wpn: Stone Spear, Sticks and Stones
Bekryde Warrior	Gold 12, Res 3, Rec 4 HP 13, Prot 7, MR 9, Mor 11, Str 12, Att 10, Def 10, Prec 8, Enc 3, CS 13, MM 18, MS, FR +5, CR +5, DV 50, Wpn: Stone Spear
Bekryde Hunter	Gold 10, Res 3, Rec 3 HP 13, Prot 6, MR 9, Mor 9, Str 12, Att 10, Def 9, Prec 8, Enc 4, CS 12, MM 18, MS, FR +5, CR +5, DV 50, Wpn: Stone Spear, Net
Bekryde Infantry	Gold 12, Res 11, Rec 9 HP 13, Prot 11, MR 9, Mor 11, Str 12, Att 10, Def 12, Prec 8, Enc 5, CS 11, MM 16, MS, FR +5, CR +5, DV 50, Wpn: Bronze Spear
Bekryde Heavy Infantry	Gold 12, Res 14, Rec 9 HP 13, Prot 13, MR 9, Mor 11, Str 12, Att 10, Def 12, Prec 8, Enc 6, CS 10, MM 14, MS, FR +5, CR +5, DV 50, Wpn: Bronze Spear
Mairu Warrior	Gold 35, Res 3, Rec 15 (can be recruited in the capital, as well as highland and mountain forts) HP 42, Prot 9, MR 12, Mor 13, Str 22, Att 11, Def 10, Prec 10, Enc 3, CS 16, MM 18, MS, Wpn: Great Club
Mairu Hurler	Gold 35, Res 3, Rec 15 (can be recruited in the capital, as well as highland and mountain forts) HP 40, Prot 9, MR 12, Mor 13, Str 22, Att 10, Def 9, Prec 10, Enc 3, CS 16, MM 18, MS, Siege Strength +5, Wpn: Club, Boulder
Bebryx Guard	Gold 20, Res 16, Rec 16 (can only be recruited in the capital) HP 15, Prot 14, MR 10, Mor 12, Str 13, Att 11, Def 14, Prec 8, Enc 6, CS 10, MM 14, MS, Sacr, FR +5, CR +5, DV 50, Wpn: Short Sword

Agartha, Pale Ones



In dark caverns under the Roots of the Earth a strange kind of one-eyed humanoids has evolved. Untouched by the sun, they have become known to humans as the Pale Ones. The Pale Ones are gifted with perfect darkvision and gills and inhabit underwater rivers and lakes as well as cavernous halls. Pale Ones never stop growing and ancient ones can grow to huge proportions. The wisest of the Ancient Ones are known as the Oracles, priest-mages of great power. The Oracles are gathered in a great, cavernous hall where they divine the fate of the Pale Ones.

Race: Pale Ones and troglodytes. Darkvision. Poor amphibians. Extra gold and resources in cave forts.

Military: Light infantry, medium infantry, Wet Ones, huge and sacred Ancient Ones.

Magic: Earth, Fire, Water, Death.

Priests: Powerful

Scales & Blesses: Bless points +2

Buildings: Standard Forts

Agartha, recruitable commanders

Pale One Scout	Gold 30, Res 6, Rec 1 (can also be recruited in all caves) HP 20, Prot 5, MR 12, Mor 12, Str 13, Att 9, Def 11, Prec 7, Enc 3, CS 10, MM 14, MS, Amph, NNEat, Stealth 50, DV 100, Siege Strength +2, Wpn: Bronze Spear
Pale One Commander	Gold 50, Res 17, Rec 1 (can also be recruited in all caves) HP 22, Prot 13, MR 12, Mor 12, Str 13, Att 10, Def 10, Prec 7, Enc 5, CS 8, MM 10, Amph, NNEat, DV 100, Siege Strength +2, Ldr 75, Wpn: Bronze Spear
Troglodyte Lord	Gold 90, Res 1, Rec 1 HP 43, Prot 9, MR 8, Mor 15, Str 24, Att 13, Def 10, Prec 5, Enc 2, CS 16, MM 18, Trample, DV 100, Ldr 10, Wpn: Claws
Ancient Lord	Gold 175, Res 21, Rec 1 HP 44, Prot 12, MR 13, Mor 14, Str 19, Att 10, Def 8, Prec 7, Enc 5, CS 13, MM 14, Sacr, Amph, NNEat, Inspirational +1, DV 100, Siege Strength +5, Ldr 100, Wpn: Bronze Battleaxe
Engraver	Gold 95, Res 3, Rec 2 (can also be recruited in all caves) HP 18, Prot 2, MR 14, Mor 10, Str 12, Att 8, Def 7, Prec 7, Enc 3, CS 10, MM 14, Sacr, Amph, NNEat, Research +2, DV 100, Siege Strength +2, MagLdr 10, Mag: E1, Wpn: Hammer
Earth Reader	Gold 260, Res 1, Rec 2 HP 18, Prot 2, MR 15, Mor 10, Str 12, Att 8, Def 11, Prec 7, Enc 3, CS 10, MM 14, Sacr, Amph, NNEat, DV 100, Siege Strength +2, Fortune Teller 10, Ldr 60, MagLdr 30, Mag: E2H1?1, Wpn: Quarterstaff
Olm Sage	Gold 245, Res 1, Rec 2 (can be recruited in the capital and in all caves) HP 28, Prot 5, MR 16, Mor 12, Str 11, Att 8, Def 8, Prec 12, Enc 4, CS 7, MM 10, Sacr, Amph, NNEat, CR +5, PR +15, SpSi, Fortune Teller 10, Ldr 50, MagLdr 80, Mag: W2E1, Wpn: Life Drain, Mind Blast
Oracle of Subterranean Waters	Gold 515, Res 1, Rec 4 (can only be recruited in the capital) HP 40, Prot 6, MR 18, Mor 13, Str 18, Att 8, Def 9, Prec 7, Enc 5, CS 14, MM 16, Sacr, Amph, NNEat, DV 100, Siege Strength +5, Fortune Teller 15, Ldr 50, MagLdr 60, Mag: W1E3H3?1, Wpn: Great Club
Oracle of Subterranean Fires	Gold 515, Res 1, Rec 4 (can only be recruited in the capital) HP 40, Prot 6, MR 18, Mor 13, Str 18, Att 8, Def 9, Prec 7, Enc 5, CS 14, MM 16, Sacr, Amph, NNEat, DV 100, Siege Strength +5, Fortune Teller 15, Ldr 70, MagLdr 60, Mag: F1E3H3?1, Wpn: Great Club
Oracle of the Dead	Gold 515, Res 1, Rec 4 (can only be recruited in the capital) HP 40, Prot 6, MR 18, Mor 13, Str 18, Att 8, Def 9, Prec 7, Enc 5, CS 14, MM 16, Sacr, Amph, NNEat, DV 100, SpSi, Siege Strength +5, Fortune Teller 15, Ldr 50, UndLdr 50, MagLdr 50, Mag: E3D1H3?1, Wpn: Great Club
Wet One Captain	Gold 50, Res 6, Rec 1 (can only be recruited in underwater forts) HP 18, Prot 10, MR 12, Mor 10, Str 12, Att 9, Def 9, Prec 7, Enc 4, CS 13, MM 12, Amph, NNEat, DV 100, Siege Strength +2, Ldr 75, Wpn: Bone Trident

Agartha, recruitable units

Pale One Militia	Gold 6, Res 2, Rec 12 HP 18, Prot 2, MR 12, Mor 8, Str 12, Att 7, Def 7, Prec 7, Enc 3, CS 10, MM 10, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Bronze Spear
Pale One Warrior	Gold 9, Res 17, Rec 18 HP 18, Prot 13, MR 12, Mor 10, Str 12, Att 8, Def 9, Prec 7, Enc 5, CS 8, MM 10, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Bronze Spear
Pale One Warrior	Gold 9, Res 10, Rec 18 HP 18, Prot 9, MR 12, Mor 10, Str 12, Att 8, Def 9, Prec 7, Enc 4, CS 9, MM 12, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Bronze Spear
Pale One	Gold 9, Res 3, Rec 18 HP 18, Prot 2, MR 12, Mor 10, Str 12, Att 8, Def 10, Prec 7, Enc 3, CS 10, MM 14, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Bronze Spear, Sticks and Stones
Wet One	Gold 9, Res 1, Rec 18 HP 18, Prot 2, MR 12, Mor 10, Str 12, Att 8, Def 8, Prec 7, Enc 3, CS 10, MM 14, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Stone Spear
Cavern Guard	Gold 12, Res 21, Rec 24 HP 21, Prot 13, MR 12, Mor 12, Str 13, Att 9, Def 9, Prec 7, Enc 5, CS 8, MM 10, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Bronze Glaive
Troglodyte	Gold 50, Res 1, Rec 50 HP 37, Prot 7, MR 8, Mor 14, Str 23, Att 12, Def 9, Prec 5, Enc 2, CS 16, MM 18, Trample, DV 100, Wpn: Claws
Ancient One	Gold 40, Res 19, Rec 32 HP 40, Prot 12, MR 13, Mor 12, Str 18, Att 9, Def 10, Prec 7, Enc 5, CS 13, MM 14, Sacr, Amph, NNEat, DV 100, Siege Strength +5, Wpn: Bronze Spear
Ancient Stone Hurler	Gold 40, Res 1, Rec 32 HP 42, Prot 3, MR 13, Mor 11, Str 20, Att 8, Def 7, Prec 9, Enc 4, CS 14, MM 16, Sacr, Amph, NNEat, DV 100, Siege Strength +10, Wpn: Fist, Boulder
Ancient Stone Hurler	Gold 40, Res 11, Rec 32 HP 42, Prot 9, MR 13, Mor 11, Str 20, Att 8, Def 6, Prec 9, Enc 5, CS 13, MM 14, Sacr, Amph, NNEat, DV 100, Siege Strength +10, Wpn: Fist, Boulder
Seal Guard	Gold 45, Res 37, Rec 39 (can only be recruited in the capital) HP 44, Prot 14, MR 14, Mor 13, Str 19, Att 10, Def 10, Prec 7, Enc 6, CS 12, MM 12, Sacr, Amph, NNEat, DV 100, Siege Strength +5, Wpn: Obsidian Glaive
Great Olm	Gold 50, Res 1, Rec 21 (can be recruited in the capital and in all caves) HP 28, Prot 5, MR 14, Mor 12, Str 11, Att 8, Def 8, Prec 12, Enc 4, CS 7, MM 10, Sacr, Amph, NNEat, CR +5, PR +15, SpSi, Wpn: Life Drain, Mind Blast
Wet One	Gold 9, Res 1, Rec 18 (can only be recruited in underwater forts) HP 18, Prot 2, MR 12, Mor 10, Str 12, Att 9, Def 9, Prec 7, Enc 3, CS 14, MM 14, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Stone Spear
Wet One	Gold 9, Res 5, Rec 18 (can only be recruited in underwater forts) HP 18, Prot 10, MR 12, Mor 10, Str 12, Att 9, Def 8, Prec 7, Enc 4, CS 13, MM 12, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Stone Spear
Ancient Wet One	Gold 35, Res 7, Rec 32 (can only be recruited in underwater forts) HP 42, Prot 10, MR 13, Mor 11, Str 18, Att 10, Def 9, Prec 7, Enc 5, CS 13, MM 14, Sacr, Amph, NNEat, DV 100, Siege Strength +5, Wpn: Stone Spear



Abysia, Children of Flame

Abysia is a hot wasteland, at the center of which lies a great volcano whose lava-lit caverns are inhabited by magma-born humanoids. Their flesh radiates heat and they are not harmed by flames. Abysians are stronger than humans and use very heavy armor and weaponry. Bows are not used, as they would burn to cinders in the glowing hands of the Abysians. The war machine of Abysia also includes salamanders, lizard-like beings composed of the same hot lava-born flesh as the Abysians. The Anointed of Rhuax and the Anathemant Priests of the Flame Cult practice blood sacrifice to strengthen the power of the Awakening God. The Warlocks of the Smouldercone, a newly formed magical order, practice Blood magic and search for suitable blood slaves in conquered lands. Abysians prefer to live in extremely hot places. They do not farm or hunt for a living, so their income and supplies are not affected by the Growth or Death scale of a province. However, population will still die slowly in Abysia-controlled provinces with Death scales.

Race: Radiates heat, fire resistance, prefers Heat scale +3, wasteland survival. Death and Growth scales have half the standard effect on income and population growth and no effect on supplies. Extra gold and resources in cave forts.

Military: Very heavy infantry, no missile weapons, salamanders

Magic: Fire, Blood, Astral, some Earth

Priests: Powerful, can perform blood sacrifices

Scales & Blesses: Heat limit +2, Death limit +1, Bless points +2

Buildings: Standard Forts, forts reduce heat scale deaths by 2 steps

Abysia, recruitable commanders

Slayer	Gold 95, Res 10, Rec 1 HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 10, Prec 7, Enc 4, CS 10, MM 12, WS, Stealth 60, Ambidex 3, FR +25, DV 50, Heat 3, Assassin, Patience +1, Wpn: Poison Dagger, Poison Dagger
Beast Trainer	Gold 60, Res 37, Rec 1 HP 19, Prot 18, MR 13, Mor 13, Str 15, Att 10, Def 6, Prec 7, Enc 6, CS 9, MM 10, WS, FR +25, Animal Awe +4, DV 50, Heat 3, Ldr 10, MagLdr 10, Wpn: Iron Prod
Warlord	Gold 110, Res 34, Rec 1 HP 19, Prot 18, MR 12, Mor 13, Str 15, Att 12, Def 6, Prec 7, Enc 7, CS 8, MM 10, WS, Ambidex 2, FR +25, TM +2, DV 50, Heat 3, Ldr 100, Wpn: Axe, Axe
Anathemant Salamander	Gold 245, Res 1, Rec 2 HP 14, Prot 0, MR 15, Mor 13, Str 13, Att 10, Def 9, Prec 9, Enc 2, CS 9, MM 14, WS, Sacr, FR +25, DV 50, Heat 3, Ldr 70, MagLdr 20, Mag: F2H1, Wpn: Dagger
Anathemant Dragon	Gold 365, Res 2, Rec 4 HP 13, Prot 0, MR 17, Mor 15, Str 13, Att 11, Def 8, Prec 10, Enc 4, CS 9, MM 10, WS, Sacr, FR +25, DV 50, Heat 3, Ldr 80, MagLdr 40, Mag: F3E1H2, Wpn: Mace
Demonbred	Gold 110, Res 13, Rec 1 (can only be recruited in the capital) HP 20, Prot 14, MR 15, Mor 15, Str 15, Att 14, Def 11, Prec 9, Enc 4, CS 9, MM 20, WS, Fly, Stealth 60, Ambidex 3, FR +25, DV 100, Heat 3, Assassin, Wpn: Poison Dagger, Poison Dagger
Warlock Apprentice	Gold 75, Res 1, Rec 2 (can only be recruited in the capital) HP 15, Prot 0, MR 13, Mor 10, Str 13, Att 10, Def 9, Prec 8, Enc 2, CS 10, MM 14, WS, FR +25, DV 50, Heat 3, Ldr 10, UndLdr 10, MagLdr 10, Mag: B1, Wpn: Dagger
Warlock	Gold 190, Res 1, Rec 2 (can only be recruited in the capital) HP 15, Prot 0, MR 15, Mor 11, Str 13, Att 11, Def 9, Prec 9, Enc 3, CS 9, MM 12, WS, FR +25, DV 50, Heat 3, Adept Cross Breeder +2, Ldr 10, UndLdr 20, MagLdr 40, Mag: S1B2, Wpn: Dagger
Anointed of Rhuax	Gold 630, Res 1, Rec 4 (can only be recruited in the capital) HP 25, Prot 0, MR 18, Mor 15, Str 15, Att 12, Def 11, Prec 11, Enc 2, CS 12, MM 14, WS, Sacr, Heat pow 2, FR +25, DV 50, Heat 9, Fire Shield 8 AP dmg, Ldr 190, MagLdr 70, Mag: F4E1H3, Wpn: Flaming Fist

Abysia, recruitable units	
Abysian Infantry	Gold 20, Res 26, Rec 8 HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 7, Prec 7, Enc 6, CS 7, MM 10, WS, FR +25, DV 50, Heat 3, Wpn: Battleaxe
Abysian Infantry	Gold 20, Res 26, Rec 8 HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 5, Prec 7, Enc 6, CS 7, MM 10, WS, FR +25, DV 50, Heat 3, Wpn: Flail
Abysian Infantry	Gold 20, Res 27, Rec 8 HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 11, Prec 7, Enc 8, CS 5, MM 10, WS, FR +25, DV 50, Heat 3, Wpn: Axe
Abysian Infantry	Gold 20, Res 28, Rec 8 HP 15, Prot 17, MR 12, Mor 11, Str 13, Att 10, Def 10, Prec 7, Enc 8, CS 5, MM 10, WS, FR +25, DV 50, Heat 3, Wpn: Morningstar
Misbred	Gold 20, Res 5, Rec 22 (can only be recruited in the capital) HP 17, Prot 6, MR 12, Mor 14, Str 15, Att 11, Def 8, Prec 7, Enc 2, CS 10, MM 22, WS, Fly, Stealth 40, FR +25, DV 100, Heat 3, Wpn: Battleaxe
Salamander	Gold 50, Res 1, Rec 15 HP 20, Prot 10, MR 13, Mor 9, Str 9, Att 10, Def 8, Prec 10, Enc 3, CS 12, MM 16, WS, Heat pow 1, FR +25, Heat 6, Wpn: Fire Flare, Bite
Burning One	Gold 70, Res 37, Rec 13 (can only be recruited in the capital) HP 23, Prot 18, MR 13, Mor 15, Str 16, Att 12, Def 3, Prec 10, Enc 7, CS 7, MM 10, WS, Sacr, Ambidex 2, Heat pow 1, FR +25, DV 50, Heat 6, Berserker +3, Fire Shield 8 AP dmg, Wpn: Morningstar, Morningstar



Hinnom, Sons of the Fallen

Hinnom is a dry wasteland inhabited by giants. At the dawn of time, on the sacred Mount Hermon, six Angels in full celestial splendor descended to aid and instruct the giants of the land. The Avvim were a people strong and beautiful of mind and body. They were adept students and their culture flourished under the tutelage of the Grigori, the angelic Watchers. But before long the Angels became enamored with the Avvim and taught them things that should not be taught. Tempted by the beauty of the Avvim, they took their daughters as wives and sinned before the Celestial Powers. Their offspring were the Nephilim, giants of godlike power, abominable to the world. The Angels were imprisoned in the Infernal Realms for their sins, but the Nephilim were partly of this world and could not be banished by the Celestial Powers. The Nephilim made themselves kings over the Avvim, and they fathered sons who became known as the Rephaim. The Nephilim and their sons had unnatural appetites and consumed food, livestock, beasts and finally their own offspring. With time, the Nephilim left Hinnom in search of a purpose and left their sons to rule the Avvim.

Race: Rephaite giants with enormous appetites. Lesser Avvite and Horite giants. Some Enkidu. Prefers Heat scale +2

Military: Horite cave dwellers, Enkidu slaves, Avvite giants, chariots.

Magic: Fire, Earth, Astral, Blood, some Air, Nature and Death.

Priests: Weak, sacred Rephaite giants, can perform blood sacrifices.

Scales & Blesses: Heat limit +1

Buildings: Giant Forts

Hinnom, recruitable commanders

Avvite Scout	Gold 55, Res 14, Rec 1 HP 25, Prot 10, MR 12, Mor 12, Str 15, Att 11, Def 16, Prec 11, Enc 4, CS 13, MM 18, FS, MS, WS, Stealth 50, Wpn: Short Sword, Javelin
Avvite Commander	Gold 115, Res 23, Rec 1 HP 27, Prot 14, MR 12, Mor 13, Str 16, Att 12, Def 15, Prec 11, Enc 6, CS 11, MM 14, WS, Ldr 100, Wpn: Broad Sword
Qedesim	Gold 90, Res 2, Rec 1 HP 21, Prot 3, MR 14, Mor 8, Str 14, Att 8, Def 7, Prec 10, Enc 3, CS 14, MM 18, WS, Sacr, Mag: H1, Wpn: Fist
Qedesot	Gold 100, Res 2, Rec 1 HP 19, Prot 3, MR 14, Mor 10, Str 13, Att 8, Def 7, Prec 10, Enc 3, CS 14, MM 18, WS, Sacr, Ldr 10, Mag: H1, Wpn: Fist
Horite Shaman	Gold 125, Res 2, Rec 2 HP 25, Prot 7, MR 10, Mor 12, Str 18, Att 9, Def 11, Prec 9, Enc 4, CS 13, MM 18, MS, WS, Research -6, FR +5, CR +5, DV 50, Ldr 10, UndLdr 50, MagLdr 20, Mag: E1D1N1, Wpn: Quarterstaff
Ammi	Gold 170, Res 2, Rec 2 HP 23, Prot 3, MR 15, Mor 10, Str 15, Att 9, Def 8, Prec 10, Enc 3, CS 14, MM 18, WS, Fortune Teller 15, Ldr 10, MagLdr 40, Mag: ?2, Wpn: Fist
Acha	Gold 225, Res 2, Rec 2 HP 23, Prot 3, MR 15, Mor 10, Str 15, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, Healing 2, Ldr 10, MagLdr 20, Mag: N2, Wpn: Quarterstaff
Kohen	Gold 350, Res 8, Rec 2 HP 50, Prot 7, MR 16, Mor 13, Str 20, Att 11, Def 8, Prec 10, Enc 2, CS 14, MM 22, WS, Sacr, NNEat, FR +5, Ldr 100, UndLdr 10, MagLdr 20, Mag: B1H1?1, Wpn: Censer, Gore
Ba'al	Gold 635, Res 3, Rec 4 (can only be recruited in the capital) HP 66, Prot 10, MR 18, Mor 15, Str 22, Att 14, Def 11, Prec 12, Enc 2, CS 16, MM 22, WS, Sacr, NNEat, FR +10, Fear +5, Ldr 150, UndLdr 20, MagLdr 50, Mag: B2H1?3, Wpn: Fist, Gore
Melqart	Gold 675, Res 107, Rec 4 (can only be recruited in the capital) HP 69, Prot 19, MR 18, Mor 15, Str 24, Att 15, Def 18, Prec 12, Enc 5, CS 15, MM 20, WS, Sacr, NNEat, FR +10, Fear +5, Blood Searcher 3, Sacrifice Bonus 3, Ldr 200, UndLdr 30, MagLdr 50, Mag: B3H1?2, Wpn: Dawn Blade, Gore

Hinnom, recruitable units

Enkidu Slave	Gold 11, Res 2, Rec 3 HP 22, Prot 7, MR 10, Mor 6, Str 14, Att 8, Def 5, Prec 8, Enc 4, CS 13, MM 14, Wpn: Fist
Horite	Gold 18, Res 1, Rec 4 HP 25, Prot 2, MR 8, Mor 13, Str 17, Att 9, Def 10, Prec 9, Enc 3, CS 14, MM 18, MS, WS, FR +5, CR +5, DV 50, Wpn: Great Club
Horite Hunter	Gold 21, Res 3, Rec 13 HP 26, Prot 7, MR 8, Mor 13, Str 17, Att 10, Def 8, Prec 9, Enc 4, CS 13, MM 18, MS, WS, FR +5, CR +5, DV 50, Wpn: Net, Stone Spear
Horite Champion	Gold 23, Res 2, Rec 10 HP 27, Prot 7, MR 8, Mor 14, Str 18, Att 11, Def 9, Prec 9, Enc 4, CS 13, MM 18, MS, WS, FR +5, CR +5, DV 50, Wpn: Great Club
Avvite Spearman	Gold 25, Res 21, Rec 15 HP 24, Prot 14, MR 12, Mor 12, Str 15, Att 11, Def 13, Prec 10, Enc 6, CS 11, MM 14, WS, Wpn: Spear, Javelin
Avvite Light Infantry	Gold 25, Res 13, Rec 15 HP 24, Prot 10, MR 12, Mor 12, Str 15, Att 11, Def 14, Prec 10, Enc 4, CS 13, MM 18, WS, Wpn: Spear, Javelin
Avvite Swordsman	Gold 25, Res 22, Rec 15 HP 24, Prot 14, MR 12, Mor 12, Str 15, Att 11, Def 14, Prec 10, Enc 6, CS 11, MM 14, WS, Wpn: Broad Sword
Avvite Heavy Archer	Gold 25, Res 31, Rec 15 HP 24, Prot 17, MR 12, Mor 10, Str 15, Att 9, Def 6, Prec 10, Enc 7, CS 10, MM 12, WS, Wpn: Short Sword, Great Bow
Avvite Horn Blower	Gold 35, Res 24, Rec 24 HP 24, Prot 10, MR 12, Mor 12, Str 15, Att 9, Def 12, Prec 10, Enc 6, CS 10, MM 18, WS, Siege Strength +5, Wpn: Dagger
Dawn Guard	Gold 40, Res 29, Rec 28 HP 25, Prot 14, MR 12, Mor 13, Str 15, Att 12, Def 16, Prec 10, Enc 6, CS 13, MM 14, WS, Wpn: Dawn Blade
Avvite Charioteer	Gold 55, Res 29, Rec 15 HP 24, Prot 14, MR 12, Mor 12, Str 15, Att 11, Def 13, Prec 10, Enc 4, CS 14, MM 14, WS, Wpn: Spear, Javelin, Mount: War Cart
Rephaite Warrior	Gold 100, Res 50, Rec 39 (can only be recruited in the capital) HP 55, Prot 15, MR 15, Mor 14, Str 22, Att 14, Def 16, Prec 10, Enc 5, CS 13, MM 18, WS, Sacr, NNEat, FR +5, Wpn: Dawn Blade, Gore

Hinnom, mount stats

War Cart	HP 40, Prot 7, MR 5, Mor 9, Str 15, Att 10, Def 10, Prec 5, Enc 2, CS 15, MM 20, WS, Trample, Wpn: Hoof
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Ubar, Kingdom of the Unseen



Ubar is the kingdom of the Unseen, the Jinnun of the deserts. Its heart is a paradise hidden beyond three deserts of scorching heat, one red, one white, and one as black as the night. Beyond the three deserts lies a plateau hidden with the mirages of the Jinnun. There is but one entrance in the cliffside of the plateau, and it is always guarded by invisible sentinels. Once you have passed the entrance you enter a city covered in sand. This is Iram of a Thousand Pillars, home of the Jinnun. Once this was a paradise with date palms, fountains and palaces in abundance. Towers of brass and marble rose towards the heavens, fist-sized rubies and diamonds lit the streets and palaces, and the air was filled with music and pleasant fragrances. This was the City of Brass. But the Lords of Ubar rebelled against the powers that were and the city was sealed by a divine decree. The Afarit, the mightiest of the Jinnun, were imprisoned in their palaces with their rebel God. Now Iram is a desert city inhabited by a few Jinn and their human slaves, waiting for the Gates of Brass to open, and the return of the Ifrit Sultan

Race: Jinn and human slaves. Prefers Heat scale +3
 Military: Human infantry and camel riders, Ghuls, Jinn Warriors, sacred Ifrit warriors.
 Magic: Fire, Air, Glamour, Blood, some Earth and very little Astral.
 Priests: Weak, Guardian Spirits.
 Dominion: Dominion hides province ownership.
 Scales & Blesses: Heat limit +1, Magic limit +1
 Buildings: Standard Forts, forts reduce heat scale deaths by 1 step

Ubar, recruitable commanders

Ubaran Scout	Gold 30, Res 7, Rec 1 HP 10, Prot 3, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 18, MS, WS, Stealth 50, Pillage +1, Wpn: Scimitar, Short Bow
Ubaran Commander	Gold 40, Res 18, Rec 1 HP 10, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 9, MM 12, WS, Inspirational -1, TM +2, Ldr 75, Wpn: Bronze Scimitar
Ubaran Sheikh	Gold 75, Res 8, Rec 1 (can be recruited outside forts as well) HP 12, Prot 3, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 11, Enc 4, CS 12, MM 14, WS, Stealth 40, Pillage +5, Retinue 1d3 Falcons, Rider 2, Ldr 50, Wpn: Scimitar, Composite Bow, Mount: Camel
Kahin	Gold 100, Res 2, Rec 2 HP 9, Prot 3, MR 13, Mor 12, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, WS, Sacr, TM +1, Ldr 20, MagLdr 10, Mag: H1?1, Wpn: Dagger
Human Sahir	Gold 160, Res 2, Rec 2 HP 10, Prot 3, MR 15, Mor 12, Str 9, Att 8, Def 7, Prec 11, Enc 4, CS 10, MM 14, WS, TM +1, Ldr 20, MagLdr 30, Mag: F1A1?1, Wpn: Dagger
Tubba	Gold 270, Res 2, Rec 2 HP 14, Prot 3, MR 15, Mor 12, Str 11, Att 11, Def 11, Prec 11, Enc 3, CS 12, MM 16, WS, Sacr, Research +4, FR +5, TM +2, Ldr 120, MagLdr 20, Mag: F1H1?1, Wpn: Dagger
Jinn Emir	Gold 370, Res 27, Rec 2 (can only be recruited in the capital) HP 19, Prot 10, MR 14, Mor 12, Str 12, Att 12, Def 14, Prec 12, Enc 4, CS 15, MM 22, WS, Fly, Eth, Glamour, Sacr, Magic, Stealth 65, Magic Power 1, FR +25, SR +5, CR -5, TM +2, SpSi, Unseen, Storm Immunity, Ldr 110, MagLdr 40, Mag: F1A1H1?1, Wpn: Enchanted Scimitar
Jinn Sahir	Gold 390, Res 1, Rec 2 (can only be recruited in the capital) HP 17, Prot 1, MR 15, Mor 11, Str 12, Att 11, Def 11, Prec 12, Enc 3, CS 16, MM 22, WS, Fly, Eth, Glamour, Magic, Stealth 65, Magic Power 1, FR +25, SR +5, CR -5, TM +1, SpSi, Veil Army 25 units, Unseen, Storm Immunity, Ldr 30, MagLdr 70, Mag: F2A2G1?1, Wpn: Fist

Ubar, recruitable units	
Ubaran Desert Warrior	Gold 7, Res 7, Rec 5 (can be recruited outside forts as well) HP 10, Prot 3, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 18, WS, Stealth 40, Pillage +1, Wpn: Scimitar, Short Bow
Ubaran Soldier	Gold 10, Res 12, Rec 7 HP 10, Prot 10, MR 10, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, WS, Wpn: Bronze Spear, Javelin
Ubaran Archer	Gold 10, Res 10, Rec 7 HP 10, Prot 10, MR 10, Mor 7, Str 10, Att 8, Def 7, Prec 10, Enc 4, CS 11, MM 14, WS, Wpn: Bronze Dagger, Short Bow
Brazen Guard	Gold 14, Res 18, Rec 14 HP 12, Prot 12, MR 10, Mor 11, Str 11, Att 12, Def 14, Prec 10, Enc 6, CS 9, MM 12, WS, Wpn: Bronze Scimitar
Ghul	Gold 20, Res 1, Rec 20 (can only be recruited in the capital) HP 12, Prot 2, MR 13, Mor 14, Str 11, Att 13, Def 11, Prec 8, Enc 2, CS 16, MM 20, WS, Demon, Magic, NNEat, Stealth 40, Regen 50%, FR +5, PR +15, SpSi, Wpn: Claw
Ubaran Camel Rider	Gold 25, Res 8, Rec 9 (can be recruited outside forts as well) HP 12, Prot 3, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 3, CS 12, MM 16, WS, Stealth 40, Pillage +1, Retinue 1, Rider 2, Wpn: Scimitar, Composite Bow, Mount: Camel
Jinn Warrior	Gold 50, Res 21, Rec 27 (can only be recruited in the capital) HP 19, Prot 13, MR 14, Mor 12, Str 12, Att 12, Def 12, Prec 12, Enc 5, CS 14, MM 18, WS, Fly, Eth, Glamour, Magic, Stealth 65, Magic Power 1, FR +25, SR +5, CR -5, SpSi, Unseen, Storm Immunity, Wpn: Bronze Scimitar
Ubar, mount stats	
Camel	HP 20, Prot 4, MR 5, Mor 10, Str 14, Att 10, Def 9, Prec 5, Enc 1, CS 26, MM 26, WS, Stealth 40, Wpn: Hoof

Ur, The First City



Ur is a warm plain inhabited by Enkidus, large, hairy wild men with horns and unkempt hair. Once upon a time all Enkidus lived in the wild, frolicking with feral beasts, but when the Enkidus met with the Avvim, some Enkidus adopted their ways of life. Now there are three Enkidu tribes. The members of the first tribe live pastoral lives and are led by shamans of remarkable power. The second one is a ferocious, swamp dwelling hunter-gatherer society led by Head Hunters and Bone Readers. The third tribe are the ones who adopted the Avvite way of life, of agriculture and metalworking. It is they who founded Eridu, the First City. In the city a great temple was built and the kings of Eridu were inaugurated as priest-kings and rulers of the young nation. In the cities of Ur, where metalworking is common, medium and heavy infantry is raised. On the plains and in the swamps of the nation nomadic Enkidus gather and form quickly levied raiding parties. In the Swamps of Ur, near Eridu, live ancient dragon-kin known as Mushussus. They are benevolent and powerful beings sacred to the Enkidus.

Race: Large, can recruit shamans and light infantry anywhere. Can recruit special units in swamps. Prefers Heat scale +1

Military: Enkidu infantry and sacred Mushussu dragons

Magic: Nature, Earth, Water, Air and some Death.

Priests: Strong, good at recalling a dead God. Recalled God doesn't lose magic skills. Sacred Mushussus.

Scales & Blesses: Order limit +1, Heat limit +1

Buildings: Fortified Cities

Ur, recruitable commanders

Enkidu Scout	Gold 40, Res 2, Rec 1 (can be recruited outside forts as well)
	HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, FS, MS, Stealth 40, Wpn: Stone Spear
Enkidu Elder	Gold 20, Res 2, Rec 1
	HP 24, Prot 7, MR 12, Mor 9, Str 15, Att 10, Def 8, Prec 10, Enc 7, CS 12, MM 12, Inspirational -1, Ldr 90, Wpn: Quarterstaff
Enkidu Commander	Gold 60, Res 14, Rec 1
	HP 26, Prot 9, MR 12, Mor 12, Str 15, Att 11, Def 13, Prec 10, Enc 5, CS 12, MM 16, Ldr 75, Wpn: Bronze Hatchet
Gala	Gold 105, Res 1, Rec 2
	HP 19, Prot 2, MR 14, Mor 8, Str 14, Att 10, Def 8, Prec 10, Enc 3, CS 14, MM 18, Sacr, Spell Singer, Ldr 10, MagLdr 10, Mag: N1H1, Wpn: Fist
Sal-Me	Gold 140, Res 1, Rec 2
	HP 19, Prot 2, MR 14, Mor 9, Str 14, Att 10, Def 13, Prec 10, Enc 3, CS 14, MM 18, Sacr, Ldr 10, MagLdr 20, Mag: W1N1H1, Wpn: Quarterstaff
Gudu	Gold 220, Res 2, Rec 2
	HP 24, Prot 7, MR 14, Mor 9, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Sacr, Ldr 10, MagLdr 20, Mag: H1?2, Wpn: Quarterstaff
Ishib	Gold 275, Res 2, Rec 2
	HP 24, Prot 7, MR 14, Mor 9, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Sacr, Ldr 10, MagLdr 30, Mag: W2H2?1, Wpn: Quarterstaff
Entu	Gold 385, Res 1, Rec 4 (can only be recruited in the capital)
	HP 19, Prot 2, MR 16, Mor 9, Str 14, Att 10, Def 13, Prec 10, Enc 3, CS 14, MM 18, Sacr, Inspirational +2, Ldr 10, MagLdr 40, Mag: E2N1H3?1, Wpn: Quarterstaff
Ensi	Gold 425, Res 9, Rec 4 (can only be recruited in the capital)
	HP 26, Prot 10, MR 16, Mor 13, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 16, Sacr, Inspirational +1, Ldr 100, MagLdr 40, Mag: W2N1H3?1, Wpn: Quarterstaff
Enkidu Chief	Gold 60, Res 4, Rec 1 (can be recruited in all non-fort provinces)
	HP 26, Prot 7, MR 11, Mor 11, Str 16, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, Ldr 50, Wpn: Bronze Hatchet
Enkidu Hunter Chief	Gold 70, Res 4, Rec 1 (can be recruited in all swamps)
	HP 26, Prot 7, MR 12, Mor 12, Str 16, Att 11, Def 9, Prec 11, Enc 4, CS 13, MM 18, SS, Stealth 40, Berserker +2, Ldr 50, Wpn: Stone Spear, Javelin
Enkidu Head Hunter	Gold 85, Res 2, Rec 1 (can be recruited in all swamps)
	HP 28, Prot 7, MR 13, Mor 14, Str 17, Att 12, Def 9, Prec 10, Enc 4, CS 13, MM 18, SS, Stealth 40, Pillage +5, Berserker +4, Ldr 50, Wpn: Skull Club

Enkidu Bone Reader	Gold 170, Res 2, Rec 2 (can be recruited in all swamps) HP 24, Prot 7, MR 16, Mor 12, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, SS, Stealth 40, Research -4, Fortune Teller 10, Ldr 10, UndLdr 100, MagLdr 10, Mag: E1D1?1, Wpn: Quarterstaff
Enkidu Shaman	Gold 385, Res 2, Rec 2 (can be recruited in all non-fort provinces) HP 24, Prot 7, MR 17, Mor 12, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Research -4, Ldr 10, MagLdr 60, Mag: E2N3?1, Wpn: Quarterstaff
Kulullu Commander	Gold 60, Res 11, Rec 1 (can only be recruited in underwater forts) HP 31, Prot 11, MR 12, Mor 12, Str 16, Att 11, Def 9, Prec 10, Enc 4, CS 16, MM 20, Aqua, Ldr 50, Wpn: Bronze Spear
Kulullu King	Gold 200, Res 11, Rec 2 (can only be recruited in underwater forts) HP 32, Prot 11, MR 15, Mor 12, Str 16, Att 12, Def 10, Prec 10, Enc 4, CS 16, MM 20, Sacr, Aqua, Ldr 100, MagLdr 10, Mag: W1H2, Wpn: Bronze Spear
Kulullu Sage	Gold 265, Res 1, Rec 2 (can only be recruited in underwater forts) HP 26, Prot 5, MR 14, Mor 9, Str 14, Att 9, Def 7, Prec 10, Enc 3, CS 16, MM 22, Aqua, Research +4, Ldr 50, MagLdr 30, Mag: W2?1, Wpn: Fist
Kuliltu Queen	Gold 270, Res 1, Rec 2 (can only be recruited in underwater forts) HP 24, Prot 4, MR 16, Mor 9, Str 13, Att 9, Def 8, Prec 10, Enc 3, CS 16, MM 22, Sacr, Aqua, Ldr 50, MagLdr 30, Mag: W1N1H2?1, Wpn: Fist

Ur, recruitable units	
Enkidu Soldier	Gold 16, Res 7, Rec 9 HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 18, Wpn: Bronze Hatchet
Enkidu Spear Guard	Gold 16, Res 14, Rec 9 HP 24, Prot 9, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 16, Wpn: Bronze Spear
Ur-Guard	Gold 19, Res 14, Rec 13 HP 26, Prot 9, MR 11, Mor 12, Str 16, Att 11, Def 12, Prec 10, Enc 5, CS 12, MM 16, Wpn: Bronze Hatchet
Enkidu Horn Blower	Gold 35, Res 2, Rec 21 HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 10, MM 18, Wpn: Dagger
Enki's Chosen	Gold 29, Res 19, Rec 18 (can only be recruited in the capital) HP 27, Prot 11, MR 12, Mor 13, Str 16, Att 12, Def 12, Prec 10, Enc 6, CS 11, MM 14, Sacr, Wpn: Bronze Hatchet
Mushussu	Gold 150, Res 1, Rec 50 (max 1/month) (can only be recruited in the capital) HP 68, Prot 15, MR 16, Mor 16, Str 20, Att 14, Def 9, Prec 10, Enc 3, CS 18, MM 22, SS, Sacr, PR +15, Fear +5, Wpn: Gore, Claw, Venomous Fangs
Enkidu	Gold 16, Res 2, Rec 9 (can be recruited in all non-fort provinces) HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, Wpn: Club
Enkidu Archer	Gold 16, Res 7, Rec 9 (can be recruited in all non-fort provinces) HP 24, Prot 7, MR 11, Mor 10, Str 15, Att 9, Def 7, Prec 10, Enc 4, CS 13, MM 18, Wpn: Dagger, Long Bow
Enkidu Warrior	Gold 16, Res 6, Rec 9 (can be recruited in all non-fort provinces) HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 18, Wpn: Stone Spear
Enkidu Warrior	Gold 16, Res 6, Rec 9 (can be recruited in all non-fort provinces) HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 18, Wpn: Club
Enkidu Hunter	Gold 16, Res 4, Rec 9 (can be recruited in all swamps) HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, SS, Stealth 40, Berserker +1, Wpn: Stone Spear, Javelin
Enkidu Reaver	Gold 26, Res 4, Rec 23 (can be recruited in all swamps) HP 27, Prot 7, MR 12, Mor 13, Str 17, Att 11, Def 8, Prec 10, Enc 4, CS 13, MM 18, SS, Stealth 40, Pillage +1, Berserker +3, Wpn: Bronze Hatchet
Kulullu	Gold 16, Res 2, Rec 9 (can only be recruited in underwater forts) HP 28, Prot 4, MR 12, Mor 10, Str 15, Att 10, Def 9, Prec 10, Enc 3, CS 16, MM 22, Aqua, Wpn: Bronze Spear
Kulullu Soldier	Gold 16, Res 11, Rec 9 (can only be recruited in underwater forts) HP 28, Prot 10, MR 12, Mor 10, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 16, MM 20, Aqua, Wpn: Bronze Spear

Kailasa, Rise of the Ape Kings



On the sacred Mount Kailasa, beings from an earlier era still linger. They are blessed with mystical powers but are few in number. With the emergence of the New God they have mustered aid from a most unsuspected source. Deep in the forests below the Sacred Mountain, apes of uncanny brightness have evolved. The apes are uncivilized and have only recently mastered the mysteries of metalworking.

Race: Yakshas and apes, prefers Heat scale +2
 Military: A multitude of missile weapons and light infantry
 Magic: Water, Earth, Astral, Glamour and Nature
 Priests: Weak
 Scales & Blesses: Heat limit +1, Magic limit +1
 Buildings: Standard Forts

Kailasa, recruitable commanders

Markata Scout	Gold 25, Res 1, Rec 1 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, MS, Stealth 60, Wpn: Dagger, Sticks and Stones
Atavi Chieftain	Gold 60, Res 8, Rec 1 (can also be recruited in all forests) HP 12, Prot 4, MR 8, Mor 10, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Ldr 50, Wpn: Falchion, Sticks and Stones
Bandar Commander	Gold 105, Res 18, Rec 1 HP 23, Prot 13, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 4, CS 9, MM 12, FS, Ldr 100, Wpn: Falchion
Guhyaka General	Gold 145, Res 7, Rec 2 HP 28, Prot 2, MR 14, Mor 14, Str 17, Att 13, Def 14, Prec 12, Enc 2, CS 14, MM 16, Sacr, Magic, Awe +1, Ldr 100, MagLdr 50, Mag: H1, Wpn: Falchion, Kick
Yogi	Gold 80, Res 1, Rec 2 HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, FS, Sacr, Ldr 10, MagLdr 20, Mag: S1, Wpn: Fist
Guru	Gold 225, Res 1, Rec 2 HP 9, Prot 1, MR 15, Mor 13, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 2, MM 10, FS, Sacr, Ldr 10, MagLdr 50, Mag: S2N1, Wpn: Fist
Yaksha	Gold 515, Res 6, Rec 2 (can only be recruited in the capital) HP 28, Prot 4, MR 17, Mor 15, Str 17, Att 13, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Awe +1, Ldr 50, MagLdr 70, Mag: E3N1G1H1?1, Wpn: Falchion, Kick
Yakshini	Gold 515, Res 1, Rec 2 (can only be recruited in the capital) HP 23, Prot 1, MR 17, Mor 13, Str 15, Att 11, Def 12, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Amph, Awe +2, Ldr 50, MagLdr 70, Mag: W3N1G1H1?1, Wpn: Fist, Kick

Kailasa, recruitable units

Markata	Gold 5, Res 1, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Club, Sticks and Stones
Markata Archer	Gold 5, Res 2, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 13, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Fist, Short Bow
Atavi Archer	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Wpn: Dagger, Short Bow
Atavi Infantry	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Wpn: Mace, Sticks and Stones
Light Bandar Archer	Gold 16, Res 6, Rec 8 HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Long Bow
Bandar Warrior	Gold 16, Res 3, Rec 8 HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 11, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Sticks and Stones
Bandar Swordsman	Gold 19, Res 15, Rec 11 HP 18, Prot 10, MR 8, Mor 13, Str 15, Att 11, Def 10, Prec 9, Enc 4, CS 9, MM 12, FS, Wpn: Falchion
Guhyaka	Gold 27, Res 2, Rec 18 HP 23, Prot 1, MR 13, Mor 13, Str 15, Att 11, Def 11, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Awe +1, Wpn: Spear, Kick
Yavana Archer	Gold 30, Res 5, Rec 21 (can only be recruited in the capital) HP 20, Prot 1, MR 13, Mor 13, Str 14, Att 11, Def 11, Prec 12, Enc 2, CS 14, MM 16, Sacr, Magic, Awe +1, Wpn: Dagger, Kick, Long Bow
Yavana	Gold 35, Res 7, Rec 24 (can only be recruited in the capital) HP 23, Prot 1, MR 13, Mor 14, Str 15, Att 12, Def 14, Prec 11, Enc 2, CS 14, MM 16, Sacr, Magic, Awe +1, Wpn: Falchion, Kick

Lanka, Land of Demons



On the dark and densely forested island of Lanka, Rakshasas, demon ogres from an earlier era, still linger. Gifted with tremendous strength, they once fought the Devatas of Kailasa, but since then the most powerful of the Rakshasas have left this world for the Nether Realms. The remaining Rakshasas have captured and enslaved the monkey people of Kailasa and made them serve as warriors, hunters or food. The Rakshasas had no use for the peaceful White Ones and Kala-Mukhas, Rakshasa halfbreeds, lead the monkey people of Lanka. Since the enslavement of the apes, the ancient conflict between the Devatas of Kailasa and the Rakshasas of Lanka has been renewed. Rakshasas have an affinity for blood magic and in times of strife they are drawn to the blood of innocents.

Race: Demon ogres, apes and undead, prefers Heat scale +2
 Military: Strong Rakshasa infantry, missile units and light infantry, reanimated apes
 Magic: Air, Blood, Death, Glamour, Nature
 Priests: Medium. National priests can reanimate the dead.
 Dominion: Blood hunts give more blood slaves in turmoil and less in order
 Scales & Blesses: Turmoil limit +1, Heat limit +1
 Buildings: Standard Forts

Lanka, recruitable commanders

Markata Scout	Gold 25, Res 1, Rec 1 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, MS, Stealth 60, Wpn: Dagger, Sticks and Stones
Atavi Chieftain	Gold 60, Res 8, Rec 1 (can also be recruited in all forests) HP 12, Prot 4, MR 8, Mor 10, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Ldr 50, Wpn: Falchion, Sticks and Stones
Bandar Commander	Gold 105, Res 18, Rec 1 HP 23, Prot 13, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 4, CS 9, MM 12, FS, Ldr 100, Wpn: Falchion
Bandaraja	Gold 160, Res 19, Rec 2 HP 21, Prot 15, MR 8, Mor 15, Str 16, Att 12, Def 9, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 150, Wpn: Battleaxe
Raktapata	Gold 110, Res 3, Rec 2 HP 21, Prot 6, MR 12, Mor 12, Str 16, Att 12, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Sacr, Ldr 10, UndLdr 30, MagLdr 10, Mag: B1H1, Wpn: Fist
Yogini	Gold 210, Res 5, Rec 2 HP 16, Prot 6, MR 12, Mor 13, Str 14, Att 11, Def 11, Prec 9, Enc 3, CS 10, MM 14, FS, Ldr 10, UndLdr 60, MagLdr 30, Mag: D1N2B1, Wpn: Mace
Kala-Mukha	Gold 240, Res 5, Rec 2 HP 25, Prot 7, MR 14, Mor 14, Str 18, Att 12, Def 10, Prec 9, Enc 3, CS 10, MM 14, FS, Sacr, DV 50, Ldr 10, UndLdr 60, MagLdr 20, Mag: B1H2?1, Wpn: Mace
Rakshasi	Gold 425, Res 2, Rec 4 (can only be recruited in the capital) HP 28, Prot 5, MR 16, Mor 14, Str 18, Att 12, Def 11, Prec 9, Enc 2, CS 10, MM 16, FS, Sacr, Demon, NNEat, Stealth 40, Chaos Power 1, FR -5, Ldr 50, UndLdr 190, MagLdr 30, Mag: D1N1G1B1H1?2, Wpn: Mace
Raksharaja	Gold 550, Res 19, Rec 2 (can only be recruited in the capital) HP 36, Prot 15, MR 16, Mor 15, Str 22, Att 14, Def 12, Prec 9, Enc 4, CS 14, MM 18, FS, Sacr, Demon, NNEat, Chaos Power 1, FR -5, Ldr 100, UndLdr 170, MagLdr 40, Mag: A2D1B2H2?1, Wpn: Falchion, Gore

Lanka, recruitable units	
Markata	Gold 5, Res 1, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Club, Sticks and Stones
Markata Archer	Gold 5, Res 2, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 13, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Fist, Short Bow
Atavi Archer	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Wpn: Dagger, Short Bow
Atavi Infantry	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Wpn: Mace, Sticks and Stones
Light Bandar Archer	Gold 16, Res 6, Rec 8 HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Long Bow
Bandar Warrior	Gold 16, Res 11, Rec 8 HP 18, Prot 10, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 4, CS 9, MM 12, FS, Wpn: Mace, Sticks and Stones
Asara	Gold 35, Res 3, Rec 21 (can only be recruited in the capital) HP 33, Prot 3, MR 12, Mor 14, Str 20, Att 12, Def 10, Prec 8, Enc 3, CS 10, MM 16, FS, Sacr, Demon, Chaos Power 1, Wpn: Spear, Javelin
Anusara	Gold 35, Res 3, Rec 21 (can only be recruited in the capital) HP 28, Prot 4, MR 12, Mor 13, Str 18, Att 12, Def 12, Prec 9, Enc 3, CS 20, MM 22, FS, Sacr, Demon, NNEat, Chaos Power 1, Wpn: Mace
Kala-Mukha Warrior	Gold 50, Res 18, Rec 32 HP 24, Prot 14, MR 10, Mor 14, Str 18, Att 13, Def 12, Prec 9, Enc 4, CS 9, MM 12, FS, Sacr, DV 50, Wpn: Falchion
Palankasha	Gold 55, Res 15, Rec 31 (can only be recruited in the capital) HP 30, Prot 12, MR 12, Mor 14, Str 19, Att 13, Def 12, Prec 9, Enc 4, CS 15, MM 16, FS, Sacr, Demon, Chaos Power 1, Wpn: Falchion

T'ien Ch'i, Spring and Autumn



The Celestial Empire has not yet been founded. The magic of The Way permeates the realm and reclusive mages conjure Celestial Beings to do their bidding. Nobles wage war upon each other for honor and glory. A few chosen warriors and mages dedicate their lives to training in the Way of the Five Elements. The deceased are worshiped and village priests conjure the dead to ask for guidance and aid. It is a time of legends.

Race: Humans
 Military: Versatile and well-equipped with large shields and iron armaments. Noble chariots.
 Magic: Water, Astral, Air, Fire, Nature, Glamour, Earth and some Death, Summon Celestial Beings
 Priests: Average
 Buildings: Standard Forts

T'ien Ch'i, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Noble Commander	Gold 135, Res 21, Rec 1 HP 13, Prot 15, MR 10, Mor 14, Str 11, Att 12, Def 16, Prec 10, Enc 5, CS 12, MM 10, Ldr 100, Wpn: Falchion, Mount: Cataphracted Chariot
Master of the Dead	Gold 100, Res 2, Rec 2 HP 9, Prot 2, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacr, SpSi, Ldr 10, UndLdr 50, Mag: D1H1, Wpn: Dagger, Thrown Sutra
Student of the Way	Gold 120, Res 1, Rec 2 (can be recruited outside forts as well) HP 9, Prot 0, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacr, NNEat, Ldr 10, MagLdr 20, Mag: W1?1, Wpn: Dagger
Master of the Five Elements	Gold 355, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 9, Def 11, Prec 11, Enc 3, CS 8, MM 16, Sacr, Ldr 20, MagLdr 60, Mag: F1A1W1E1N1H1?1, Wpn: Bamboo Rod
Celestial Master	Gold 485, Res 2, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 20, Fly, Sacr, NNEat, SpSi, Ldr 20, MagLdr 90, Mag: F1A1W2S1G1H2?2, Wpn: Yak Tail Fly Whisk
Student of the Five Elements	Gold 85, Res 1, Rec 2 (can be recruited in all non-fort provinces) HP 9, Prot 0, MR 15, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacr, Ldr 10, MagLdr 10, Mag: ?1, Wpn: Dagger
Master of the Way	Gold 265, Res 1, Rec 2 (can be recruited in all non-fort provinces) HP 9, Prot 0, MR 15, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacr, NNEat, Ldr 10, MagLdr 30, Mag: W1?2, Wpn: Dagger

T'ien Ch'i, recruitable units

Footman	Gold 10, Res 9, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Pike
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Archer	Gold 10, Res 12, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Short Sword, Composite Bow
Heavy Footman	Gold 10, Res 20, Rec 9 HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 6, CS 9, MM 10, Wpn: Glaive
Heavy Footman	Gold 10, Res 20, Rec 9 HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 8, CS 7, MM 10, Wpn: Spear
Medium Footman	Gold 10, Res 14, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive

Medium Footman	Gold 10, Res 14, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Horseman	Gold 25, Res 11, Rec 9
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 12, MM 14, Rider 1, Wpn: Light Lance, Composite Bow, Mount: Armored Steppe Horse
Noble	Gold 40, Res 21, Rec 31
	HP 12, Prot 15, MR 10, Mor 13, Str 11, Att 11, Def 15, Prec 10, Enc 5, CS 12, MM 10, Wpn: Falchion, Mount: Cataphracted Chariot
Warrior of the Five Elements	Gold 35, Res 6, Rec 31 (can only be recruited in the capital)
	HP 12, Prot 9, MR 12, Mor 15, Str 11, Att 13, Def 15, Prec 10, Enc 4, CS 14, MM 16, Sacr, Ambidex 2, FR +5, SR +5, CR +5, PR +5, Wpn: Short Sword, Short Sword
T'ien Ch'i, mount stats	
Armored Steppe Horse	
	HP 20, Prot 7, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 25, MM 26, Wpn: Hoof
Cataphracted Chariot	
	HP 20, Prot 16, MR 5, Mor 10, Str 14, Att 11, Def 9, Prec 5, Enc 4, CS 16, MM 20, Trample, Wpn: Hoof

Yomi, Oni Kings



Yomi is a land of inhospitable mountains, steaming, sulphuric pools and sudden volcanic eruptions. At the center of this unforgiving land lies a great cone-shaped mountain at the top of which is an entrance to the Netherworld. From this gate the Oni have come, one by one or in small groups. Oni are demons of the wild, ugly, pot-bellied and mischievous. They are ruled by Oni Kings who occasionally emerge from the Netherworld to wreak havoc on the land of the living. Oni are almost immortal and must be killed in spirit as well as in body if they are to stay dead. They are worshiped by human priests who build profane temple-gates through which even more Oni can enter the land.

Race: Demons. Reduced income. Halved income effects of heat and cold scales. Extra gold and resources in cave forts.

Military: Semi-immortal Oni, Bakemono and human servants. Light infantry, medium infantry. No sacred troops

Magic: Death, Fire, Earth, some Air and Nature. Powerful mages, bad at research. Some national summons

Priests: Weak, Provinces with temples spawn Oni

Scales & Blesses: Turmoil limit +1

Buildings: Primitive Forts, temples cost 300

Yomi, recruitable commanders

Bandit Leader	Gold 60, Res 16, Rec 1 HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 12, Stealth 40, Pillage +3, Ldr 50, Wpn: No-Dachi
Bakemono Chief	Gold 60, Res 8, Rec 1 (can also be recruited in all highlands & mountains) HP 12, Prot 10, MR 9, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, MS, Stealth 40, DV 50, Ldr 50, Wpn: Wakizashi
Demon Priest	Gold 75, Res 1, Rec 1 (can be recruited outside forts as well) HP 8, Prot 0, MR 14, Mor 8, Str 9, Att 7, Def 7, Prec 10, Enc 3, CS 8, MM 16, Sacr, Ldr 10, UndLdr 10, Mag: H1, Wpn: Dagger
Namanari	Gold 90, Res 1, Rec 2 (can also be recruited in all highlands & mountains) HP 9, Prot 0, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, MS, SS, Ldr 10, UndLdr 50, MagLdr 10, Mag: D1N1, Wpn: Poison Dagger
Sorcerer	Gold 160, Res 1, Rec 2 HP 9, Prot 0, MR 16, Mor 8, Str 9, Att 9, Def 10, Prec 11, Enc 5, CS 9, MM 12, MS, Ldr 10, UndLdr 50, MagLdr 20, Mag: E1D1?1, Wpn: Quarterstaff
Demon General	Gold 175, Res 22, Rec 2 HP 11, Prot 15, MR 12, Mor 15, Str 11, Att 13, Def 13, Prec 11, Enc 6, CS 9, MM 10, Ldr 150, UndLdr 100, Mag: D1, Wpn: Katana
Oni Shugo	Gold 275, Res 34, Rec 2 HP 30, Prot 21, MR 16, Mor 18, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 10, MM 10, MS, Sacr, Demon, NNEat, Research -4, Chaos Power 1, FR +5, PR +5, SpSi, Pillage +3, Retinue 1d6 Wolves, Ldr 35, UndLdr 150, MagLdr 10, Mag: D2?1, Wpn: No-Dachi, Throw Flames, Javelin
Dai Oni	Gold 685, Res 52, Rec 4 (can only be recruited in the capital) HP 50, Prot 19, MR 18, Mor 18, Str 20, Att 14, Def 13, Prec 9, Enc 5, CS 12, MM 16, MS, Sacr, Demon, NNEat, Research -12, Chaos Power 1, FR +5, PR +5, Fear +5, SpSi, Pillage +5, Retinue 1d6 Wolves, Ldr 80, UndLdr 350, MagLdr 40, Mag: F2E2D3H1?1, Wpn: Enchanted No-Dachi, Throw Flames, Javelin

Yomi, recruitable units

Bakemono-Sho	Gold 7, Res 1, Rec 3 HP 9, Prot 5, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealth 40, DV 50, Wpn: Club
Bakemono-Sho	Gold 7, Res 2, Rec 3 HP 9, Prot 5, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealth 40, DV 50, Wpn: Yari
Bakemono Archer	Gold 7, Res 3, Rec 3 HP 9, Prot 5, MR 9, Mor 8, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealth 40, DV 50, Wpn: Dagger, Short Bow
Bandit	Gold 9, Res 11, Rec 5 HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 10, MM 12, Stealth 40, Pillage +1, Wpn: Yari
Bandit	Gold 9, Res 16, Rec 5 HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 5, CS 10, MM 12, Stealth 40, Pillage +1, Wpn: Wakizashi, Short Bow



Caelum, Eagle Kings

Caelum is a magocracy of winged humanoids who inhabit the highest mountain peaks. They are the offspring of the Yazatas, semi-divine beings of an earlier age. Three tribes served the Yazatas in ancient times, the Kavi, the Airyas and the Mairyas. But some were led astray by the wicked Mainyus and Daevas. With the corruption of the purifying flame the Daevas as well as the Yazatas were banished from this world. With the disappearance of the Yazatas the three tribes were dispersed and fled their homelands. But when some Yazatas reemerged from hiding, the three tribes gathered and settled in the high mountain range where the last of the Eagle Kings resided. The former tribes are now known as the Tempest Clan of Spire Horn Mountain, the Raptor Clan of Raven's Vale and the Airyas of High Caelum. The Spire Horn Caelians are partially resistant to cold and lightning. The Raptorians are stronger and attuned to the Earth, but lack the elemental resistance characteristic of the other clans. The Airya once lived in the land of the White Forest where winter lasts for ten months. They still live in the coldest mountain peaks and are unaffected by low temperatures. Their priestesses try to purify the taint of the daevas and are keepers of the sacred flame of the White Forest. The Airya Seraphs craft magical ice that the many Caelians use instead of regular metal. The ice tempers with lower temperatures and the heavy ice armor is more durable in cold climates than in warmer ones. All weapons crafted from the ice are magical and capable of harming magical beings. The Caelians are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops, such as huge Mammoths.

Race: Flying, partially cold resistant, partially shock resistant, prefers Cold scale +2

Military: Flying units, skilled archers, mammoths

Magic: Air, some Water, Earth, Death and Fire

Priests: Average, Guardian Spirits.

Scales & Blesses: Cold limit +1

Buildings: Standard Forts

Caelum, recruitable commanders

Caelian Scout	Gold 35, Res 13, Rec 1 HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 12, Prec 12, Enc 5, CS 8, MM 22, Fly, Stealth 55, SR +5, CR +5, Ice Prot 1, Storm Immunity, Wpn: Ice Blade
Sastar	Gold 105, Res 14, Rec 1 HP 11, Prot 11, MR 11, Mor 14, Str 10, Att 12, Def 14, Prec 11, Enc 6, CS 7, MM 20, Fly, SR +10, CR +5, Storm Immunity, Ldr 100, Wpn: Ice Blade
Spire Horn Seraph	Gold 65, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 10, Prec 13, Enc 4, CS 8, MM 22, Fly, SR +5, CR +5, Storm Immunity, Ldr 10, MagLdr 10, Mag: A1, Wpn: Quarterstaff
Airy Seraphine	Gold 150, Res 2, Rec 2 HP 8, Prot 0, MR 15, Mor 13, Str 8, Att 9, Def 8, Prec 11, Enc 4, CS 8, MM 22, Fly, Sacr, Stealth 65, CR +15, Ldr 60, MagLdr 10, Mag: F1H2, Wpn: Ice Knife
Harab Seraph	Gold 160, Res 3, Rec 2 HP 9, Prot 1, MR 14, Mor 12, Str 9, Att 8, Def 8, Prec 12, Enc 4, CS 8, MM 22, Fly, Ldr 10, UndLdr 50, MagLdr 20, Mag: A1D1?1, Wpn: Short Sword
Airy Seraph	Gold 175, Res 2, Rec 2 HP 9, Prot 0, MR 15, Mor 11, Str 9, Att 9, Def 8, Prec 12, Enc 4, CS 8, MM 22, Fly, CR +15, Ldr 10, MagLdr 30, Mag: A2W1, Wpn: Ice Knife
Mairya Ahu	Gold 90, Res 12, Rec 1 (can only be recruited in the capital) HP 15, Prot 11, MR 12, Mor 14, Str 13, Att 13, Def 15, Prec 10, Enc 6, CS 7, MM 24, Fly, Sacr, Stealth 40, Pillage +5, Ldr 50, Wpn: Short Sword
Eagle King	Gold 555, Res 25, Rec 4 (can only be recruited in the capital) HP 19, Prot 13, MR 17, Mor 15, Str 13, Att 12, Def 12, Prec 12, Enc 5, CS 7, MM 20, Fly, Sacr, Magic, SR +10, CR +5, Awe +3, Storm Immunity, Ldr 100, MagLdr 70, Mag: A4W1E1H2, Wpn: Ice Blade

Caelum, recruitable units

Raptorian Militia	Gold 8, Res 4, Rec 5 HP 11, Prot 6, MR 10, Mor 9, Str 10, Att 9, Def 8, Prec 10, Enc 4, CS 9, MM 20, Fly, Wpn: Spear
Spire Horn Militia	Gold 8, Res 5, Rec 5 HP 10, Prot 6, MR 11, Mor 8, Str 10, Att 8, Def 7, Prec 11, Enc 4, CS 9, MM 20, Fly, SR +5, CR +5, Wpn: Ice Spear
Airy Light Infantry	Gold 10, Res 11, Rec 9 HP 9, Prot 8, MR 12, Mor 10, Str 9, Att 10, Def 11, Prec 11, Enc 5, CS 8, MM 22, Fly, CR +15, Ice Prot 1, Wpn: Ice Lance
Airy Infantry	Gold 10, Res 16, Rec 9 HP 9, Prot 11, MR 12, Mor 10, Str 9, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, CR +15, Ice Prot 1, Wpn: Ice Blade
Raptorian Warrior	Gold 10, Res 12, Rec 9 HP 11, Prot 11, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Short Sword
Spire Horn Archer	Gold 10, Res 6, Rec 9 HP 9, Prot 6, MR 11, Mor 10, Str 9, Att 10, Def 9, Prec 12, Enc 4, CS 9, MM 22, Fly, SR +5, CR +5, Storm Immunity, Wpn: Ice Knife, Short Bow
Spire Horn Warrior	Gold 10, Res 7, Rec 9 HP 10, Prot 6, MR 11, Mor 10, Str 10, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, SR +5, CR +5, Storm Immunity, Wpn: Ice Lance
Blizzard Warrior	Gold 15, Res 13, Rec 21 (can only be recruited in the capital) HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 8, Prec 12, Enc 4, CS 9, MM 22, Fly, CR +15, Ice Prot 1, Storm Immunity, Wpn: Ice Knife, Frost Bow
Iceclad	Gold 15, Res 24, Rec 21 HP 9, Prot 13, MR 12, Mor 12, Str 9, Att 11, Def 12, Prec 11, Enc 7, CS 6, MM 20, Fly, CR +15, Ice Prot 2, Wpn: Ice Lance
Tempest Warrior	Gold 15, Res 12, Rec 21 HP 11, Prot 11, MR 11, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 7, MM 20, Fly, SR +10, CR +5, Storm Immunity, Wpn: Ice Lance
Mammoth Rider	Gold 120, Res 5, Rec 9 HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 12, MM 22, Fly, SR +5, CR +20, Storm Immunity, Wpn: Small Hammer, Mount: Mammoth, Coriders: 2 * Mammoth Archers
Kavi Archer	Gold 14, Res 9, Rec 12 (can only be recruited in the capital) HP 9, Prot 8, MR 11, Mor 12, Str 9, Att 10, Def 8, Prec 13, Enc 5, CS 8, MM 20, Fly, Sacr, Storm Power 2, SR +10, CR +5, Wpn: Ice Knife, Short Bow
Airy Temple Guard	Gold 20, Res 26, Rec 23 (can only be recruited in the capital) HP 10, Prot 13, MR 13, Mor 13, Str 10, Att 12, Def 15, Prec 11, Enc 6, CS 9, MM 14, Sacr, CR +15, Ice Prot 2, Wpn: Ice Blade
Mairy Warrior	Gold 20, Res 11, Rec 23 (can only be recruited in the capital) HP 13, Prot 11, MR 11, Mor 13, Str 12, Att 12, Def 13, Prec 10, Enc 6, CS 7, MM 24, Fly, Sacr, Stealth 40, Pillage +1, Wpn: Light Lance

Caelum, mount stats

Mammoth	HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, CR +15, Wpn: Tusk
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Mictlan, Reign of Blood



Mictlan is an ancient tribal empire that has been isolated for centuries. The foul practices of the priest-kings of Mictlan have caused most of their neighbors to leave or face slavery and blood sacrifice. Since the dawn of the kingdom, blood has been spilled in the temples of the capital to feed the waning powers of the Hungry God. The armies are mainly composed of slaves from newly conquered lands. The mage-priests of Mictlan celebrate the two Faces and the two Dominions of the Hungry God, namely the Sun and the Moon, the Rain and the Forest. They are all skilled blood mages.

Race: Humans, prefers Heat scale +1
 Military: Light infantry with slings and javelins, tribal kings can levy slaves, sacred Jaguar and Eagle Warriors
 Magic: Blood, Fire, Astral, Nature, Water
 Priests: Powerful, can perform blood sacrifices, Dominion does not spread unless blood is sacrificed
 Scales & Blesses: Turmoil limit +1, Heat limit +1, Bless points +3
 Buildings: Primitive Fortified Cities

Mictlan, recruitable commanders

Scout	Gold 35, Res 1, Rec 1 HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Stone Spear, Sling
Tribal King	Gold 125, Res 15, Rec 1 HP 13, Prot 12, MR 10, Mor 14, Str 11, Att 12, Def 11, Prec 10, Enc 6, CS 9, MM 10, FS, Sacr, TM +1, Ldr 100, Wpn: Obsidian Club Sword, Javelin
Mictlan Priest	Gold 90, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, Ldr 10, UndLdr 10, MagLdr 30, Mag: B1H1, Wpn: Stone Dagger
Nahualli	Gold 175, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, SpSi, Ldr 10, MagLdr 40, Mag: S1N2, Wpn: Stone Dagger
Rain Priest	Gold 245, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, Ldr 10, UndLdr 20, MagLdr 40, Mag: W2B2H2, Wpn: Stone Dagger
Moon Priest	Gold 245, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, DV 50, Ldr 10, UndLdr 20, MagLdr 60, Mag: S2B2H2, Wpn: Stone Dagger
Priest King	Gold 325, Res 5, Rec 2 (can only be recruited in the capital) HP 15, Prot 3, MR 15, Mor 14, Str 11, Att 12, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, TM +1, Ldr 150, UndLdr 20, MagLdr 40, Mag: N2B2H2, Wpn: Obsidian Club Sword
High Priest of the Sun	Gold 425, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 14, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, FS, Sacr, Ldr 70, UndLdr 30, MagLdr 50, Mag: F2B3H3, Wpn: Stone Dagger

Mictlan, recruitable units

Warrior	Gold 9, Res 1, Rec 7 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Wpn: Stone Spear, Sling
Warrior	Gold 9, Res 5, Rec 7 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Stone Spear, Sling
Warrior	Gold 9, Res 7, Rec 7 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Stone Spear, Javelin
Warrior	Gold 9, Res 14, Rec 7 HP 10, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 9, MM 10, FS, Wpn: Mace, Javelin
Moon Warrior	Gold 12, Res 15, Rec 14 HP 12, Prot 13, MR 12, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 6, CS 9, MM 10, FS, DV 50, Wpn: Obsidian Club Sword
Feathered Warrior	Gold 18, Res 14, Rec 21 HP 10, Prot 12, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 10, FS, Wpn: Mace, Javelin
Eagle Warrior	Gold 15, Res 3, Rec 14 (can only be recruited in the capital) HP 12, Prot 7, MR 10, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 11, MM 16, FS, Sacr, Ambidex 3, Wpn: Bronze Lance, Stone Dagger
Sun Warrior	Gold 18, Res 15, Rec 18 (can only be recruited in the capital) HP 12, Prot 13, MR 10, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 6, CS 9, MM 10, FS, Sacr, FR +5, Wpn: Bronze Hatchet, Javelin
Jaguar Warrior	Gold 26, Res 4, Rec 31 HP 12, Prot 7, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 16, FS, Sacr, Wpn: Obsidian Club Sword

Xibalba, Vigil of the Sun



Xibalba is a vast realm of dark caverns beneath the forests of Mictlan. According to legend, the sun and the moon passed through the labyrinthine caverns on their daily journey to the eastern horizon. On this journey they were guarded by the bat people, Zotz, that dwelled in the dark reaches of the Xibalban underworld. Being almost blind, they would not see and not covet the splendor of the sun. No one has seen the sun or the moon pass through Xibalba for ages, but the Zotz keep their vigil and their traditions alive. But lately the bat people has lost purpose and the priestly rulers of Xibalba look to the surface world to once more bask in the splendor of the sun and the moon. The Zotz are led by priest-kings from various cities, and only the priesthood represents centralized power. They still train the sacred Sun Guides once tasked with guarding the celestial entities through the dark world of Xibalba. The Zotz have contact with surface dwellers, primarily those of Mictlan, and have adopted some of their technology and practices. The Zotz have an affinity for blood hunting and black magic. Despite being guides of the sun, their skill in solar magic is limited. The Zotz are numerous and live in great swarming cave colonies. Numbers rather than strength allows them to win their battles.

Race: Swarms of cheap, flying, stealthy cave dwellers, prefers Heat scale +1, extra gold and resources in cave forts

Military: Flying, stealthy light infantry and scorpions

Magic: Death, Blood, Earth, Fire, some Air and Nature

Priests: Average, can perform blood sacrifices

Scales & Blesses: Sloth limit +1, Heat limit +1

Buildings: Standard Forts

Xibalba, recruitable commanders

Batab	Gold 60, Res 4, Rec 1 (can also be recruited in all forests) HP 7, Prot 8, MR 11, Mor 12, Str 7, Att 11, Def 12, Prec 5, Enc 5, CS 8, MM 16, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 75, MagLdr 10, Wpn: Bronze Hatchet
Xibalban Scorpion Trainer	Gold 85, Res 1, Rec 1 HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 50, MagLdr 100, Wpn: Whip
Ajaw	Gold 145, Res 2, Rec 1 HP 7, Prot 0, MR 12, Mor 12, Str 7, Att 10, Def 11, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Sacr, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 100, MagLdr 10, Mag: H1, Wpn: Obsidian Club Sword
Ajaw Kan Ek'	Gold 240, Res 1, Rec 2 HP 7, Prot 1, MR 13, Mor 13, Str 7, Att 10, Def 9, Prec 5, Enc 4, CS 10, MM 20, FS, Fly, Sacr, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 150, MagLdr 10, Mag: H2, Wpn: Bronze Hatchet
Ah Nakom	Gold 95, Res 1, Rec 2 HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Sacr, Stealth 40, Inspirational -1, Blood Searcher 1, Patrol -1, Ldr 10, UndLdr 10, MagLdr 20, Mag: B1H1, Wpn: Stone Dagger
Chilan	Gold 145, Res 1, Rec 2 (can also be recruited in all caves) HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Sacr, Stealth 40, Blood Searcher 1, Patrol -1, Fortune Teller 10, Ldr 10, UndLdr 50, MagLdr 20, Mag: E1D1H1, Wpn: Stone Dagger
Ah K'in	Gold 155, Res 1, Rec 2 HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Sacr, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 60, MagLdr 30, Mag: F1H1?1, Wpn: Stone Dagger
Ah Itz	Gold 165, Res 1, Rec 2 HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 10, UndLdr 110, MagLdr 20, Mag: D1B1?1, Wpn: Stone Dagger
Camazotz	Gold 225, Res 1, Rec 4 HP 7, Prot 0, MR 16, Mor 9, Str 7, Att 9, Def 10, Prec 5, Enc 4, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 10, UndLdr 120, MagLdr 30, Mag: D2B1?1, Wpn: Quarterstaff
Ah K'in Kan Ek'	Gold 385, Res 10, Rec 2 (can only be recruited in the capital) HP 7, Prot 11, MR 15, Mor 9, Str 7, Att 9, Def 5, Prec 5, Enc 7, CS 8, MM 18, FS, Fly, Sacr, Stealth 40, FR +5, Blood Searcher 1, Patrol -1, Ldr 70, UndLdr 60, MagLdr 50, Mag: F2E1D1H2?1, Wpn: Stone Dagger

Onaqui	Gold 790, Res 1, Rec 4 (can only be recruited in the capital) HP 31, Prot 6, MR 18, Mor 14, Str 14, Att 12, Def 11, Prec 5, Enc 3, CS 15, MM 20, FS, Fly, Sacr, Demon, NNEat, Stealth 40, Blood Searcher 2, Retinue 2 Beast Bats, Dominion Summoner 1+ Beast Bats, Ldr 100, UndLdr 230, MagLdr 60, Mag: D3N1B3H2?1, Wpn: Venomous Fangs, Claw, Claw
Xibalba, recruitable units	
Large Scorpion	Gold 1, Res 1, Rec 2 HP 1, Prot 1, MR 3, Mor 50, Str 1, Att 8, Def 5, Prec 5, Enc 2, CS 4, MM 10, WS, Magic, Mind, NNEat, Stealth 40, Wpn: Sting
Giant Scorpion	Gold 5, Res 1, Rec 2 HP 5, Prot 5, MR 3, Mor 50, Str 5, Att 11, Def 6, Prec 4, Enc 2, CS 6, MM 10, WS, Magic, Mind, NNEat, Stealth 40, PR +15, Wpn: Sting
Xibalban Warrior	Gold 8, Res 1, Rec 6 HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Wpn: Stone Lance
Xibalban Warrior	Gold 8, Res 2, Rec 6 HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 10, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Wpn: Obsidian Club Sword
Xibalban Dart Thrower	Gold 8, Res 2, Rec 6 HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Wpn: Mace, Obsidian Dart
Xibalban Guard	Gold 10, Res 5, Rec 12 HP 8, Prot 8, MR 11, Mor 11, Str 7, Att 11, Def 10, Prec 5, Enc 5, CS 8, MM 16, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Wpn: Obsidian Club Sword
Xibalban Scorpion	Gold 15, Res 1, Rec 15 (max 15/month) HP 16, Prot 12, MR 8, Mor 15, Str 14, Att 11, Def 7, Prec 3, Enc 2, CS 8, MM 10, WS, PR +15, DV 100, Wpn: Pincer, Scorpion Tail
Sun Guide	Gold 18, Res 20, Rec 24 (can only be recruited in the capital) HP 9, Prot 13, MR 12, Mor 13, Str 8, Att 13, Def 10, Prec 5, Enc 6, CS 7, MM 16, FS, Fly, Sacr, FR +5, Blood Searcher 1, Patrol -1, Wpn: Obsidian Shard Blade

C'tis, Lizard Kings



C'tis is a swampy river valley surrounded by sandy deserts. In the fertile valley a sacral kingdom of lizard-like humanoids has formed. The kingdom is ancient by human standards and its wisdom and magical knowledge is great. At the top of the society is the Lizard King and his Royal Heirs. The king is the highest priest of C'tis. Under the king are the High Priests with their sacred serpents and the enigmatic Sauromancers, great mages of death and rebirth. The lizards are herbivores, but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. Both lizard races are cold-blooded and become exhausted very quickly when fighting in cold provinces. They have partial resistance to poison. The inhabitants of C'tis prefer to live in warm provinces.

Race: Thick hides, cold-blooded, poison resistance, prefers Heat scale +2

Military: Chariots, infantry, slave warriors, sacred serpents

Magic: Death, Nature, some Water and Astral

Priests: Powerful

Scales & Blesses: Order limit +1, Heat limit +1

Buildings: Standard Forts

C'tis, recruitable commanders

Taskmaster	Gold 40, Res 2, Rec 1 HP 13, Prot 5, MR 12, Mor 11, Str 11, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 14, SS, PR +5, TM +2, Ldr 50, Wpn: Whip
Commander of C'tis	Gold 55, Res 15, Rec 1 HP 13, Prot 16, MR 12, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 7, CS 7, MM 10, SS, PR +5, Ldr 75, Wpn: Spear
Lizard Lord	Gold 95, Res 21, Rec 1 HP 14, Prot 18, MR 13, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 8, CS 6, MM 8, SS, PR +5, Ldr 100, Wpn: Falchion
Hierodule	Gold 40, Res 1, Rec 1 HP 10, Prot 4, MR 14, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacr, PR +5, Mag: H1, Wpn: Claw
High Priest of C'tis	Gold 115, Res 1, Rec 2 HP 11, Prot 6, MR 16, Mor 11, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacr, PR +5, Ldr 50, Mag: H2, Wpn: Claw
Lizard Shaman	Gold 125, Res 2, Rec 2 HP 13, Prot 4, MR 14, Mor 13, Str 11, Att 11, Def 8, Prec 10, Enc 4, CS 10, MM 14, SS, Sacr, PR +5, Ldr 10, MagLdr 30, Mag: S1N1, Wpn: Mace, Bite
Reborn	Gold 145, Res 1, Rec 2 HP 11, Prot 5, MR 16, Mor 8, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, PR +5, Ldr 10, UndLdr 100, Mag: D2, Wpn: Claw
Sauromancer	Gold 295, Res 1, Rec 4 HP 12, Prot 6, MR 17, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 9, MM 14, SS, PR +10, Invulnerability 15, Ldr 10, UndLdr 150, MagLdr 20, Mag: D3N1?1, Wpn: Claw
Lizard Heir	Gold 185, Res 26, Rec 1 (can only be recruited in the capital) HP 15, Prot 17, MR 16, Mor 13, Str 12, Att 12, Def 15, Prec 10, Enc 5, CS 16, MM 20, Sacr, PR +5, Ldr 100, Mag: H1, Wpn: Falchion, Mount: Royal Chariot
Lizard King	Gold 340, Res 5, Rec 4 (can only be recruited in the capital) HP 17, Prot 5, MR 18, Mor 14, Str 12, Att 13, Def 14, Prec 10, Enc 4, CS 11, MM 14, SS, Sacr, PR +5, Ldr 150, Mag: H3, Wpn: Falchion

C'tis, recruitable units

Militia	Gold 7, Res 2, Rec 5 HP 11, Prot 5, MR 12, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 10, SS, PR +5, Wpn: Spear
Heavy Infantry	Gold 10, Res 15, Rec 11 HP 11, Prot 16, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 7, CS 7, MM 10, SS, PR +5, Wpn: Spear
City Guard	Gold 10, Res 10, Rec 11 HP 11, Prot 12, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 8, MM 12, SS, PR +5, Wpn: Spear
Light Infantry	Gold 10, Res 5, Rec 11 HP 11, Prot 5, MR 12, Mor 9, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 9, MM 14, SS, PR +5, Wpn: Spear, Javelin
Runner	Gold 12, Res 2, Rec 7 HP 12, Prot 3, MR 11, Mor 8, Str 11, Att 11, Def 8, Prec 10, Enc 3, CS 16, MM 18, SS, PR +5, Wpn: Spear, Bite

Slave Warrior	Gold 13, Res 3, Rec 8
	HP 13, Prot 3, MR 11, Mor 8, Str 11, Att 11, Def 9, Prec 10, Enc 4, CS 11, MM 14, SS, PR +5, Wpn: Trident, Bite
Falchioneer	Gold 13, Res 17, Rec 18
	HP 11, Prot 15, MR 12, Mor 10, Str 10, Att 11, Def 10, Prec 10, Enc 6, CS 9, MM 12, SS, Ambidex 2, PR +5, Wpn: Falchion, Falchion
Elite Warrior	Gold 15, Res 9, Rec 9
	HP 13, Prot 10, MR 11, Mor 9, Str 11, Att 12, Def 9, Prec 10, Enc 5, CS 10, MM 12, SS, PR +5, Wpn: Trident, Bite
Lizard Charioteer	Gold 40, Res 12, Rec 32
	HP 13, Prot 14, MR 12, Mor 11, Str 12, Att 11, Def 14, Prec 11, Enc 5, CS 10, MM 12, PR +5, Wpn: Falchion, Mount: Lizard Chariot
Serpent Dancer	Gold 19, Res 2, Rec 22 (can only be recruited in the capital)
	HP 11, Prot 5, MR 13, Mor 11, Str 10, Att 11, Def 16, Prec 10, Enc 4, CS 11, MM 14, SS, Sacr, PR +15, Wpn: Snake Staff

C'tis, mount stats

Lizard Chariot	
	HP 23, Prot 19, MR 5, Mor 13, Str 14, Att 13, Def 10, Prec 4, Enc 5, CS 16, MM 18, Trample, PR +5, Wpn: Bite
Royal Chariot	
	HP 25, Prot 19, MR 5, Mor 13, Str 15, Att 14, Def 10, Prec 4, Enc 5, CS 16, MM 18, Sacr, Trample, PR +5, Wpn: Bite

Machaka, Lion Kings



Machaka is an old sacral kingdom divided into totemic clans. The clans follow their totemic spirits and worship them as bringers of civilization and tell myths about their interactions with men. For centuries the Lion Clan has dominated the others and formed a unified kingdom under their wise rule. The Lion Clan is blessed by Lion and they are superior to other men. The Great Men of Mababwe, called 'Colossi' by Arcoscephalean historians, have ruled the plains since Hyena was coerced to teach metalworking to men and Rhino was defeated by spears longer than his. From Great Mababwe, the semi-divine Colossi of the Lion Clan rule their lesser kin as sacred Kings and Queens. There are many totemic clans, but some have been more influential. Hyena, Rhino, Elephant and Spider all serve Lion with their totemic masters' skills and guidance. Recent contact with Berytos and other nations has seen the rise of ambition among the Colossi royalty and the Lion Kings are preparing for the Awakening of Lion.

Race: Humans and Colossi, prefers Heat scale +2
 Military: Infantry, poison archers, spider riders, war lions, elephants
 Magic: Fire, Earth, Death, Nature, Glamour
 Priests: Average
 Scales & Blesses: Heat limit +1
 Buildings: Standard Forts

Machaka, recruitable commanders

Machaka Scout	Gold 35, Res 3, Rec 1 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 2, CS 13, MM 18, FS, MS, Stealth 40, Wpn: Dagger, Short Bow
Voice of Spider	Gold 105, Res 3, Rec 2 HP 11, Prot 0, MR 13, Mor 12, Str 10, Att 11, Def 12, Prec 10, Enc 2, CS 13, MM 18, FS, Sacr, Stealth 60, Spy, Wpn: Short Sword
Rhino Clan Commander	Gold 55, Res 13, Rec 1 HP 15, Prot 11, MR 10, Mor 12, Str 13, Att 11, Def 14, Prec 8, Enc 4, CS 13, MM 16, Ldr 75, Wpn: Machaka Spear
Lion Clan Commander	Gold 105, Res 8, Rec 1 HP 14, Prot 8, MR 10, Mor 13, Str 12, Att 12, Def 15, Prec 10, Enc 4, CS 12, MM 18, Ldr 100, Wpn: Machaka Spear
Voice of Lion	Gold 115, Res 2, Rec 2 HP 13, Prot 0, MR 13, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 2, CS 13, MM 18, Sacr, Ldr 50, MagLdr 10, Mag: N1H1, Wpn: Mace
Spider Clan Witch Doctor	Gold 140, Res 1, Rec 2 HP 11, Prot 0, MR 13, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Research -4, PR +5, Ldr 20, UndLdr 50, MagLdr 30, Mag: F1D1N1G1, Wpn: Quarterstaff
Hyena Clan Witch Doctor	Gold 230, Res 1, Rec 2 HP 11, Prot 0, MR 14, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 13, MM 16, WS, Disease Healing 1, Heretic 1, Ldr 20, UndLdr 100, MagLdr 20, Mag: F1E1D2, Wpn: Quarterstaff
Bouda	Gold 300, Res 3, Rec 4 HP 13, Prot 0, MR 17, Mor 13, Str 11, Att 11, Def 10, Prec 11, Enc 2, CS 13, MM 18, WS, Forge Bonus 1, Heretic 2, Ldr 30, UndLdr 100, MagLdr 40, Mag: F1E2D2?1, Wpn: Hammer
Spider Clan Sorcerer	Gold 270, Res 1, Rec 4 (can only be recruited in the capital) HP 11, Prot 0, MR 15, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, PR +5, Ldr 20, UndLdr 100, MagLdr 40, Mag: F1D1N1G1?2, Wpn: Quarterstaff
Lion Queen	Gold 445, Res 7, Rec 4 (can only be recruited in the capital) HP 18, Prot 2, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 12, Enc 2, CS 14, MM 20, Sacr, Ldr 90, MagLdr 70, Mag: F3E1N2H1, Wpn: Golden Spear
Lion King	Gold 490, Res 10, Rec 4 (can only be recruited in the capital) HP 20, Prot 2, MR 17, Mor 13, Str 14, Att 11, Def 10, Prec 10, Enc 2, CS 14, MM 20, Sacr, Ldr 120, MagLdr 60, Mag: F2E1N3H2, Wpn: Spirit Club

Machaka, recruitable units	
Pygmy	Gold 5, Res 2, Rec 2 HP 4, Prot 0, MR 10, Mor 6, Str 4, Att 7, Def 7, Prec 10, Enc 2, CS 7, MM 16, FS, Wpn: Dagger, Short Bow
Machaka Militia	Gold 7, Res 2, Rec 3 HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 18, Wpn: Spear
Bird Clan Archer	Gold 10, Res 3, Rec 9 HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 11, Enc 2, CS 13, MM 18, Wpn: Dagger, Short Bow
Machaka Warrior	Gold 10, Res 2, Rec 9 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, Wpn: Spear
Hyena Clan Warrior	Gold 10, Res 5, Rec 9 HP 11, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 14, Prec 10, Enc 4, CS 12, MM 18, WS, Wpn: Spear, Javelin
Spider Clan Archer	Gold 12, Res 4, Rec 20 (can only be recruited in the capital) HP 9, Prot 0, MR 10, Mor 8, Str 9, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Dagger, Poison Bow
Spider Clan Warrior	Gold 12, Res 5, Rec 14 (can only be recruited in the capital) HP 9, Prot 0, MR 10, Mor 10, Str 9, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Poison Tipped Spear
Rhino Clan Warrior	Gold 13, Res 13, Rec 16 HP 13, Prot 11, MR 10, Mor 11, Str 12, Att 10, Def 13, Prec 8, Enc 4, CS 12, MM 16, Wpn: Machaka Spear
Lion Clan Warrior	Gold 14, Res 6, Rec 18 HP 12, Prot 5, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 10, Enc 4, CS 12, MM 18, Wpn: Machaka Spear
War Lion	Gold 20, Res 1, Rec 14 HP 20, Prot 4, MR 5, Mor 13, Str 15, Att 13, Def 9, Prec 5, Enc 4, CS 19, MM 20, DV 50, Wpn: Bite, Claw
Spider Rider	Gold 25, Res 4, Rec 9 (can only be recruited in the capital) HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 13, MM 16, FS, Wpn: Spear, Short Bow, Mount: Great Spider
Elephant Rider	Gold 100, Res 2, Rec 9 HP 13, Prot 0, MR 10, Mor 10, Str 12, Att 10, Def 12, Prec 10, Enc 2, CS 14, MM 18, Wpn: Small Hammer, Mount: Machaka War Elephant, Coriders: 2 * Elephant Archers
Lion Warrior	Gold 40, Res 23, Rec 23 (can only be recruited in the capital) HP 22, Prot 7, MR 13, Mor 14, Str 15, Att 12, Def 11, Prec 10, Enc 3, CS 13, MM 20, Sacr, Invulnerability 18, Wpn: Spirit Club

Machaka, mount stats	
Machaka War Elephant	HP 69, Prot 11, MR 7, Mor 10, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk
Great Spider	HP 26, Prot 14, MR 5, Mor 10, Str 11, Att 12, Def 9, Prec 10, Enc 2, CS 14, MM 18, FS, PR +15, Wpn: Venomous Fangs, Web, Web Spit

Berytos, The Phoenix Empire



The people of Berytos are the descendants of a civilization created by the Telkhines, titanic storm demons defeated by a previous Pantokrator. The Telkhines taught shipbuilding, sailing and metalcrafting to the human ancestors of Berytos. When the Telkhines were defeated, the humans fled across the sea, led by the Storm Callers, disciples of the Telkhines. With the knowledge of ironcrafting and the magical might of the Storm Callers, new colonies were founded on distant shores. Like a phoenix, the dying empire was reborn. But the Telkhine gods were dead and the humans sought divine leadership. They found the Melqarts of Hinnom. One of the colonies was situated near Ashdod and the bloody cult of the Melqarts soon spread through the Phoenix Empire. In the capital colony of Berytos, a great temple to the Melqarts was built. But soon another power found its way into the cult. Refugee Colossi, great men of the Machakan royal family, arrived in Berytos and established themselves as rulers of the bloody cult. Their sorceresses claimed divinity and called themselves Brides-in-Waiting. Now Berytos is a seafaring people led by sorcerer-queens from the great temple in Berytos.

Race: Ocean sailing, trace income across oceans, income bonus in coastal castles. Can recruit special mages in coastal castles. Prefers Heat scale +1
 Military: Archers, light and medium infantry, lancers and Elephants
 Magic: Blood, Fire, Air, Water, Earth and some Astral
 Priests: Strong, can perform blood sacrifices
 Scales & Blesses: Heat limit +1
 Buildings: Advanced Forts

Berytos, recruitable commanders

Berytian Scout	Gold 35, Res 3, Rec 1 HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 55, Wpn: Dagger, Short Bow
Berytian Captain	Gold 140, Res 17, Rec 1 HP 11, Prot 13, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 6, CS 9, MM 12, Army Sail, Ship Size 3, Ldr 100, Wpn: Short Sword
Mage Pilot	Gold 110, Res 2, Rec 2 (can only be recruited in coastal forts) HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 12, MM 16, Army Sail, Ship Size 3, Ldr 50, MagLdr 20, Mag: A1W1, Wpn: Dagger
Berytian Sage	Gold 110, Res 4, Rec 2 HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 7, Prec 11, Enc 3, CS 12, MM 16, Research +2, Army Sail, Ship Size 3, Ldr 10, MagLdr 20, Mag: E1?1, Wpn: Hammer
Berytian Priest	Gold 200, Res 2, Rec 2 HP 9, Prot 2, MR 13, Mor 11, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Sacr, Army Sail, Ship Size 3, Ldr 10, UndLdr 10, MagLdr 20, Mag: B1H1?1, Wpn: Dagger
Storm Caller	Gold 290, Res 2, Rec 4 (can only be recruited in coastal forts) HP 10, Prot 2, MR 16, Mor 9, Str 10, Att 8, Def 6, Prec 11, Enc 5, CS 11, MM 12, Army Sail, Ship Size 3, Ldr 60, MagLdr 50, Mag: A2W2?1, Wpn: Dagger
Bride-in-Waiting	Gold 580, Res 7, Rec 4 (can only be recruited in the capital) HP 18, Prot 2, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 12, Enc 2, CS 14, MM 20, Sacr, Ldr 130, UndLdr 20, MagLdr 80, Mag: F2A2E1B2H2?1, Wpn: Golden Spear

Berytos, recruitable units

Berytian Militia	Gold 7, Res 5, Rec 3 HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 8, Def 11, Prec 8, Enc 5, CS 10, MM 12, Wpn: Spear
Berytian Archer	Gold 10, Res 7, Rec 9 HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Berytian Spearman	Gold 10, Res 9, Rec 9 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear, Javelin
Berytian Soldier	Gold 10, Res 14, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 10, MM 14, Wpn: Short Sword
Berytian Heavy Spearman	Gold 12, Res 19, Rec 14 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 6, CS 9, MM 12, Wpn: Long Spear
Berytian Elite Soldier	Gold 14, Res 19, Rec 18 HP 12, Prot 14, MR 10, Mor 13, Str 10, Att 11, Def 14, Prec 10, Enc 6, CS 9, MM 12, Wpn: Short Sword

Berytian Lancer	Gold 30, Res 8, Rec 9
	HP 10, Prot 9, MR 10, Mor 11, Str 10, Att 10, Def 17, Prec 10, Enc 4, CS 12, MM 16, Wpn: Light Lance, Mount: War Horse
Elephant Rider	Gold 100, Res 3, Rec 9
	HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 12, MM 16, Wpn: Small Hammer, Mount: War Elephant, Coriders: 2 * Elephant Archers
Colossi Warrior	Gold 35, Res 22, Rec 21 (can only be recruited in the capital)
	HP 22, Prot 14, MR 12, Mor 14, Str 15, Att 12, Def 15, Prec 11, Enc 5, CS 11, MM 16, Sacr, Wpn: Short Sword
Berytos, mount stats	
War Horse	
	HP 20, Prot 7, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 24, MM 22, Wpn: Hoof
War Elephant	
	HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk

Vanheim, Age of Vanir



Vanheim is a land of misty moors and bitter forests inhabited by a tall and innately magical race known as the Vanir. The Vanir are mortal enemies of the giants of Jotunheim and since the beginning of time they have waged a great war upon each other. They are masters of illusions and are able to trick mortals with their glamour. In halls under the mountains of Vanheim live Dwarves, smiths capable of crafting fabulous items. Vanheim is a land of magic and even the horses are enchanted and exceptionally fast. Vanir are skilled shipwrights and navigators and can sail the oceans. Lesser beings are not held in high regard and their blood is sacrificed to sate the Awakening God.

Race: Ocean sailing, trace income across oceans, illusions, prefers Cold scale +1

Military: Vanir

Magic: Air, Glamour, Earth, Blood, some Fire and Death

Priests: Average, can perform blood sacrifices

Scales & Blesses: Cold limit +1, Magic limit +1

Buildings: Standard Forts

Vanheim, recruitable commanders

Van Scout	Gold 55, Res 15, Rec 1 HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 16, Prec 12, Enc 6, CS 10, MM 12, FS, MS, Glamour, Stealth 75, Wpn: Spear
Vanherse	Gold 235, Res 16, Rec 2 HP 14, Prot 13, MR 16, Mor 13, Str 12, Att 14, Def 19, Prec 13, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, Army Sail, Ship Size 5, Rider 4, Ldr 75, MagLdr 20, Mag: A1G1H1, Wpn: Light Lance, Javelin, Mount: Fay Horse
Vanjarl	Gold 440, Res 18, Rec 2 HP 15, Prot 13, MR 17, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 5, CS 13, MM 14, Glamour, Sacr, Stealth 65, Army Sail, Ship Size 5, Rider 5, Ldr 100, UndLdr 10, MagLdr 40, Mag: A2G1B1H2, Wpn: Broad Sword, Javelin, Mount: Fay Horse
Dwarven Smith	Gold 195, Res 2, Rec 4 (can only be recruited in the capital) HP 9, Prot 4, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 1, DV 50, Ldr 20, MagLdr 30, Mag: E2?1, Wpn: Hammer
Vanadrott	Gold 595, Res 19, Rec 4 (can only be recruited in the capital) HP 15, Prot 12, MR 18, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 13, MM 16, Glamour, Sacr, Stealth 65, Army Sail, Ship Size 5, Rider 5, Ldr 150, UndLdr 20, MagLdr 60, Mag: A2G2B1H2?1, Wpn: Light Lance, Javelin, Mount: Fay Horse

Vanheim, recruitable units

Serf Warrior	Gold 8, Res 6, Rec 5 HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 9, Def 12, Prec 10, Enc 4, CS 11, MM 14, Wpn: Spear
Huskarl	Gold 25, Res 10, Rec 21 HP 13, Prot 9, MR 14, Mor 11, Str 11, Att 12, Def 16, Prec 12, Enc 4, CS 12, MM 16, Glamour, Stealth 65, Wpn: Spear, Javelin
Huskarl	Gold 25, Res 13, Rec 21 HP 13, Prot 11, MR 14, Mor 11, Str 11, Att 12, Def 14, Prec 12, Enc 5, CS 11, MM 14, Glamour, Stealth 65, Wpn: Axe, Javelin
Hirdman	Gold 30, Res 17, Rec 25 HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 17, Prec 12, Enc 6, CS 10, MM 12, Glamour, Stealth 65, Wpn: Broad Sword
Mounted Hirdman	Gold 50, Res 13, Rec 21 HP 13, Prot 11, MR 14, Mor 12, Str 11, Att 12, Def 19, Prec 12, Enc 4, CS 13, MM 14, Glamour, Stealth 65, Rider 3, Wpn: Light Lance, Javelin, Mount: Fay Horse
Fay Boar	Gold 100, Res 1, Rec 29 (can only be recruited in the capital) HP 18, Prot 4, MR 14, Mor 18, Str 12, Att 10, Def 9, Prec 5, Enc 2, CS 14, MM 22, FS, Trample, Supply 100, Wpn: Gore
Vanhere	Gold 40, Res 16, Rec 28 (can only be recruited in the capital) HP 15, Prot 13, MR 14, Mor 15, Str 13, Att 13, Def 12, Prec 12, Enc 6, CS 11, MM 12, Glamour, Sacr, Stealth 65, Ambidex 1, Berserker +5, Wpn: Broad Sword, Axe

Vanheim, mount stats

Fay Horse	HP 22, Prot 4, MR 12, Mor 11, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Sacr, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof
Fay Horse	HP 22, Prot 4, MR 12, Mor 11, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof

Helheim, Dusk and Death



Helheim is a land of shadows, windswept moors and silent mountains. Here lies Gnipahålan, the Stone Cave, where the dead pass through on their way to Hel. The Hanged Kings, ancient Vanir who have hanged themselves to learn the secrets of Death, rule the land from their thrones in Helhalla. Helheim is inhabited by Vanir, a race of tall and innately magical beings who are able to trick mortals with their glamour. The Vanir of Helheim have sequestered themselves from the Vanir of Vanheim and have not been part of the great war with the giants. For ages they have been guiding the dead on their way to Hel in service of a dead god. Now a new God is arising and the old ways are changing. The Valkyries, guides of the dead, have become messengers of death and sacred warriors of the new God. Valkyries, the female Vanir of Helheim, are able to fly, a gift from the dead god they once served. Unlike their cousins in Vanheim, the Vanir of Helheim are not shipwrights and sailors.

Race: Flying troops, illusions, prefers Cold scale +1
 Military: Vanir heavy infantry, Valkyries, Vanir cavalry
 Magic: Death, Glamour, Air, Earth, some Fire
 Priests: Average.
 Scales & Blesses: Cold limit +1, Death limit +1, Magic limit +1
 Buildings: Standard Forts

Helheim, recruitable commanders

Van Scout	Gold 55, Res 15, Rec 1 HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 16, Prec 12, Enc 6, CS 10, MM 12, FS, MS, Glamour, Stealth 75, Wpn: Spear
Vanherse	Gold 220, Res 13, Rec 2 HP 14, Prot 11, MR 16, Mor 13, Str 12, Att 14, Def 20, Prec 13, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, Rider 4, Ldr 75, MagLdr 20, Mag: A1G1H1, Wpn: Light Lance, Javelin, Mount: Fay Horse
Helkarl	Gold 255, Res 13, Rec 2 HP 15, Prot 11, MR 17, Mor 14, Str 13, Att 14, Def 20, Prec 14, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, SpSi, Rider 4, Ldr 100, UndLdr 50, MagLdr 10, Mag: D1G1H1, Wpn: Light Lance, Javelin, Mount: Helhestur
Vanjarl	Gold 410, Res 15, Rec 2 HP 15, Prot 11, MR 17, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, Rider 5, Ldr 100, UndLdr 50, MagLdr 30, Mag: A2D1G1H2, Wpn: Broad Sword, Javelin, Mount: Fay Horse
Svartalf	Gold 270, Res 2, Rec 4 (can only be recruited in the capital) HP 9, Prot 7, MR 16, Mor 13, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 6, MM 12, MS, DV 50, Ldr 10, UndLdr 100, MagLdr 30, Mag: E2D2?1, Wpn: Hammer
Dis	Gold 315, Res 19, Rec 2 (can only be recruited in the capital) HP 14, Prot 12, MR 17, Mor 14, Str 11, Att 14, Def 22, Prec 14, Enc 4, CS 13, MM 20, Fly, Glamour, Sacr, Stealth 65, SpSi, Rider 5, Ldr 100, UndLdr 50, MagLdr 20, Mag: A1D1G1H1, Wpn: Light Lance, Javelin, Mount: Disahestur
Hangadrott	Gold 620, Res 13, Rec 4 (can only be recruited in the capital) HP 15, Prot 11, MR 18, Mor 14, Str 13, Att 14, Def 21, Prec 14, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, SpSi, Rider 5, Ldr 150, UndLdr 150, MagLdr 30, Mag: D3G2H2?1, Wpn: Light Lance, Javelin, Mount: Helhestur

Helheim, recruitable units

Serf Warrior	Gold 8, Res 6, Rec 5 HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 9, Def 12, Prec 10, Enc 4, CS 11, MM 14, Wpn: Spear
Huskarl	Gold 25, Res 10, Rec 21 HP 13, Prot 9, MR 14, Mor 11, Str 11, Att 12, Def 16, Prec 12, Enc 4, CS 12, MM 16, Glamour, Stealth 65, Wpn: Spear, Javelin
Huskarl	Gold 25, Res 13, Rec 21 HP 13, Prot 11, MR 14, Mor 11, Str 11, Att 12, Def 14, Prec 12, Enc 5, CS 11, MM 14, Glamour, Stealth 65, Wpn: Axe, Javelin
Hirdman	Gold 30, Res 17, Rec 25 HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 17, Prec 12, Enc 6, CS 10, MM 12, Glamour, Stealth 65, Wpn: Broad Sword
Mounted Hirdman	Gold 50, Res 13, Rec 21 HP 13, Prot 11, MR 14, Mor 12, Str 11, Att 12, Def 19, Prec 12, Enc 4, CS 13, MM 14, Glamour, Stealth 65, Rider 3, Wpn: Light Lance, Javelin, Mount: Fay Horse

Valkyrie	Gold 45, Res 18, Rec 29 (can only be recruited in the capital)
	HP 13, Prot 12, MR 14, Mor 12, Str 11, Att 13, Def 17, Prec 13, Enc 5, CS 11, MM 28, Fly, Glamour, Sacr, Stealth 65, SpSi, Wpn: Light Lance
Helhirding	Gold 60, Res 13, Rec 21 (can only be recruited in the capital)
	HP 14, Prot 11, MR 14, Mor 13, Str 12, Att 13, Def 19, Prec 13, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, SpSi, Rider 3, Wpn: Light Lance, Javelin, Mount: Helhestur

Helheim, mount stats

Helhestur	HP 22, Prot 4, MR 12, Mor 12, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Sacr, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof
Fay Horse	HP 22, Prot 4, MR 12, Mor 11, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof
Fay Horse	HP 22, Prot 4, MR 12, Mor 11, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Sacr, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof
Disahestur	HP 22, Prot 4, MR 13, Mor 13, Str 14, Att 12, Def 15, Prec 5, Enc 1, CS 30, MM 28, Fly, Glamour, Sacr, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof

Rus, Sons of Heaven



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

Race: Humans and Chudes. All Rusian peoples have partial cold resistance and prefer Cold scale +2.

Military: Human infantry, hunters and berserkers, Chud warriors, sacred Chud Skinshifters.

Magic: Air, Nature, Fire, some Earth and Astral, summonable beings of Rus.

Priests: Medium, but expensive and few.

Scales & Blesses: Cold limit +1

Buildings: Primitive Forts, temples cost 300

Rus, recruitable commanders

Scout	Gold 35, Res 5, Rec 1 (can be recruited outside forts as well) HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 60, CR +5, Wpn: Dagger, Short Bow
Rusian Chieftain	Gold 55, Res 17, Rec 1 HP 12, Prot 13, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 11, Enc 6, CS 9, MM 12, CR +5, Ldr 75, Wpn: Broad Sword
Rusian Priest	Gold 65, Res 2, Rec 1 HP 10, Prot 2, MR 13, Mor 11, Str 9, Att 9, Def 9, Prec 11, Enc 3, CS 12, MM 16, Sacr, CR +5, Ldr 10, Mag: H1, Wpn: Dagger
Rusian Wizard	Gold 175, Res 2, Rec 2 (can also be recruited in all caves) HP 10, Prot 2, MR 13, Mor 8, Str 9, Att 9, Def 9, Prec 11, Enc 3, CS 12, MM 16, Research +2, CR +5, Ldr 20, MagLdr 30, Mag: F1N1?1, Wpn: Dagger
Son of Heaven	Gold 380, Res 5, Rec 2 (can only be recruited in the capital) HP 20, Prot 4, MR 17, Mor 14, Str 15, Att 14, Def 14, Prec 12, Enc 2, CS 14, MM 18, Sacr, CR +5, Ldr 160, MagLdr 50, Mag: F1A1N1H2?1, Wpn: Battleaxe
Daughter of the Sun	Gold 395, Res 5, Rec 2 (can only be recruited in the capital) HP 17, Prot 4, MR 18, Mor 14, Str 14, Att 13, Def 15, Prec 12, Enc 2, CS 14, MM 18, Sacr, CR +5, Ldr 130, MagLdr 40, Mag: F2N1H1?1, Wpn: Broad Sword
Perkunu	Gold 535, Res 5, Rec 4 (can only be recruited in the capital) HP 19, Prot 7, MR 18, Mor 14, Str 14, Att 13, Def 10, Prec 12, Enc 3, CS 13, MM 18, FS, MS, Sacr, Recup, SR +15, CR +5, Ldr 50, MagLdr 70, Mag: A3S1N2H1, Wpn: Battleaxe
Rusian Chieftain	Gold 60, Res 8, Rec 1 (can be recruited in all non-fort provinces) HP 12, Prot 9, MR 10, Mor 13, Str 11, Att 12, Def 11, Prec 12, Enc 3, CS 12, MM 16, FS, MS, Stealth 40, CR +5, Berserker +1, Ldr 50, Wpn: Axe, Short Bow
Chud Chieftain	Gold 125, Res 10, Rec 1 (can be recruited in all forests) HP 19, Prot 11, MR 12, Mor 14, Str 13, Att 14, Def 13, Prec 12, Enc 5, CS 13, MM 16, FS, MS, Stealth 40, Ambidex 2, CR +5, Berserker +3, Ldr 100, Wpn: Broad Sword, Axe, Javelin
Thunder Priest	Gold 325, Res 2, Rec 2 (can be recruited in all forests) HP 12, Prot 2, MR 14, Mor 11, Str 11, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Sacr, Research -2, CR +5, Ldr 10, MagLdr 40, Mag: A2N1H1?1, Wpn: Quarterstaff

Rus, recruitable units	
Rusian Hunter	Gold 10, Res 6, Rec 4 (can be recruited outside forts as well) HP 10, Prot 6, MR 10, Mor 11, Str 10, Att 11, Def 11, Prec 11, Enc 3, CS 12, MM 16, FS, MS, Stealth 40, CR +5, Wpn: Spear, Short Bow
Rusian Warrior	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, CR +5, Wpn: Spear
Rusian Warrior	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, CR +5, Wpn: Axe
Chud Warrior	Gold 20, Res 12, Rec 13 HP 17, Prot 12, MR 12, Mor 13, Str 13, Att 12, Def 14, Prec 10, Enc 5, CS 12, MM 16, CR +5, Wpn: Spear
Chud Hunter	Gold 25, Res 7, Rec 9 (can be recruited in the capital and in all forests) HP 17, Prot 11, MR 12, Mor 13, Str 13, Att 13, Def 12, Prec 11, Enc 4, CS 13, MM 16, FS, MS, Stealth 40, CR +5, Berserker +2, Wpn: Spear, Javelin
Chud Berserker	Gold 35, Res 13, Rec 28 HP 17, Prot 12, MR 12, Mor 13, Str 13, Att 12, Def 11, Prec 10, Enc 5, CS 13, MM 16, Ambidex 2, CR +5, Berserker +2, Wpn: Broad Sword, Axe
Chud Skinshifter	Gold 65, Res 5, Rec 33 (can only be recruited in the capital) HP 19, Prot 8, MR 13, Mor 14, Str 14, Att 14, Def 11, Prec 10, Enc 3, CS 13, MM 18, FS, MS, Sacr, Recup, CR +5, Berserker +3, Wpn: Battleaxe
Bear Warrior	Gold 18, Res 4, Rec 13 (can be recruited in all forests) HP 13, Prot 7, MR 11, Mor 13, Str 12, Att 12, Def 7, Prec 10, Enc 5, CS 11, MM 16, FS, MS, Stealth 40, Ambidex 1, CR +5, Berserker +3, Wpn: Axe, Axe

Niefelheim, Sons of Winter



Niefelheim, the Land of Eternal Frost, was once the home of the frost giants. The Rimtursar, primordial giants of godlike powers, were the undisputed rulers of the world until a God of Thunder hunted and slew them. The giants of Jotunheim are the descendants of the Rimtursar. From the cold glaciers in Niefelheim, frost giants have emerged anew. These Niefel Giants are not nearly as powerful as their ancestors, but they are stronger by far than the giants of later ages. Giants are immensely strong and resilient, and the Jotuns are even stronger and tougher than other giant races. They are almost impervious to the cold of winter, but thunder and lightning still recognize their old quarry and the giants of the land greatly fear the wielders of lightning bolts. Niefelheim is ruled by several Jarls who rarely join forces. Gygjas, old and wicked hags, serve the Niefel giants with sorcerous advice. The people of Niefelheim prefer to live in very cold provinces. The icy winds of Niefelheim cause the cold climate to expand beyond the Dominion of the Pretender God.

Race: Cold resistant, prefers Cold scale +3
 Military: Niefel Giants, giant infantry and skinshifters
 Magic: Water, Blood, Death, Glamour, Nature, Astral
 Priests: Average
 Scales & Blesses: Cold limit +2
 Buildings: Giant Forts, forts reduce cold scale deaths by 2 steps

Niefelheim, recruitable commanders

Jotun Scout	Gold 60, Res 7, Rec 1 HP 36, Prot 12, MR 13, Mor 13, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, MS, Stealth 40, SR -5, CR +15, Wpn: Spear, Javelin
Jotun Herse	Gold 105, Res 35, Rec 1 HP 36, Prot 17, MR 12, Mor 13, Str 21, Att 12, Def 14, Prec 10, Enc 6, CS 13, MM 14, Sacr, SR -5, CR +15, Ldr 75, Wpn: Broad Sword
Jotun Gode	Gold 150, Res 19, Rec 2 HP 36, Prot 13, MR 14, Mor 13, Str 22, Att 11, Def 14, Prec 10, Enc 5, CS 14, MM 16, FS, Sacr, SR -5, CR +15, Ldr 50, Mag: H2, Wpn: Broad Sword
Jotun Jarl	Gold 180, Res 35, Rec 1 HP 38, Prot 17, MR 13, Mor 14, Str 23, Att 13, Def 15, Prec 10, Enc 6, CS 13, MM 14, Sacr, SR -5, CR +15, Ldr 100, Mag: H1, Wpn: Broad Sword
Gygja	Gold 300, Res 3, Rec 2 HP 38, Prot 9, MR 17, Mor 12, Str 18, Att 8, Def 9, Prec 10, Enc 5, CS 13, MM 16, FS, SR -5, CR +15, Fortune Teller 10, Ldr 50, UndLdr 60, MagLdr 40, Mag: D1G1B1?2, Wpn: Slap, Quarterstaff
Jotun Skratti	Gold 485, Res 3, Rec 4 HP 37, Prot 11, MR 17, Mor 12, Str 22, Att 11, Def 12, Prec 10, Enc 5, CS 15, MM 16, FS, Sacr, SR -5, CR +15, Ldr 10, UndLdr 30, MagLdr 50, Mag: W2B2H1?1, Wpn: Quarterstaff
Niefel Jarl	Gold 715, Res 49, Rec 4 (can only be recruited in the capital) HP 75, Prot 14, MR 18, Mor 15, Str 26, Att 13, Def 18, Prec 12, Enc 4, CS 14, MM 20, Sacr, Cold pow 1, SR -5, CR +25, Ice Prot 3, Chill 15, Ldr 150, UndLdr 100, MagLdr 40, Mag: W3D2H2?1, Wpn: Ice Blade

Niefelheim, recruitable units

Jotun Bondi	Gold 20, Res 15, Rec 11 HP 31, Prot 13, MR 12, Mor 11, Str 19, Att 9, Def 10, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe
Jotun Warrior	Gold 30, Res 15, Rec 17 HP 33, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 12, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Spear
Jotun Warrior	Gold 30, Res 17, Rec 17 HP 35, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe, Javelin
Jotun Hurler	Gold 30, Res 11, Rec 17 HP 33, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 6, Prec 10, Enc 4, CS 13, MM 16, SR -5, CR +15, Siege Strength +5, Wpn: Hand Axe, Boulder
Jotun Huskarl	Gold 35, Res 21, Rec 20 HP 35, Prot 15, MR 12, Mor 13, Str 21, Att 11, Def 12, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe
Godihuskarl	Gold 40, Res 25, Rec 24 HP 36, Prot 15, MR 12, Mor 13, Str 21, Att 11, Def 13, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Spear, Javelin
Jotun Hirdman	Gold 50, Res 33, Rec 31 HP 38, Prot 16, MR 12, Mor 13, Str 22, Att 12, Def 15, Prec 10, Enc 6, CS 12, MM 14, SR -5, CR +15, Wpn: Broad Sword
Niefel Giant	Gold 140, Res 22, Rec 39 (can only be recruited in the capital) HP 69, Prot 14, MR 15, Mor 14, Str 25, Att 12, Def 13, Prec 11, Enc 4, CS 14, MM 20, Sacr, Cold pow 1, SR -5, CR +25, Ice Prot 2, Chill 10, Wpn: Axe



Muspelheim, Sons of Fire

Far away in the frozen lands of the jotuns lies a vast valley of fire and ash. This is Muspelheim, a gloomy land lit by streams of lava. The acrid air is thick with soot and glowing embers, and the skies are dark and covered in clouds of smoke and sulfur. From the fires of Muspelheim primordial giants once emerged and now their descendants make the valley of fire and ash their home. The muspel giants have allied themselves with jotuns of the surrounding lands and most of the population is of jotun stock, but in the ashen fields of Muspelheim descendants of the first fire giants still live. The jotuns in general prefer cold climates, but the jotuns in Muspelheim are resistant to fire and do not suffer from the extreme heat of their ancestral home.

Race: Cold resistant, prefers Cold scale +2 (home province prefers Heat scale +3). Fire resistant giants in home province.

Military: Muspel Giants, giant infantry

Magic: Fire, Air, Death, Glamour, Astral, Blood and Nature

Priests: Average

Scales & Blesses: Cold limit +1

Buildings: Giant Forts, capital reduces heat scale deaths by 2 steps, other forts reduce cold scale deaths by 1 step

Muspelheim, recruitable commanders

Muspeldottir	Gold 230, Res 3, Rec 2 HP 30, Prot 9, MR 16, Mor 11, Str 16, Att 8, Def 10, Prec 10, Enc 4, CS 13, MM 18, WS, FR +15, SR -5, Ldr 60, UndLdr 50, MagLdr 40, Mag: F1A1D1?1, Wpn: Quarterstaff
Muspel Herse	Gold 180, Res 35, Rec 1 (can only be recruited in the capital) HP 36, Prot 17, MR 13, Mor 14, Str 21, Att 14, Def 16, Prec 10, Enc 6, CS 15, MM 16, WS, Sacr, FR +15, SR -5, Ldr 100, Mag: H1, Wpn: Broad Sword
Muspel Gode	Gold 260, Res 19, Rec 2 (can only be recruited in the capital) HP 36, Prot 13, MR 14, Mor 13, Str 20, Att 12, Def 15, Prec 10, Enc 5, CS 16, MM 18, WS, Sacr, FR +15, SR -5, Ldr 60, MagLdr 20, Mag: F1H2?1, Wpn: Broad Sword
Muspelgygja	Gold 355, Res 3, Rec 2 (can only be recruited in the capital) HP 35, Prot 9, MR 17, Mor 12, Str 16, Att 9, Def 4, Prec 10, Enc 7, CS 13, MM 14, WS, FR +15, SR -5, Fortune Teller 5, Ldr 70, UndLdr 50, MagLdr 50, Mag: F2A1?2, Wpn: Slap, Fist
Muspel Jarl	Gold 695, Res 28, Rec 4 (can only be recruited in the capital) HP 67, Prot 16, MR 18, Mor 15, Str 25, Att 14, Def 18, Prec 12, Enc 5, CS 15, MM 20, WS, Sacr, Heat pow 1, FR +25, SR -5, Heat 12, Ldr 180, UndLdr 50, MagLdr 50, Mag: F3A1D1H2?1, Wpn: Flame Blade
Jotun Scout	Gold 60, Res 7, Rec 1 (Jotun Scout [5120]) HP 36, Prot 12, MR 13, Mor 13, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, MS, Stealth 40, SR -5, CR +15, Wpn: Spear, Javelin
Jotun Herse	Gold 105, Res 35, Rec 1 (Jotun Herse [5120]) HP 36, Prot 17, MR 12, Mor 13, Str 21, Att 12, Def 14, Prec 10, Enc 6, CS 13, MM 14, Sacr, SR -5, CR +15, Ldr 75, Wpn: Broad Sword
Jotun Gode	Gold 150, Res 19, Rec 2 (Jotun Gode [5120]) HP 36, Prot 13, MR 14, Mor 13, Str 22, Att 11, Def 14, Prec 10, Enc 5, CS 14, MM 16, FS, Sacr, SR -5, CR +15, Ldr 50, Mag: H2, Wpn: Broad Sword
Jotun Jarl	Gold 180, Res 35, Rec 1 (Jotun Jarl [5120]) HP 38, Prot 17, MR 13, Mor 14, Str 23, Att 13, Def 15, Prec 10, Enc 6, CS 13, MM 14, Sacr, SR -5, CR +15, Ldr 100, Mag: H1, Wpn: Broad Sword
Gygja	Gold 285, Res 3, Rec 2 (Gygja [5120]) HP 38, Prot 9, MR 17, Mor 12, Str 18, Att 8, Def 6, Prec 10, Enc 8, CS 11, MM 12, FS, SR -5, CR +15, Fortune Teller 10, Ldr 10, UndLdr 110, MagLdr 40, Mag: D1G1B1?2, Wpn: Slap, Quarterstaff

Muspelheim, recruitable units	
Muspel Huskarl	Gold 40, Res 25, Rec 24 (can only be recruited in the capital) HP 34, Prot 15, MR 12, Mor 13, Str 19, Att 12, Def 14, Prec 10, Enc 5, CS 15, MM 18, WS, FR +15, SR -5, Wpn: Spear, Javelin
Muspel Hirdman	Gold 50, Res 33, Rec 31 (can only be recruited in the capital) HP 36, Prot 16, MR 12, Mor 13, Str 20, Att 13, Def 16, Prec 10, Enc 6, CS 14, MM 16, WS, FR +15, SR -5, Wpn: Broad Sword
Muspel Giant	Gold 140, Res 40, Rec 39 (can only be recruited in the capital) HP 63, Prot 18, MR 15, Mor 14, Str 24, Att 13, Def 16, Prec 11, Enc 5, CS 15, MM 20, WS, Sacr, Heat pow 1, FR +25, SR -5, Heat 8, Wpn: Fire Sword
Jotun Bondi	Gold 20, Res 15, Rec 11 (Jotun Bondi [5120]) HP 31, Prot 13, MR 12, Mor 11, Str 19, Att 9, Def 10, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe
Jotun Warrior	Gold 30, Res 15, Rec 17 (Jotun Warrior [5120]) HP 33, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 12, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Spear
Jotun Warrior	Gold 30, Res 17, Rec 17 (Jotun Warrior [5120]) HP 35, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe, Javelin
Jotun Hurler	Gold 30, Res 11, Rec 17 (Jotun Hurler [5120]) HP 33, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 6, Prec 10, Enc 4, CS 13, MM 16, SR -5, CR +15, Siege Strength +5, Wpn: Hand Axe, Boulder
Jotun Huskarl	Gold 35, Res 21, Rec 20 (Jotun Huskarl [5120]) HP 35, Prot 15, MR 12, Mor 13, Str 21, Att 11, Def 12, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe
Godihuskarl	Gold 40, Res 25, Rec 24 (Godihuskarl [5120]) HP 36, Prot 15, MR 12, Mor 13, Str 21, Att 11, Def 13, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Spear, Javelin
Jotun Hirdman	Gold 50, Res 33, Rec 31 (Jotun Hirdman [5120]) HP 38, Prot 16, MR 12, Mor 13, Str 22, Att 12, Def 15, Prec 10, Enc 6, CS 12, MM 14, SR -5, CR +15, Wpn: Broad Sword

Pelagia, Pearl Kings



Pelagia was the first kingdom to form in the deeps. It is a nation of Tritons, humanoid beings with fin-like legs. The Tritons of the Coral Clan and the Pearl Clan have formed a kingdom and allied themselves with mermen. Under the wise rule of the ancient Pearl Kings they dominate the oceans and harvest their riches. Pearls, corals, kelp silk and purple dyes are traded at coastal markets in Berytos and before that in Therodos. But recently other races have been stirring in the depths and new powers are forming. The wild beings of the kelp forests have spread, strange beings have emerged from the deepest seas, and the ghosts of ancient Therodos are stirring. The Pearl Kings muster their forces and the Tritons of the Turtle and Shark tribes have joined forces with the Triton kingdom. Tritons are unable to leave the sea, but mermen can shed their tails and walk on dry land to trade or wage war. The extensive trade with Berytos has given Pelagia a much needed ally. In the few coastal cities Pelagia has built, Berytian infantry have helped in their defense. Over time the mermen have adopted Berytian and Therodian culture and tactics. Now there are few Berytian soldiers left in the cities and Pelagia fields its own mermen infantry. Both Tritons and mermen have mages, but only the merman mages can leave the sea.

Race: Underwater

Military: Aquatic Tritons and amphibious mermen. Light infantry, medium infantry, sacred, aquatic infantry

Magic: Water, Astral, Nature, some Air and Earth. Mages weaker on dry land. Mages can convert water gems into astral pearls

Priests: Powerful, weak on dry land

Scales & Blesses: Order limit +1

Buildings: Standard Forts

Pelagia, recruitable commanders

Merman Scout	Gold 35, Res 4, Rec 1 HP 12, Prot 1, MR 12, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Stealth 50, Wpn: Net, Pearl Spear
Turtle Chief	Gold 55, Res 10, Rec 1 HP 12, Prot 11, MR 12, Mor 13, Str 11, Att 11, Def 12, Prec 10, Enc 5, CS 20, MM 16, Amph, Ldr 75, Wpn: Coral Spear, Coral Tipped Javelin
Pelagian Captain	Gold 95, Res 16, Rec 1 HP 17, Prot 13, MR 12, Mor 12, Str 13, Att 12, Def 13, Prec 10, Enc 7, CS 16, MM 14, Aqua, Poison Barbs 5 AN dmg, Ldr 100, Wpn: Pearl Spear
Merman Priest	Gold 65, Res 1, Rec 1 (can also be recruited in coastal forts) HP 10, Prot 1, MR 14, Mor 8, Str 10, Att 8, Def 7, Prec 9, Enc 3, CS 20, MM 18, Sacr, Amph, Ldr 10, Mag: H1, Wpn: Fist
Pearl Clan Priest	Gold 115, Res 2, Rec 2 HP 12, Prot 1, MR 14, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 18, Sacr, Aqua, Ldr 50, Mag: H2, Wpn: Coral Club
Pelagian Mermage	Gold 135, Res 1, Rec 2 HP 10, Prot 1, MR 15, Mor 11, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 10, Amph, Ldr 10, MagLdr 20, Mag: W1?1, Wpn: Quarterstaff
Pearl Mage	Gold 275, Res 1, Rec 2 HP 12, Prot 1, MR 16, Mor 9, Str 12, Att 9, Def 11, Prec 10, Enc 3, CS 20, MM 18, Aqua, Ldr 10, MagLdr 60, Mag: W2S1N1?1, Wpn: Quarterstaff
Ichtyid Pearl Mage	Gold 110, Res 4, Rec 2 (can only be recruited in the capital) HP 15, Prot 7, MR 11, Mor 9, Str 11, Att 8, Def 7, Prec 7, Enc 3, CS 8, MM 16, Amph, Research -2, Ldr 10, MagLdr 30, Mag: W1S1, Wpn: Sceptre
Pearl King	Gold 695, Res 8, Rec 4 (can only be recruited in the capital) HP 45, Prot 4, MR 17, Mor 14, Str 15, Att 13, Def 13, Prec 10, Enc 3, CS 25, MM 18, Sacr, Aqua, Dominion Summoner 0+ Hippocampus, Ldr 150, MagLdr 90, Mag: W4S1N1H3?1, Wpn: Bronze Trident
Turtle Chief	Gold 55, Res 10, Rec 1 (can only be recruited in coastal forts) HP 12, Prot 11, MR 12, Mor 13, Str 11, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 14, PAmph, Ldr 75, Wpn: Coral Spear, Coral Tipped Javelin
Pelagian Shore Commander	Gold 55, Res 19, Rec 1 (can only be recruited in coastal forts) HP 10, Prot 15, MR 12, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 7, MM 12, PAmph, Ldr 75, Wpn: Short Sword

Pelagian Explorer	Gold 105, Res 3, Rec 2 (can only be recruited in coastal forts)
	HP 10, Prot 1, MR 15, Mor 11, Str 10, Att 8, Def 8, Prec 9, Enc 3, CS 22, MM 18, Amph, Research +2, Ldr 10, MagLdr 30, Mag: W1?1, Wpn: Instrument

Pelagia, recruitable units

Pelagian Militia	Gold 8, Res 2, Rec 5
	HP 12, Prot 1, MR 12, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 14, Aqua, Wpn: Coral Spear
Pelagian Militia	Gold 8, Res 1, Rec 5
	HP 12, Prot 1, MR 12, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 14, Aqua, Wpn: Coral Knife
Turtle Tribe Triton	Gold 10, Res 7, Rec 9
	HP 10, Prot 7, MR 11, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 18, MM 16, Aqua, Wpn: Coral Spear
Shark Tribe Triton	Gold 10, Res 3, Rec 9
	HP 10, Prot 5, MR 11, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 19, MM 16, Aqua, Berserker +2, Wpn: Coral Knife, Coral Knife, Weak Bite
Pelagian Soldier	Gold 10, Res 3, Rec 9
	HP 15, Prot 1, MR 12, Mor 11, Str 12, Att 11, Def 13, Prec 10, Enc 4, CS 19, MM 18, Aqua, Wpn: Coral Spear
Merman Net Thrower	Gold 10, Res 3, Rec 9
	HP 10, Prot 1, MR 12, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Coral Spear
Turtle Warrior	Gold 11, Res 9, Rec 12
	HP 10, Prot 10, MR 12, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 20, MM 16, Amph, Wpn: Coral Spear, Coral Tipped Javelin
Coral Clan Soldier	Gold 13, Res 15, Rec 16
	HP 16, Prot 13, MR 12, Mor 12, Str 12, Att 12, Def 12, Prec 10, Enc 7, CS 16, MM 14, Aqua, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Triton Rider	Gold 50, Res 7, Rec 23
	HP 15, Prot 8, MR 12, Mor 13, Str 12, Att 11, Def 15, Prec 10, Enc 4, CS 20, MM 16, Recup, Aqua, Rider 1, Wpn: Coral Lance, Mount: Hippocampus
Pearl Guard	Gold 20, Res 23, Rec 23 (can only be recruited in the capital)
	HP 16, Prot 13, MR 12, Mor 13, Str 12, Att 12, Def 14, Prec 10, Enc 7, CS 16, MM 14, Sacr, Aqua, Poison Barbs 5 AN dmg, Wpn: Pearl Spear
Turtle Warrior	Gold 11, Res 9, Rec 12 (can only be recruited in coastal forts)
	HP 10, Prot 10, MR 12, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 8, MM 14, PAmph, Wpn: Coral Spear, Coral Tipped Javelin
Pelagian Shore Fighter	Gold 11, Res 9, Rec 12 (can only be recruited in coastal forts)
	HP 10, Prot 10, MR 12, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, PAmph, Wpn: Spear, Javelin
Sideraspist	Gold 13, Res 19, Rec 16 (can only be recruited in coastal forts)
	HP 10, Prot 15, MR 12, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 6, CS 9, MM 12, PAmph, Wpn: Long Spear

Pelagia, mount stats

Hippocampus	HP 25, Prot 3, MR 13, Mor 12, Str 15, Att 10, Def 10, Prec 5, Enc 2, CS 30, MM 28, Recup, Aqua, Smart 100, Wpn: Alicorn, Tail Flipper
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Oceania, Coming of the Capricorns



Everything on land has a correspondence under water. Just like kingdoms formed on dry land, so did kingdoms form in the Sea, and just like the wild rebelled against encroaching civilization, so did the first Triton kingdom suffer the wrath of the underwater wilds. Oceania is an underwater realm of wild half-men, animals and guardians of the kelp forests. But Oceania is also a realm of the shores, where the stormy seas meet stable land. It is a nation of borders and transition, change and adaptability. Most of its inhabitants have the ability to change their shapes and cross the boundaries of the sea. Sirens, Capricorns and ichtysatyr all share the ability and affinity for change and adaptability. Sirens use it to change their shape and lure the unwary to a watery grave. Capricorns and ichtysatyr use it to raid and spread turmoil and chaos in coastal provinces. With the coming of the Awakening God the Capricorns lead the half-men in conquest above as well as beneath the waves. The dominion of the God of Oceania increases turmoil in coastal provinces.

Race: Underwater
 Military: Amphibious half-men. Light infantry, medium infantry, sacred, aphroi ichtycentaurs
 Magic: Nature, Water, Glamour, some Air and Earth. Mages weaker on dry land
 Priests: Powerful, underwater only
 Dominion: +2 turmoil in coastal provinces, +1 order in other provinces
 Scales & Blesses: Turmoil limit +1, Growth limit +1
 Buildings: Primitive Forts, temples cost 300

Oceania, recruitable commanders

Ichtysatyr Scout	Gold 30, Res 5, Rec 1 HP 12, Prot 4, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealth 40, Wpn: Bronze Spear
Ichtysatyr Commander	Gold 60, Res 9, Rec 1 (can also be recruited in coastal forts) HP 12, Prot 12, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Stealth 40, Ldr 50, Wpn: Bronze Spear
Ichtycentaur Commander	Gold 125, Res 9, Rec 1 HP 20, Prot 13, MR 13, Mor 12, Str 13, Att 10, Def 16, Prec 12, Enc 4, CS 25, MM 22, Recup, Amph, Ldr 100, Wpn: Bronze Lance
Siren	Gold 265, Res 1, Rec 2 (can also be recruited in coastal forts) HP 10, Prot 1, MR 16, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 3, CS 22, MM 18, Recup, Amph, Stealth 65, Air Magic -1, Awe +3, MagLdr 40, Mag: A1W2G2, Wpn: Fist
Aphroi Hierophant	Gold 190, Res 1, Rec 2 HP 23, Prot 4, MR 15, Mor 13, Str 14, Att 11, Def 17, Prec 13, Enc 3, CS 26, MM 22, Sacr, Recup, Amph, Stealth 40, Inspirational +1, Ldr 50, MagLdr 10, Mag: H1?1, Wpn: Quarterstaff
Haliade	Gold 480, Res 1, Rec 2 HP 10, Prot 1, MR 16, Mor 9, Str 9, Att 10, Def 14, Prec 12, Enc 2, CS 20, MM 18, Sacr, Recup, Aqua, Awe +3, Ldr 100, MagLdr 50, Mag: W2N2H2?1, Wpn: Alicorn, Fist, Mount: Sacred Hippocampus
Capricorn	Gold 500, Res 6, Rec 4 (can also be recruited in coastal forts) HP 37, Prot 5, MR 17, Mor 16, Str 16, Att 11, Def 12, Prec 9, Enc 3, CS 15, MM 18, Recup, Amph, Stealth 40, Earth Magic -1, Animal Awe +3, Gift of Water Breathing 250 size points, Ldr 100, MagLdr 70, Mag: W2E1N4?1, Wpn: Bronze Trident
Aphroi Lord	Gold 205, Res 17, Rec 1 (can only be recruited in the capital) HP 26, Prot 15, MR 14, Mor 15, Str 15, Att 12, Def 16, Prec 12, Enc 8, CS 21, MM 16, Sacr, Recup, Amph, Inspirational +1, Poison Barbs 5 AN dmg, Ldr 100, Wpn: Bronze Lance

Oceania, recruitable units

Ichtysatyr	Gold 9, Res 2, Rec 6 HP 12, Prot 2, MR 13, Mor 8, Str 11, Att 10, Def 12, Prec 10, Enc 3, CS 24, MM 18, Recup, Amph, Stealth 40, Wpn: Bronze Spear
Ichtysatyr	Gold 9, Res 3, Rec 6 (can also be recruited in coastal forts) HP 12, Prot 2, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealth 40, Wpn: Bronze Spear
Ichtysatyr Warrior	Gold 10, Res 7, Rec 14 (can also be recruited in coastal forts) HP 12, Prot 9, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Wpn: Bronze Spear
Ichtycentaur	Gold 30, Res 8, Rec 17 HP 20, Prot 12, MR 13, Mor 12, Str 13, Att 10, Def 16, Prec 12, Enc 4, CS 25, MM 22, Recup, Amph, Wpn: Bronze Lance
Ichtytaur	Gold 40, Res 6, Rec 12 HP 30, Prot 9, MR 13, Mor 12, Str 17, Att 9, Def 8, Prec 9, Enc 4, CS 21, MM 16, Recup, Amph, Berserker +3, Wpn: Bronze Spear
Aphroi	Gold 55, Res 15, Rec 30 (can only be recruited in the capital) HP 24, Prot 12, MR 14, Mor 14, Str 14, Att 11, Def 16, Prec 12, Enc 8, CS 21, MM 16, Sacr, Recup, Amph, Poison Barbs 5 AN dmg, Wpn: Bronze Lance

Oceania, mount stats

Sacred Hippocampus	HP 25, Prot 3, MR 14, Mor 13, Str 15, Att 10, Def 10, Prec 5, Enc 2, CS 30, MM 28, Sacr, Recup, Aqua, Smart 100, Wpn: Alicorn, Tail Flipper
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Therodos, Telkhine Spectre



Therodos was once a kingdom of sages and craftsmen ruled by the Telkhines, sea daimones of almost godlike powers. When the Telkhines made themselves god-kings and threatened the divine order, their entire kingdom was drowned and cast under the waves. The people of the old kingdom suffered the full wrath of the divine judgment and unaware became ghosts inhabiting the ruins of a sunken kingdom. Of the Telkhine kingdom only a few islands remain, inhabited by survivors of the cataclysm. On these islands the living serve the unaware dead out of fear and respect. On the islands of the shattered kingdom also live the Daktyloi, dwarven smiths and servants of the Telkhines. With the death of the Telkhines the Daktyloi replaced them and became revered by the Therodian ghosts. The Daktyloi and their Hekateride sisters bring life to the remains of the ancient kingdom and prevent the total destruction of their home. Now Therodos is a drowned kingdom of ghosts and human islanders ruled by Daktyloi master smiths.

Race: Ghosts, Kouretes and humans. Ghosts do not need supplies, can enter the sea. Kouretes can enter the sea.

Military: Spectral hoplites and infantry, kourete and human sacred war-dancers.

Magic: Nature, Water, Earth, Air, and some Fire and Death. Daktyloi are skilled mage-smiths.

Priests: Average. Can incite fury in sacred war-dancers.

Dominion: Kills population, Summons spectral troops. Death scale increases the numbers of ghosts summoned. Dominion kills population, but forts prevent the death of the entire population.

Scales & Blesses: Death limit +1, Magic limit +1

Buildings: Advanced Forts

Therodos, recruitable commanders

Melia	Gold 225, Res 21, Rec 2 (can also be recruited in coastal forts) HP 15, Prot 10, MR 16, Mor 13, Str 12, Att 13, Def 16, Prec 11, Enc 6, CS 8, MM 14, Sacr, Recup, Magic, PAmph, Supply 15, Awe +3, Inspirational +1, Ldr 100, UndLdr 100, MagLdr 70, Mag: N1H1?1, Wpn: Bronze Sword
Daktyl	Gold 335, Res 3, Rec 4 (can only be recruited in the capital) HP 9, Prot 4, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 2, CS 6, MM 12, Sacr, Magic, Amph, Master Smith 1, Ldr 10, UndLdr 10, MagLdr 60, Mag: A1W1E2?1, Wpn: Enchanted Hammer
Hekateride	Gold 530, Res 1, Rec 4 (can only be recruited in the capital) HP 15, Prot 0, MR 18, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 2, CS 12, MM 16, Sacr, Recup, Magic, Amph, Supply 30, Awe +6, Inspirational +2, Ldr 50, UndLdr 100, MagLdr 110, Mag: W2N3H2?1, Wpn: Fist
Therodian Scout	Gold 35, Res 3, Rec 1 (can only be recruited in coastal forts) HP 10, Prot 1, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 55, Wpn: Dagger, Short Bow
Therodian Commander	Gold 55, Res 31, Rec 1 (can only be recruited in coastal forts) HP 12, Prot 18, MR 10, Mor 12, Str 11, Att 11, Def 10, Prec 10, Enc 8, CS 7, MM 12, Ldr 75, Wpn: Long Spear
Kabeiros	Gold 175, Res 7, Rec 2 (can only be recruited in coastal forts) HP 12, Prot 8, MR 14, Mor 13, Str 11, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Sacr, Forge Bonus 1, Resource Bonus 5, Ldr 10, MagLdr 20, Mag: E1?1, Wpn: Maul

Therodos, recruitable units

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

Atlantis, Emergence of the Deep Ones



For centuries the seas have been the domain of the Tritons, but recently a nation of beings resembling a cross between fish, frog and human has emerged in the deepest gorges of the oceans. The race is not entirely unknown, for there are a few of them who have made shallow coastal reefs their home, but the Triton Kings never imagined that they were numerous or powerful enough to form a nation. These Atlantians of the deeps never stop growing and will live for several hundred years unless killed. The Atlantian society is organized in a strict hierarchy of size and age. The oldest and most cunning Atlantians have made themselves kings and queens of the Basalt City in the deepest reaches of the ocean. The Atlantians of the Deeps use weapons of enchanted basalt made by the Basalt Kings.

Race: Amphibious
 Military: Light infantry, shamblers, no missile weapons
 Magic: Earth, Water, Fire, some Astral
 Priests: Powerful
 Buildings: Advanced Forts

Atlantis, recruitable commanders

Scout	Gold 35, Res 1, Rec 1 HP 12, Prot 3, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealth 50, DV 50, Wpn: Stone Dagger
Shambler Chief	Gold 70, Res 2, Rec 1 HP 22, Prot 7, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 16, Amph, DV 50, Ldr 75, Wpn: Coral Club
Coral Commander	Gold 110, Res 23, Rec 1 HP 25, Prot 17, MR 10, Mor 15, Str 15, Att 12, Def 13, Prec 8, Enc 7, CS 7, MM 12, Amph, DV 50, Poison Barbs 5 AN dmg, Ldr 100, Wpn: Coral Glaive
Coral Priest	Gold 65, Res 3, Rec 1 HP 12, Prot 4, MR 12, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Sacr, Amph, DV 50, Ldr 10, Mag: H1, Wpn: Coral Knife
Mother of the Deep	Gold 135, Res 5, Rec 2 HP 22, Prot 9, MR 13, Mor 13, Str 14, Att 9, Def 8, Prec 8, Enc 3, CS 11, MM 16, Sacr, Amph, DV 50, Ldr 50, Mag: H2, Wpn: Mace
Mage of the Deep	Gold 300, Res 3, Rec 2 HP 20, Prot 9, MR 14, Mor 11, Str 14, Att 9, Def 11, Prec 8, Enc 3, CS 11, MM 16, Amph, DV 50, Gift of Water Breathing 15 size points, Ldr 20, MagLdr 40, Mag: W2?2, Wpn: Quarterstaff
Basalt Queen	Gold 470, Res 1, Rec 4 (can only be recruited in the capital) HP 48, Prot 14, MR 15, Mor 16, Str 20, Att 12, Def 5, Prec 8, Enc 3, CS 12, MM 20, Sacr, Amph, FR +5, CR +5, Fear +5, DV 100, Ldr 200, Mag: H3, Wpn: Basalt Club, Bite
Basalt King	Gold 620, Res 1, Rec 4 (can only be recruited in the capital) HP 51, Prot 16, MR 17, Mor 14, Str 21, Att 12, Def 10, Prec 8, Enc 3, CS 12, MM 20, Sacr, Amph, FR +5, CR +5, Fear +5, DV 100, Resource Bonus 10, Ldr 20, MagLdr 70, Mag: F1W2E3?1, Wpn: Quarterstaff

Atlantis, recruitable units

Atlantian Spearman	Gold 10, Res 4, Rec 9 HP 12, Prot 9, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 4, CS 9, MM 12, Amph, DV 50, Wpn: Stone Spear
Reef Dweller	Gold 10, Res 10, Rec 9 HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 6, CS 9, MM 12, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Deep One	Gold 10, Res 1, Rec 9 HP 14, Prot 4, MR 7, Mor 12, Str 12, Att 10, Def 7, Prec 7, Enc 3, CS 9, MM 14, Amph, FR +5, CR +5, DV 100, Wpn: Claw, Bite
Deep One Spearman	Gold 10, Res 7, Rec 9 HP 14, Prot 4, MR 7, Mor 12, Str 12, Att 10, Def 6, Prec 7, Enc 3, CS 9, MM 14, Amph, FR +5, CR +5, DV 100, Wpn: Basalt Spear, Bite
Shambler	Gold 20, Res 1, Rec 25 HP 22, Prot 7, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 4, CS 11, MM 16, Amph, DV 50, Wpn: Claw, Claw
Shambler of the Deep	Gold 20, Res 1, Rec 25 HP 26, Prot 9, MR 8, Mor 13, Str 16, Att 10, Def 7, Prec 8, Enc 4, CS 12, MM 16, Amph, FR +5, CR +5, DV 100, Wpn: Claw, Claw, Bite
War Shambler	Gold 25, Res 6, Rec 30 HP 22, Prot 12, MR 10, Mor 13, Str 15, Att 10, Def 11, Prec 8, Enc 5, CS 9, MM 14, Amph, DV 50, Wpn: Stone Spear
Warrior of the Deep	Gold 25, Res 10, Rec 30 HP 27, Prot 9, MR 8, Mor 13, Str 17, Att 10, Def 9, Prec 8, Enc 4, CS 11, MM 16, Amph, FR +5, CR +5, DV 100, Wpn: Basalt Spear, Bite
Coral Guard	Gold 30, Res 23, Rec 39 HP 24, Prot 17, MR 10, Mor 14, Str 15, Att 11, Def 12, Prec 8, Enc 7, CS 7, MM 12, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Glaive
Living Pillar	Gold 35, Res 50, Rec 35 (can only be recruited in the capital) HP 31, Prot 21, MR 9, Mor 15, Str 18, Att 11, Def 5, Prec 8, Enc 10, CS 5, MM 10, Sacr, Amph, FR +5, CR +5, DV 100, Wpn: Basalt Spear, Bite

R'lyeh, Time of Aboleths



In the deepest of oceans lives the strange fishlike race called the Aboleths. These beings are highly intelligent and the older Aboleths called Mind Lords can enslave lesser beings by force of mind alone. Having this power means they have enslaved mermen and Deep Ones to do the daily work and to fill up the ranks of their armies. In a deep gorge the enslaved workers have built a score of small but magnificent cities for their rulers. In this gorge live the greatest of the Aboleths.

Race: Underwater
 Military: Atlantian and Oceanian slaves, Aboleths
 Magic: Astral, Water, some Death, Earth, Glamour and Nature
 Priests: Average
 Scales & Blesses: Magic limit +1
 Buildings: Standard Forts

R'lyeh, recruitable commanders

Scout	Gold 35, Res 1, Rec 1 HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealth 50, DV 50, Wpn: Coral Knife
Slave Prince	Gold 110, Res 43, Rec 1 HP 27, Prot 21, MR 12, Mor 12, Str 16, Att 12, Def 10, Prec 8, Enc 7, CS 7, MM 10, Amph, TM +1, DV 50, Ldr 100, Wpn: Meteorite Trident
Slave Priest	Gold 65, Res 1, Rec 1 HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 18, Sacr, Amph, Ldr 10, Mag: H1, Wpn: Quarterstaff
Slave Mage	Gold 245, Res 1, Rec 2 HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 10, Prec 9, Enc 4, CS 19, MM 16, Amph, Ldr 10, MagLdr 50, Mag: W2S1?1, Wpn: Quarterstaff
Aboleth	Gold 300, Res 1, Rec 2 HP 54, Prot 6, MR 18, Mor 12, Str 12, Att 10, Def 10, Prec 10, Enc 4, CS 6, MM 14, Magic, Aqua, TM +2, SpSi, Void Sanity 5, Ldr 10, MagLdr 220, Mag: W2S2?1, Wpn: Life Drain, Life Drain, Mind Blast
Grandmother	Gold 400, Res 1, Rec 2 HP 104, Prot 8, MR 20, Mor 30, Str 16, Att 5, Def 5, Prec 5, Enc 1, CS 2, MM 0, Sacr, Magic, Aqua, NNEat, BIR, PiR, PR +15, Void Sanity 10, Paralyzing Explosion on Death, Dominion Summoner 1+ Polypal Spawns, Ldr 10, MagLdr 120, Mag: S1H3, Wpn: Life Drain, Mind Blast, Mind Blast
Abodai	Gold 375, Res 1, Rec 2 (can only be recruited in the capital) HP 50, Prot 4, MR 18, Mor 12, Str 12, Att 10, Def 10, Prec 10, Enc 4, CS 6, MM 14, Sacr, Magic, Aqua, TM +2, SpSi, Void Sanity 5, Ldr 10, UndLdr 50, MagLdr 220, Mag: W1S2D1H1?1, Wpn: Life Drain, Mind Blast, Theft of Life
Mind Lord	Gold 530, Res 1, Rec 4 (can only be recruited in the capital) HP 84, Prot 3, MR 20, Mor 12, Str 14, Att 10, Def 10, Prec 10, Enc 4, CS 6, MM 16, Magic, Aqua, TM +3, SpSi, Void Sanity 10, Ldr 50, MagLdr 250, Mag: W3S3?1, Wpn: Soul Leech, Enslave Mind
Polypal Mother	Gold 150, Res 1, Rec 2 (can be recruited in all non-fort provinces) HP 30, Prot 6, MR 20, Mor 30, Str 11, Att 5, Def 5, Prec 5, Enc 1, CS 2, MM 0, Sacr, Magic, Aqua, NNEat, BIR, PiR, PR +15, SpSi, Void Sanity 10, Paralyzing Explosion on Death, Dominion Summoner 1+ Polypal Spawns, Ldr 10, MagLdr 50, Mag: H2, Wpn: Life Drain, Mind Blast, Mind Blast
Androdai	Gold 265, Res 1, Rec 2 (can only be recruited in coastal forts) HP 13, Prot 2, MR 15, Mor 15, Str 10, Att 7, Def 9, Prec 7, Enc 3, CS 10, MM 16, Sacr, Magic, Amph, SpSi, Ldr 10, MagLdr 40, Mag: S1H1?1, Wpn: Life Drain

R'lyeh, recruitable units

Lobo Guard	Gold 5, Res 1, Rec 2
	HP 13, Prot 2, MR 5, Mor 50, Str 12, Att 9, Def 7, Prec 5, Enc 3, CS 8, MM 14, Magic, Mind, Amph, DV 100, Wpn: Claw
Slave Trooper	Gold 9, Res 2, Rec 6
	HP 12, Prot 2, MR 10, Mor 7, Str 11, Att 10, Def 10, Prec 8, Enc 3, CS 9, MM 14, Amph, DV 100, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 11, Rec 6
	HP 12, Prot 12, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, DV 100, Wpn: Bone Trident
Slave Trooper	Gold 9, Res 2, Rec 6
	HP 10, Prot 1, MR 12, Mor 7, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Stone Spear
Slave Trooper	Gold 9, Res 1, Rec 6
	HP 15, Prot 1, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 3, CS 20, MM 16, Aqua, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 10, Rec 6
	HP 10, Prot 11, MR 12, Mor 7, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 21, MM 16, Amph, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 11, Rec 6
	HP 15, Prot 11, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 4, CS 19, MM 14, Aqua, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 10, Rec 6
	HP 12, Prot 10, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, DV 100, Wpn: Bone Trident
Shambler Thrall	Gold 20, Res 1, Rec 22
	HP 24, Prot 7, MR 5, Mor 50, Str 16, Att 9, Def 7, Prec 4, Enc 3, CS 10, MM 16, Magic, Mind, Trample, Amph, DV 50, Wpn: Claw
Giboleth	Gold 40, Res 1, Rec 41
	HP 21, Prot 8, MR 16, Mor 11, Str 11, Att 11, Def 8, Prec 10, Enc 4, CS 7, MM 14, Magic, Aqua, SpSi, Void Sanity 5, Wpn: Tentacle, Tentacle, Mind Blast
Gibodai	Gold 50, Res 1, Rec 41 (can only be recruited in the capital)
	HP 20, Prot 6, MR 16, Mor 11, Str 11, Att 11, Def 8, Prec 10, Enc 4, CS 7, MM 14, Sacr, Magic, Aqua, SpSi, Void Sanity 5, Wpn: Life Drain, Mind Blast
Androleth	Gold 50, Res 16, Rec 23 (can only be recruited in coastal forts)
	HP 14, Prot 12, MR 13, Mor 14, Str 11, Att 8, Def 8, Prec 8, Enc 6, CS 7, MM 14, Magic, Amph, SpSi, Wpn: Bronze Spear, Tentacle, Mind Blast



Arcoscephale, The Old Kingdom

Arcoscephale is an old kingdom. Although its glory days are long past, the ancient Astrologers who aided past kings in building Arcoscephale into a mighty empire have recently emerged from their centuries-old seclusion, to restore the Old Kingdom to world domination once more. Priestesses with great knowledge of healing are trained in ancient temples built during the peak of the Old Kingdom. The priestesses are able to scry upon enemy troops and provinces that are located within the God's Dominion. The war machine of ancient Arcoscephale has not changed over the past centuries. Cumbersome plate hauberks and long spears are still used and the cavalry is primitive. Elephants and chariots, unpredictable but devastating, are still popular.

Race: Humans
 Military: Heavy spear-armed infantry, elephants, chariots
 Magic: Astral, Fire, Earth, Water, some Nature
 Priests: Average, healing
 Dominion: Scry (accurate and automatic military reports inside dominion)
 Scales & Blesses: Order limit +1
 Buildings: Standard Forts, labs cost 300

Arcoscephale, recruitable commanders

Scout	Gold 35, Res 5, Rec 1 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Bronze Spear, Short Bow
Mounted Commander	Gold 70, Res 9, Rec 1 HP 11, Prot 9, MR 10, Mor 11, Str 10, Att 10, Def 14, Prec 10, Enc 3, CS 12, MM 16, Ldr 75, Wpn: Broad Sword, Mount: Riding Horse
Hypaspist Commander	Gold 95, Res 25, Rec 1 HP 13, Prot 15, MR 10, Mor 14, Str 12, Att 12, Def 14, Prec 10, Enc 6, CS 10, MM 16, Ldr 100, Wpn: Spear
Hoplite Commander	Gold 105, Res 31, Rec 1 HP 13, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 11, Prec 10, Enc 7, CS 7, MM 14, Ldr 100, Wpn: Long Spear
Strategos	Gold 150, Res 30, Rec 2 HP 13, Prot 18, MR 10, Mor 15, Str 12, Att 12, Def 13, Prec 10, Enc 9, CS 8, MM 10, Ldr 150, Wpn: Short Sword
Hiereia	Gold 155, Res 1, Rec 2 (can be recruited outside forts as well) HP 9, Prot 0, MR 14, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacr, Healing 1, Ldr 10, MagLdr 10, Mag: N1H1, Wpn: Bronze Dagger
Mystic	Gold 190, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Research +1, Ldr 10, MagLdr 30, Mag: S1?2, Wpn: Bronze Dagger
Archousa	Gold 235, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacr, Healing 3, Ldr 50, MagLdr 10, Mag: N1H2, Wpn: Bronze Dagger
Astrologer	Gold 270, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 15, Mor 9, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 14, Fortune Teller 10, Ldr 20, MagLdr 70, Mag: S3?1, Wpn: Dagger

Arcoscephale, recruitable units

Slinger	Gold 7, Res 2, Rec 3 HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Cardaces	Gold 10, Res 8, Rec 9 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear
Peltast	Gold 10, Res 5, Rec 9 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear, Javelin
Hoplite	Gold 13, Res 31, Rec 16 HP 11, Prot 18, MR 10, Mor 11, Str 11, Att 11, Def 9, Prec 10, Enc 8, CS 7, MM 14, Wpn: Long Spear
Hypaspist	Gold 16, Res 25, Rec 23 HP 11, Prot 15, MR 10, Mor 13, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 10, MM 16, Wpn: Spear

Charioteer	Gold 40, Res 7, Rec 9
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, Wpn: Spear, Mount: Chariot, Corider: Chariot Archer
Elephant Rider	Gold 100, Res 3, Rec 9
	HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 12, MM 16, Wpn: Small Hammer, Mount: War Elephant, Coriders: 2 * Elephant Archers
Heart Companion	Gold 20, Res 31, Rec 23 (can only be recruited in the capital)
	HP 13, Prot 18, MR 11, Mor 13, Str 11, Att 11, Def 12, Prec 10, Enc 8, CS 8, MM 14, Sacr, Wpn: Long Spear
Arcoscephale, mount stats	
Riding Horse	
	HP 18, Prot 3, MR 5, Mor 7, Str 13, Att 8, Def 10, Prec 5, Enc 2, CS 26, MM 22, Wpn: Hoof
War Elephant	
	HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk
Chariot	
	HP 20, Prot 3, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 20, MM 20, Trample, Wpn: Hoof

Phlegra, Deformed Giants



Phlegra is a kingdom of giants who have enslaved the much more numerous human population. The Gigantes of Phlegra are the descendants of the Gigantes of Mekone, who made war upon the gods of men. Punished for their sins the descendants of Mekone no longer appear as proud hoplites in gleaming armor, instead they are deformed and cursed with a violent temper. Since the fall of Mekone, the Gigantes resent pretending gods and religious faiths, and only the human population of the kingdom devote themselves to the awakening God. Phlegra is also the home of the sheep-herding Cyclopes, another tribe of giants. Like their predecessors the Gigantes of Phlegra have enslaved their neighbors and formed a kingdom under the rule of their Tyrants. Unscrupulous human mages have developed ways to serve the Tyrants by dominating less fortunate magically adept humans. Now human taskmasters and oppressors cause more fear in the populace than the Tyrants themselves.

Race: Humans, Cyclopes and Gigantes.
 Military: Few Gigante Warriors. Mostly human slave soldiers. No sacred troops
 Magic: Fire, Earth, and some Water, Death and Nature. Arcane Slave Communions. Cyclops smiths
 Priests: Weak and few
 Dominion: Increases unrest
 Scales & Blesses: Turmoil limit +1
 Buildings: Giant Forts

Phlegra, recruitable commanders

Cyclops Chieftain	Gold 75, Res 7, Rec 1 HP 47, Prot 12, MR 9, Mor 14, Str 24, Att 11, Def 9, Prec 7, Enc 3, CS 16, MM 18, TM +1, Ldr 20, Wpn: Great Club
Trophimos Commander	Gold 105, Res 21, Rec 1 HP 12, Prot 14, MR 10, Mor 12, Str 11, Att 11, Def 13, Prec 10, Enc 5, CS 9, MM 12, TM +2, Ldr 100, Wpn: Bronze Sword
Shackled Mage	Gold 95, Res 1, Rec 2 HP 10, Prot 0, MR 12, Mor 6, Str 10, Att 8, Def 7, Prec 8, Enc 4, CS 10, MM 14, Research -2, MagLdr 10, Mag: ?1, Wpn: Fist
Cyclops Shepherd Shaman	Gold 100, Res 3, Rec 2 HP 47, Prot 9, MR 9, Mor 14, Str 24, Att 11, Def 9, Prec 7, Enc 3, CS 16, MM 18, Research -3, Ldr 35, MagLdr 10, Mag: N1, Wpn: Great Club
Trophimos Priest	Gold 135, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacr, Research +2, TM +1, Ldr 60, MagLdr 10, Mag: H1?1, Wpn: Dagger
Trophimos Sage	Gold 160, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 11, Enc 4, CS 12, MM 16, Research +2, Ldr 10, MagLdr 20, Mag: ?2, Wpn: Dagger
Trophimos Oppressor	Gold 160, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 6, Prec 11, Enc 5, CS 12, MM 14, TM +2, Ldr 60, MagLdr 30, Mag: F1E1?1, Wpn: Fist
Phlegran Tyrant	Gold 445, Res 38, Rec 4 (can only be recruited in the capital) HP 68, Prot 16, MR 18, Mor 15, Str 26, Att 12, Def 11, Prec 11, Enc 3, CS 15, MM 22, Research -6, Aff Res 3, FR +5, PR +5, TM +4, Berserker +4, Ldr 120, UndLdr 50, MagLdr 60, Mag: F3E2D1?1, Wpn: Golden Spear
Elder Cyclops	Gold 465, Res 3, Rec 4 (can only be recruited in the capital) HP 63, Prot 6, MR 18, Mor 14, Str 26, Att 10, Def 8, Prec 7, Enc 2, CS 14, MM 22, MS, Master Smith 1, FR +15, Resource Bonus 25, Ldr 80, MagLdr 60, Mag: F2A1E2?1, Wpn: Maul

Phlegra, recruitable units

Helote Archer	Gold 8, Res 6, Rec 4 HP 10, Prot 7, MR 10, Mor 6, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Helote Warrior	Gold 8, Res 10, Rec 4 (can be recruited outside forts as well) HP 10, Prot 9, MR 10, Mor 7, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 13, MM 16, Wpn: Axe, Javelin
Helote Soldier	Gold 8, Res 17, Rec 4 HP 10, Prot 13, MR 10, Mor 7, Str 10, Att 10, Def 11, Prec 10, Enc 6, CS 11, MM 12, Wpn: Long Spear
Cyclops Warrior	Gold 35, Res 3, Rec 7 HP 42, Prot 9, MR 9, Mor 13, Str 22, Att 10, Def 9, Prec 7, Enc 3, CS 16, MM 18, Wpn: Great Club
Cyclops Hurler	Gold 35, Res 3, Rec 7 HP 42, Prot 9, MR 9, Mor 13, Str 22, Att 10, Def 8, Prec 7, Enc 3, CS 16, MM 18, Siege Strength +5, Wpn: Club, Boulder
Gigante Warrior	Gold 65, Res 19, Rec 44 (max 2/month) HP 62, Prot 15, MR 14, Mor 14, Str 24, Att 11, Def 10, Prec 11, Enc 3, CS 15, MM 20, Aff Res 2, FR +5, PR +5, Berserker +2, Wpn: Spear

Pangaea, Age of Bronze



Pangaea is a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and minotaurs serve the lords of the Sacred Groves deep in the forests. In ancient times, the woods covered much of the world, but that has changed. Man is no longer beast and animals are no longer wild. The world of the wild is disappearing.

Centaurians have developed civilized societies and donned armor. The Panii, guardians of the Groves, have decided that it is time to act to preserve their dwindling habitat.

Race: Forest beings, stealthy troops, troops will heal battle afflictions
 Military: Satyr and minotaur infantry, centaur cataphracts, warriors and archers
 Magic: Magical Tunes, Nature, Earth, Blood, some Water and Glamour
 Priests: Average
 Scales & Blesses: Growth limit +1
 Buildings: Primitive Forts, temples cost 300 in forests

Pangaea, recruitable commanders

Black Harpy	Gold 35, Res 1, Rec 1 (can also be recruited in all forests) HP 8, Prot 0, MR 11, Mor 10, Str 8, Att 9, Def 9, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealth 60, Ldr 10, Wpn: Talons, Talons
Satyr Commander	Gold 60, Res 23, Rec 1 (can also be recruited in all forests) HP 16, Prot 16, MR 13, Mor 12, Str 11, Att 12, Def 15, Prec 10, Enc 7, CS 10, MM 16, FS, Recup, Stealth 40, Ldr 50, Wpn: Spear
Minotaur Lord	Gold 95, Res 33, Rec 1 HP 27, Prot 18, MR 11, Mor 15, Str 17, Att 10, Def 7, Prec 9, Enc 8, CS 10, MM 14, FS, Recup, Trample, Berserker +4, Ldr 75, Wpn: Double Axe
Centaur Commander	Gold 105, Res 32, Rec 1 HP 22, Prot 19, MR 13, Mor 12, Str 13, Att 11, Def 14, Prec 12, Enc 8, CS 19, MM 16, FS, Recup, Inspirational -1, Ldr 100, Wpn: Light Lance, Hoof
Centaur Hierophant	Gold 170, Res 4, Rec 2 (can also be recruited in all forests) HP 23, Prot 3, MR 15, Mor 13, Str 14, Att 11, Def 14, Prec 13, Enc 3, CS 30, MM 22, FS, Sacr, Recup, Stealth 40, Inspirational +1, Ldr 50, MagLdr 10, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride Hierophantide	Gold 170, Res 3, Rec 2 (can also be recruited in all forests) HP 20, Prot 3, MR 15, Mor 14, Str 12, Att 11, Def 15, Prec 13, Enc 3, CS 32, MM 22, FS, Sacr, Recup, Stealth 40, Inspirational +1, Ldr 50, MagLdr 10, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Short Bow
Dryad	Gold 310, Res 1, Rec 2 HP 11, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Sacr, Recup, Stealth 65, Awe +3, Seduction, Ldr 50, MagLdr 20, Mag: N1H2?1, Wpn: Hoof
Pan	Gold 425, Res 1, Rec 4 HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 2, CS 15, MM 18, FS, Recup, Stealth 40, Animal Awe +3, Ldr 100, UndLdr 10, MagLdr 70, Mag: E2N3?1, Wpn: Quarterstaff
Pandemoniac	Gold 355, Res 1, Rec 4 (can only be recruited in the capital) HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Stealth 40, Ldr 100, UndLdr 20, MagLdr 50, Mag: N3B2, Wpn: Quarterstaff

Pangaea, recruitable units	
Harpy	Gold 7, Res 1, Rec 3 HP 7, Prot 0, MR 11, Mor 8, Str 8, Att 8, Def 10, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealth 40, Wpn: Talons, Talons
Satyr Sneak	Gold 9, Res 3, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 60, Wpn: Bronze Spear
Satyr	Gold 9, Res 4, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 40, Wpn: Bronze Spear, Javelin
Satyr	Gold 9, Res 4, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 40, Wpn: Bronze Spear
Satyr Hoplite	Gold 14, Res 24, Rec 24 HP 14, Prot 16, MR 13, Mor 10, Str 11, Att 12, Def 14, Prec 10, Enc 7, CS 10, MM 16, FS, Recup, Wpn: Bronze Spear
Reveler	Gold 16, Res 3, Rec 14 HP 15, Prot 7, MR 13, Mor 12, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 14, MM 18, FS, Recup, Stealth 40, Berserker +3, Wpn: Bronze Spear, Hoof
Centaur	Gold 25, Res 4, Rec 12 HP 20, Prot 3, MR 13, Mor 11, Str 13, Att 10, Def 13, Prec 12, Enc 3, CS 30, MM 22, FS, Recup, Stealth 40, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride	Gold 25, Res 3, Rec 12 HP 18, Prot 3, MR 13, Mor 11, Str 12, Att 10, Def 14, Prec 13, Enc 3, CS 32, MM 22, FS, Recup, Stealth 40, Wpn: Hoof, Bronze Dagger, Short Bow
Centauride Warrior	Gold 30, Res 11, Rec 17 HP 18, Prot 9, MR 13, Mor 12, Str 12, Att 11, Def 17, Prec 12, Enc 4, CS 31, MM 22, FS, Recup, Stealth 40, Wpn: Bronze Spear, Hoof, Javelin
Centauride Cataphract	Gold 30, Res 28, Rec 17 HP 18, Prot 15, MR 13, Mor 11, Str 12, Att 12, Def 15, Prec 12, Enc 8, CS 27, MM 16, FS, Recup, Wpn: Bronze Lance, Hoof, Javelin
Centaur Cataphract	Gold 35, Res 32, Rec 21 HP 22, Prot 19, MR 13, Mor 11, Str 13, Att 11, Def 13, Prec 12, Enc 8, CS 19, MM 16, FS, Recup, Wpn: Bronze Lance, Hoof
Centaur Warrior	Gold 35, Res 11, Rec 21 HP 22, Prot 9, MR 13, Mor 12, Str 14, Att 10, Def 16, Prec 12, Enc 4, CS 29, MM 22, FS, Recup, Stealth 40, Berserker +2, Wpn: Bronze Lance, Hoof
Minotaur	Gold 40, Res 7, Rec 6 HP 25, Prot 9, MR 11, Mor 13, Str 16, Att 8, Def 7, Prec 8, Enc 4, CS 14, MM 18, FS, Recup, Trample, Berserker +4, Wpn: Double Axe
War Minotaur	Gold 50, Res 25, Rec 18 HP 25, Prot 13, MR 11, Mor 14, Str 16, Att 9, Def 7, Prec 8, Enc 6, CS 12, MM 16, FS, Recup, Trample, Berserker +4, Wpn: Double Axe
White Centaur	Gold 55, Res 12, Rec 29 (can only be recruited in the capital) HP 23, Prot 9, MR 14, Mor 12, Str 14, Att 11, Def 17, Prec 13, Enc 4, CS 29, MM 22, FS, Sacr, Recup, Stealth 40, Berserker +3, Wpn: Bronze Lance, Hoof, Javelin

Asphodel, Carrion Woods



Asphodel was once part of Pangaea, a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and minotaurs serve the lords of the Sacred Groves deep in the forests. In ancient times, the woods covered much of the world, but that has changed. Man is no longer beast and animals are no longer wild. The world of the wild is disappearing. In response to the destruction of the wild forests a dark and hungry God has arisen. The Panii of the sacred groves could not prevent the destruction of the wilderness and a few of them have revolted and struck back with dark fury upon the civilized world. The Panic Apostates and their followers have been touched by the Dark God and their hides are colored as black as the mood of the vengeful forest. But victory comes at a price. Halfmen as well as civilized men succumb to the Curse of the Carrion Woods. Asphodel is slowly turning into a cursed forest realm haunted by living carrion.

Race: Forest beings and reanimated carrion beings, stealthy troops, troops will heal battle afflictions, undead carrion beasts
 Military: Satyr and minotaur infantry, centaur warriors and archers, harpies, hordes of manikins and carrion beasts.
 Magic: Nature, Death, some Glamour, Earth and Water.
 Priests: Average. Undead priests can reanimate carrions.
 Dominion: Reanimates the unburied dead as manikins. Carrion beasts everywhere but more in forests. Temples and a growth scale increase reanimation rates. Magic scale increases the chance of better reanimations. Dominion kills population.
 Scales & Blesses: Growth limit +2
 Buildings: Very Primitive Forts (50% more expensive), temples cost 300 in forests, temples produce nature gems, labs cost 300 in forests

Asphodel, recruitable commanders

Black Harpy	Gold 35, Res 1, Rec 1 (can also be recruited in all forests) HP 8, Prot 0, MR 11, Mor 10, Str 8, Att 9, Def 9, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealth 60, Ldr 10, Wpn: Talons, Talons
Satyr Commander	Gold 60, Res 5, Rec 1 HP 16, Prot 6, MR 13, Mor 12, Str 11, Att 12, Def 16, Prec 10, Enc 5, CS 12, MM 18, FS, Recup, Stealth 40, Ldr 50, Wpn: Spear
Minotaur Lord	Gold 95, Res 9, Rec 1 (can also be recruited in all forests) HP 29, Prot 9, MR 11, Mor 15, Str 17, Att 11, Def 9, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Trample, Berserker +5, Ldr 75, Wpn: Double Axe
Centaur Hierophant	Gold 170, Res 4, Rec 2 (can also be recruited in all forests) HP 23, Prot 3, MR 15, Mor 13, Str 14, Att 11, Def 13, Prec 13, Enc 3, CS 30, MM 22, FS, Sacr, Recup, Stealth 40, Inspirational +1, Ldr 50, UndLdr 10, MagLdr 10, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride Hierophantide	Gold 170, Res 3, Rec 2 (can also be recruited in all forests) HP 20, Prot 3, MR 15, Mor 14, Str 12, Att 11, Def 15, Prec 13, Enc 3, CS 32, MM 22, FS, Sacr, Recup, Stealth 40, Inspirational +1, Ldr 50, UndLdr 10, MagLdr 10, Mag: H1?1, Wpn: Hoof, Bronze Dagger, Short Bow
Black Dryad	Gold 215, Res 1, Rec 2 HP 11, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Sacr, Recup, Stealth 60, Ldr 50, UndLdr 100, MagLdr 20, Mag: D1N1G1H2, Wpn: Hoof
Dryad Hag	Gold 370, Res 1, Rec 2 HP 11, Prot 0, MR 17, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 4, CS 15, MM 16, FS, Sacr, Recup, Stealth 60, Ldr 10, UndLdr 100, MagLdr 40, Mag: D1N2G1H2?1, Wpn: Quarterstaff, Hoof
Panic Apostate	Gold 420, Res 1, Rec 4 HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Stealth 40, Animal Awe +1, Ldr 100, UndLdr 150, MagLdr 40, Mag: D2N3?1, Wpn: Quarterstaff

Asphodel, recruitable units	
Harpy	Gold 7, Res 1, Rec 3
	HP 7, Prot 0, MR 11, Mor 8, Str 8, Att 8, Def 10, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealth 40, Wpn: Talons, Talons
Satyr Sneak	Gold 9, Res 3, Rec 6
	HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 60, Wpn: Bronze Spear
Satyr	Gold 9, Res 4, Rec 6
	HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 40, Wpn: Bronze Spear, Javelin
Satyr Warrior	Gold 13, Res 5, Rec 21
	HP 14, Prot 6, MR 13, Mor 10, Str 11, Att 11, Def 15, Prec 10, Enc 5, CS 12, MM 18, FS, Recup, Wpn: Bronze Spear
Centaur	Gold 25, Res 4, Rec 12
	HP 20, Prot 3, MR 13, Mor 11, Str 13, Att 10, Def 13, Prec 12, Enc 3, CS 30, MM 22, FS, Recup, Stealth 40, Wpn: Hoof, Bronze Dagger, Long Bow
Centauride	Gold 25, Res 3, Rec 12
	HP 18, Prot 3, MR 13, Mor 11, Str 12, Att 10, Def 14, Prec 13, Enc 3, CS 32, MM 22, FS, Recup, Stealth 40, Wpn: Hoof, Bronze Dagger, Short Bow
Centauride Warrior	Gold 30, Res 11, Rec 17
	HP 18, Prot 9, MR 13, Mor 12, Str 12, Att 11, Def 17, Prec 12, Enc 4, CS 31, MM 22, FS, Recup, Stealth 40, Wpn: Bronze Spear, Hoof, Javelin
Centaur Warrior	Gold 35, Res 11, Rec 21
	HP 22, Prot 9, MR 13, Mor 12, Str 14, Att 10, Def 16, Prec 12, Enc 4, CS 29, MM 22, FS, Recup, Stealth 40, Berserker +3, Wpn: Light Lance, Hoof
Minotaur	Gold 40, Res 7, Rec 6
	HP 25, Prot 9, MR 11, Mor 13, Str 16, Att 8, Def 7, Prec 8, Enc 4, CS 14, MM 18, FS, Recup, Trample, Berserker +4, Wpn: Double Axe
Minotaur Warrior	Gold 50, Res 9, Rec 18
	HP 27, Prot 9, MR 11, Mor 14, Str 17, Att 9, Def 8, Prec 8, Enc 3, CS 15, MM 18, FS, Recup, Trample, Berserker +5, Wpn: Double Axe
Black Centaur	Gold 55, Res 12, Rec 29 (can only be recruited in the capital)
	HP 23, Prot 9, MR 14, Mor 12, Str 14, Att 11, Def 17, Prec 13, Enc 4, CS 29, MM 22, FS, Sacr, Recup, Stealth 40, Berserker +3, Wpn: Light Lance, Hoof, Javelin

Ermor, Ashen Empire



Ermor was once a great empire that had conquered most of the known world. The realm crumbled as the great mages of the Empire studied dark magic under the Sauromancers of C'tis. Unaware of the dangers of dark sorcery, priests performed unholy rites in the capital city of Eldregate. But there were voices who demanded the foul practices to stop. Theurgis and Thaumaturgs foresaw the cataclysm and advised generals, governors and consuls to revolt. When the Apostate Emperor marched on Ermor itself, the Augurs and Bishops of the Empire were forced to act in concert. In one cataclysmic event, Death was let loose and the empire was shattered. The Cataclysm attracted attention from an earlier God, a dark and hungry God. The vast power of this Awakening God erased the boundaries between the land of the living and the land of the dead. Ermor is now a cursed land of ashes and darkness where nothing grows. The bones of long-dead inhabitants reassemble to form legions of undead under the leadership of the cursed priests of the old Ermorian faith. Undead legions march forth to reconquer a world once theirs. The Ermorian Dominion reanimates the dead without the aid of unholy priests. It also destroys the land, turning crops and forests into ashes and people and livestock to bones. The Pretender God of Ermor will also be able to sense where any corpses are in provinces under his Dominion.

Race: Undead. Do not need supplies, can enter water, are unbreakable and can walk day and night. Do not recruit regular armies, but summons or reanimates undead.

Military: Undead legionnaires, wailing ladies, unholy knights and hordes of the newly dead.

Magic: Death, some Fire, Astral and Elements

Priests: Powerful. All priests can reanimate the dead.

Dominion: Reanimates the dead. Kills population, senses corpses.

Scales & Blesses: Death limit +2, Misfortune limit +1

Buildings: Standard Forts, starts with a Fortified City, temples produce death gems



Sceleria, The Reformed Empire

Sceleria is a splinter empire of the great Empire of Ermor. As dark arts were practiced in the heart of the Empire, a new order of Thaumaturgs emerged. Guided by the stars and the knowledge of the Underworld, they foresaw the Cataclysm that would destroy the empire and led the emperor's twin brother in rebellion. The great empire was torn apart in a civil war that ended with the siege of Ermor. In desperation the Augurs and Bishops let Death loose, and everything went still. The great city of Eldregate and everything within leagues became an ashen waste. Ermor was no more, and the provinces of the old empire formed into new kingdoms and lesser empires. The twin brother of the last Ermorian emperor claimed the imperial crown. With the aid of the Thaumaturgs he reformed the empire and built a new capital named to always be a reminder of the wickedness that brought the great empire down. Now Sceleria is an empire permeated with the Death Cult of the Thaumaturgs. While the young kingdom of Marignon uses fire and faith to hold Death at bay, Sceleria trusts in the Laws of Death itself to persevere. The Thaumaturgs of Sceleria regard themselves as defenders of the living world and the last hope for mankind. With litanies and masses for the dead, they prevent the spread of the shadow by reanimating the dead under strict control. Now the dead serve the living and fight their wars. The war machine of Sceleria is based on the old legionnaire army of Ermor with the added might of the walking dead.

Race: Men and undead. Undead do not need supplies, can enter water, are unbreakable and can walk day and night.

Military: Human legionnaires and undead hordes of lesser quality.

Magic: Astral, Death, some Water and Air

Priests: National priests can reanimate the dead

Scales & Blesses: Order limit +1, Death limit +1

Buildings: Standard Forts, starts with a Fortified City

Sceleria, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Assassin	Gold 80, Res 4, Rec 1 HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 4, CS 12, MM 16, Stealth 65, Ambidex 2, Assassin, Patience +1, Wpn: Short Sword, Poison Dagger
Centurion	Gold 95, Res 21, Rec 1 HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 18, Ldr 100, Wpn: Short Sword
Legatus Legionis	Gold 150, Res 21, Rec 2 HP 13, Prot 15, MR 10, Mor 14, Str 11, Att 12, Def 12, Prec 10, Enc 5, CS 10, MM 18, Ldr 150, Wpn: Short Sword
Scelerian Cultist	Gold 65, Res 1, Rec 1 HP 10, Prot 0, MR 14, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacr, Ldr 10, UndLdr 30, Mag: H1, Wpn: Dagger
Thaumaturg	Gold 155, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 13, Str 10, Att 11, Def 10, Prec 10, Enc 3, CS 10, MM 16, Sacr, Ldr 10, UndLdr 90, MagLdr 20, Mag: S1D1H2, Wpn: Dagger
Censor	Gold 125, Res 29, Rec 1 (can only be recruited in the capital) HP 14, Prot 14, MR 12, Mor 15, Str 12, Att 13, Def 11, Prec 10, Enc 7, CS 8, MM 12, Sacr, Patrol 10, Ldr 50, UndLdr 100, Wpn: Lictor Axe
Grand Thaumaturg	Gold 435, Res 1, Rec 4 (can only be recruited in the capital) HP 8, Prot 0, MR 17, Mor 14, Str 10, Att 12, Def 13, Prec 12, Enc 5, CS 9, MM 12, Sacr, Ldr 10, UndLdr 160, MagLdr 50, Mag: S2D2H3?1, Wpn: Quarterstaff

Sceleria, recruitable units

Slinger	Gold 7, Res 2, Rec 3 HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Retiarius	Gold 10, Res 1, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 9, MM 14, Wpn: Net, Trident
Gladiator	Gold 10, Res 6, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 9, MM 14, Wpn: Flail
Velite	Gold 10, Res 10, Rec 9 HP 10, Prot 7, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 5, CS 10, MM 18, Wpn: Spear, Javelin
Alae Legionnaire	Gold 10, Res 20, Rec 9 HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 7, CS 8, MM 18, Wpn: Spear, Javelin
Hastatus	Gold 11, Res 21, Rec 12 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Principe	Gold 14, Res 21, Rec 20 HP 11, Prot 14, MR 10, Mor 12, Str 10, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Triarius	Gold 15, Res 29, Rec 25 HP 12, Prot 18, MR 10, Mor 13, Str 10, Att 12, Def 13, Prec 11, Enc 10, CS 6, MM 14, Wpn: Long Spear
Praetorian Guard	Gold 20, Res 30, Rec 35 HP 13, Prot 18, MR 10, Mor 14, Str 12, Att 13, Def 16, Prec 10, Enc 10, CS 6, MM 14, Wpn: Broad Sword
Standard	Gold 20, Res 21, Rec 21 HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Lictor	Gold 26, Res 29, Rec 31 (can only be recruited in the capital) HP 12, Prot 14, MR 11, Mor 14, Str 11, Att 12, Def 10, Prec 10, Enc 7, CS 8, MM 12, Sacr, Patrol 2, Wpn: Lictor Axe
Shadow Vestal	Gold 45, Res 6, Rec 31 (can only be recruited in the capital) HP 9, Prot 0, MR 15, Mor 12, Str 9, Att 12, Def 16, Prec 10, Enc 2, CS 12, MM 22, Eth, Sacr, Und, NNEat, Stealth 40, SpSi, Wpn: Shadow Spear

Pythium, Emerald Empire



The Emerald Empire of Pythium is a splinter empire of the great Empire of Ermor. As dark arts were practiced in the heart of the Empire, the stars warned the Theurgis of Pythia to flee the impending doom. They led Pythia away from the falling Empire and formed an imperial theocracy under their wise rule. But this was not enough to save them. As Ermor crumbled, the provinces of Pythium rebelled and broke away from their old masters. The Emperor of Pythium could not reclaim the rebelling lands and the power of the Emerald Empire diminished over the centuries. The war machine of Pythium is based on the old legionnaire army of Ermor with some minor modifications. During Ermorian times, part of the Pythian lands were under the sway of the Sauromatian tribes. The Androphags used hydras of the Pythian Marshes in warfare. For a long time hydras were only used in the Pythian arenas, but now the old practice has been adopted along with the usage of serpent mounts.

Race: Humans
 Military: Legionnaires, serpent cataphracts, gladiators, hydras
 Magic: Astral, Air, Water, some Fire. High magic gem income.
 Priests: Powerful
 Scales & Blesses: Order limit +1
 Buildings: Standard Forts, starts with a Fortified City

Pythium, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Assassin	Gold 80, Res 4, Rec 1 HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 4, CS 12, MM 16, Stealth 65, Ambidex 2, Assassin, Patience +1, Wpn: Short Sword, Poison Dagger
Centurion	Gold 95, Res 21, Rec 1 HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 18, Ldr 100, Wpn: Short Sword
Serpent Lord	Gold 100, Res 56, Rec 1 HP 15, Prot 18, MR 11, Mor 15, Str 13, Att 14, Def 17, Prec 10, Enc 6, CS 12, MM 16, Rider 2, Ldr 75, Wpn: Light Lance, Mount: Armored Serpent
Emerald Lord	Gold 125, Res 30, Rec 1 HP 15, Prot 18, MR 12, Mor 16, Str 13, Att 15, Def 18, Prec 10, Enc 9, CS 6, MM 16, Ldr 100, Wpn: Broad Sword
Legatus Legionis	Gold 150, Res 21, Rec 2 HP 13, Prot 15, MR 10, Mor 14, Str 11, Att 12, Def 12, Prec 10, Enc 5, CS 10, MM 18, Ldr 150, Wpn: Short Sword
Battle Deacon	Gold 90, Res 19, Rec 1 HP 11, Prot 15, MR 12, Mor 12, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 10, MM 18, Sacr, Ldr 50, Mag: H1, Wpn: Mace
Theurg Acolyte	Gold 100, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 8, Def 8, Prec 8, Enc 3, CS 10, MM 16, Sacr, Ldr 10, MagLdr 20, Mag: S1H1, Wpn: Dagger
Theurg	Gold 300, Res 2, Rec 2 HP 9, Prot 1, MR 15, Mor 13, Str 10, Att 11, Def 9, Prec 10, Enc 4, CS 10, MM 14, Sacr, Fortune Teller 5, Ldr 10, MagLdr 60, Mag: A1W1S2H2, Wpn: Mace
Hydra Tamer	Gold 35, Res 10, Rec 1 (can only be recruited in the capital) HP 11, Prot 8, MR 10, Mor 16, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 11, MM 16, SS, PR +15, Ldr 10, Wpn: Net, Trident
Arch Theurg	Gold 565, Res 1, Rec 4 (can only be recruited in the capital) HP 8, Prot 1, MR 17, Mor 14, Str 10, Att 12, Def 12, Prec 12, Enc 6, CS 9, MM 10, Sacr, Fortune Teller 10, Ldr 10, MagLdr 100, Mag: A2W1S3H3?1, Wpn: Quarterstaff

Pythium, recruitable units	
Slinger	Gold 7, Res 2, Rec 3 HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Retiarius	Gold 10, Res 1, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 9, MM 14, Wpn: Net, Trident
Gladiator	Gold 10, Res 6, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 9, MM 14, Wpn: Flail
Velite	Gold 10, Res 10, Rec 9 HP 10, Prot 7, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 5, CS 10, MM 18, Wpn: Spear, Javelin
Alae Legionnaire	Gold 10, Res 20, Rec 9 HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 7, CS 8, MM 18, Wpn: Spear, Javelin
Hastatus	Gold 11, Res 21, Rec 12 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Principe	Gold 14, Res 21, Rec 20 HP 11, Prot 14, MR 10, Mor 12, Str 10, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Triarius	Gold 15, Res 29, Rec 25 HP 12, Prot 18, MR 10, Mor 13, Str 10, Att 12, Def 13, Prec 11, Enc 10, CS 6, MM 14, Wpn: Long Spear
Emerald Guard	Gold 20, Res 30, Rec 31 HP 13, Prot 18, MR 10, Mor 14, Str 12, Att 13, Def 16, Prec 10, Enc 9, CS 6, MM 16, Wpn: Broad Sword
Standard	Gold 20, Res 21, Rec 21 HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 18, Wpn: Short Sword, Javelin
Hydra Hatchling	Gold 35, Res 1, Rec 15 (can only be recruited in the capital) HP 25, Prot 4, MR 12, Mor 11, Str 12, Att 12, Def 9, Prec 5, Enc 3, CS 7, MM 12, SS, Recup, BIR, PiR, Regen 10%, FR -10, PR +25, Wpn: Lesser Heads, Great Head
Serpent Cataphract	Gold 45, Res 27, Rec 21 HP 12, Prot 18, MR 10, Mor 12, Str 12, Att 12, Def 16, Prec 10, Enc 6, CS 12, MM 16, SS, Rider 1, Wpn: Light Lance, Mount: Armored Serpent
Hydra	Gold 200, Res 1, Rec 50 (max 1/month) (can only be recruited in the capital) HP 80, Prot 8, MR 14, Mor 15, Str 16, Att 14, Def 12, Prec 5, Enc 3, CS 7, MM 12, SS, Recup, BIR, PiR, Regen 10%, FR -10, PR +25, Fear +5, Wpn: Lesser Head, Lesser Head, Lesser Head, Lesser Head, Great Head
Battle Vestal	Gold 15, Res 4, Rec 14 (can only be recruited in the capital) HP 9, Prot 0, MR 11, Mor 12, Str 9, Att 12, Def 16, Prec 10, Enc 4, CS 12, MM 20, Sacr, Wpn: Spear
Theurg Communicant	Gold 50, Res 1, Rec 31 (max 1/month) HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 8, Def 7, Prec 8, Enc 4, CS 10, MM 14, Sacr, Wpn: Fist
Pythium, mount stats	
Armored Serpent	HP 28, Prot 19, MR 5, Mor 13, Str 13, Att 13, Def 8, Prec 5, Enc 5, CS 16, MM 16, SS, PR +5, Smart 75, Wpn: Poisonous Bite

Man, Tower of Avalon



The realm of Man is a feudal kingdom. Their kingdom was established by conquering a race of tall and magically powerful beings known as the Tuatha. When the Tuatha were destroyed, their greatest treasure was found: the magical Forest of Avalon. Hidden deep within was great magic. The Witches of Man entered the forest, learned the old lore, and helped Man to grow in power and influence. The infantry of Man is limited and lacks heavy troops. Their regular armies most often consist of powerful knights and skilled longbowmen. The Witches train their own special troops, the Wardens and Knights of Avalon. These troops are very skilled and are also magically enchanted by the Witches. The monks who serve the God of Man are divinely inspired scholars who gather and record knowledge in the monasteries scattered throughout the land. Descendants of the Logrian people displaced by the Witches and their servants dwell outside the fortified castles of the nobility.

Race: Humans
 Military: Infantry, longbowmen, knights, special troops of Avalon
 Magic: Nature, Glamour, some Water, Earth and Air
 Priests: Weak, divinely inspired researchers.
 Buildings: Standard Forts, temples cost 300

Man, recruitable commanders

Royal Forester	Gold 55, Res 8, Rec 1 (can also be recruited in all forests) HP 12, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 8, Prec 13, Enc 5, CS 11, MM 14, FS, Stealth 55, Ambidex 1, Patrol 5, Ldr 10, Wpn: Axe, Axe, Short Bow
Castellan	Gold 95, Res 22, Rec 1 HP 12, Prot 16, MR 10, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 100, Wpn: Broad Sword
Monk	Gold 35, Res 1, Rec 1 (can be recruited outside forts as well) HP 9, Prot 0, MR 13, Mor 9, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 16, Sacr, Stealth 40, Mundane Researcher, Ldr 10, Mag: H1, Wpn: Fist
Bard	Gold 105, Res 5, Rec 2 HP 10, Prot 4, MR 12, Mor 10, Str 10, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, FS, Stealth 50, Spy, Spell Singer, Ldr 10, MagLdr 10, Mag: G1, Wpn: Broad Sword
Daughter of Avalon	Gold 120, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 11, Enc 3, CS 9, MM 16, FS, Sacr, Spell Singer, Ldr 10, MagLdr 20, Mag: N1G1, Wpn: Dagger
Mother of Avalon	Gold 305, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 11, Str 9, Att 8, Def 8, Prec 11, Enc 3, CS 9, MM 16, FS, Sacr, Stealth 40, Spell Singer, Ldr 50, MagLdr 40, Mag: N1G1H1?2, Wpn: Dagger
Lord Warden	Gold 170, Res 29, Rec 1 (can only be recruited in the capital) HP 20, Prot 18, MR 13, Mor 16, Str 14, Att 13, Def 11, Prec 10, Enc 6, CS 11, MM 14, FS, Sacr, Stealth 40, Ambidex 2, TrSi, Ldr 100, Wpn: Broad Sword, Broad Sword
Knight Commander of Avalon	Gold 210, Res 32, Rec 1 (can only be recruited in the capital) HP 18, Prot 18, MR 14, Mor 15, Str 13, Att 13, Def 17, Prec 10, Enc 6, CS 12, MM 10, FS, Sacr, Recup, PR +5, Rider 4, Ldr 100, Wpn: Lance, Broad Sword, Mount: Armored Unicorn
Crone of Avalon	Gold 465, Res 1, Rec 4 (can only be recruited in the capital) HP 9, Prot 0, MR 16, Mor 12, Str 9, Att 8, Def 6, Prec 11, Enc 5, CS 9, MM 12, FS, Sacr, Spell Singer, Ldr 10, MagLdr 60, Mag: N3G2H1?1, Wpn: Dagger
Logrian Wise Man	Gold 125, Res 7, Rec 2 (can be recruited in all non-fort provinces) HP 12, Prot 10, MR 13, Mor 11, Str 11, Att 9, Def 11, Prec 10, Enc 4, CS 11, MM 14, Research -4, Ldr 20, MagLdr 20, Mag: E1?1, Wpn: Quarterstaff

Man, recruitable units

Logrian Slinger	Gold 9, Res 8, Rec 6 (can be recruited outside forts as well) HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 9, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Axe, Sling
Longbowman	Gold 10, Res 7, Rec 13 HP 11, Prot 5, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 12, Enc 3, CS 12, MM 16, Wpn: Short Sword, Long Bow
Spearman	Gold 10, Res 9, Rec 9 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 18, Wpn: Spear
Longspear	Gold 10, Res 13, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 16, Wpn: Long Spear
Logrian Warrior	Gold 12, Res 15, Rec 9 (can be recruited outside forts as well) HP 12, Prot 13, MR 10, Mor 11, Str 11, Att 11, Def 10, Prec 10, Enc 6, CS 9, MM 12, Wpn: Axe, Javelin
Tower Guard	Gold 12, Res 18, Rec 14 HP 11, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 10, Enc 5, CS 10, MM 16, Wpn: Broad Sword
Forester	Gold 12, Res 7, Rec 14 HP 10, Prot 8, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 12, Enc 5, CS 11, MM 14, FS, Stealth 55, Ambidex 1, Patrol 1, Wpn: Axe, Dagger, Short Bow
Landless Knight	Gold 13, Res 24, Rec 16 HP 12, Prot 16, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 10, Enc 7, CS 8, MM 12, Wpn: Broad Sword
Logrian Cavalry	Gold 30, Res 13, Rec 9 (can be recruited outside forts as well) HP 12, Prot 12, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 10, Enc 5, CS 12, MM 12, Rider 1, Wpn: Light Lance, Mount: War Horse
Knight of Man	Gold 45, Res 32, Rec 25 HP 12, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 16, Prec 10, Enc 6, CS 12, MM 10, Rider 2, Wpn: Lance, Broad Sword, Mount: Destrier
Warden of Avalon	Gold 26, Res 28, Rec 33 (can only be recruited in the capital) HP 17, Prot 18, MR 13, Mor 14, Str 13, Att 13, Def 10, Prec 10, Enc 6, CS 11, MM 14, FS, Sacr, Stealth 40, TrSi, Wpn: Great Sword
Knight of Avalon	Gold 90, Res 32, Rec 35 (can only be recruited in the capital) HP 16, Prot 18, MR 13, Mor 14, Str 12, Att 12, Def 17, Prec 10, Enc 6, CS 12, MM 10, FS, Sacr, Recup, PR +5, Rider 3, Wpn: Lance, Broad Sword, Mount: Armored Unicorn

Man, mount stats

Destrier	HP 22, Prot 20, MR 5, Mor 11, Str 15, Att 11, Def 8, Prec 5, Enc 5, CS 20, MM 16, Wpn: Hoof
Armored Unicorn	HP 27, Prot 21, MR 14, Mor 13, Str 16, Att 12, Def 11, Prec 5, Enc 4, CS 28, MM 26, FS, Sacr, Recup, Stealth 40, PR +10, TrSi, Smart 100, Wpn: Alicorn, Hoof
War Horse	HP 20, Prot 7, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 24, MM 22, Wpn: Hoof



Eriu, Last of the Tuatha

When men came to the land of the Tuatha and the Fir Bolg, there was a drawn out battle which ended with the defeat and total withdrawal of the Tuatha. The Land of the Ever Young was forever lost to this world and Avalon was taken by the Witches of Man. The Sidhe, descendants of the Tuatha, retreated into strange twilight realms with entrances hidden in ancient mounds. The land of the Fir Bolg was split by the invading forces: Man and their Witches, and the Milesians. The Milesians named their land Eriu. Most of the Eriu population is composed of humans of Milesian ancestry, but a few Fir Bolg still survive in remote villages. With the coming of the New God, the Daoine Sidhe have re-emerged from their magical mounds to lead the Milesians. Eriu is now a nation of humans and Fir Bolg led by the awakening Sidhe.

Race: Milesian humans and Fir Bolg ruled by Sidhe and Tuatha, illusions

Military: Milesian infantry, Fir Bolg infantry, sacred Sidhe infantry

Magic: Glamour, Air, Nature, Water, some Earth

Priests: Average

Scales & Blesses: Luck limit +1

Buildings: Standard Forts, temples cost 300

Eriu, recruitable commanders

Milesian Scout	Gold 35, Res 4, Rec 1
	HP 10, Prot 5, MR 11, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Milesian Champion	Gold 55, Res 22, Rec 1
	HP 12, Prot 16, MR 11, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 75, Wpn: Broad Sword
Milesian Monk	Gold 45, Res 1, Rec 1
	HP 9, Prot 0, MR 13, Mor 9, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 16, Sacr, Ldr 10, Mag: H1, Wpn: Fist
Bard	Gold 105, Res 5, Rec 2
	HP 10, Prot 4, MR 12, Mor 10, Str 10, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, FS, Stealth 50, Spy, Spell Singer, Ldr 10, MagLdr 10, Mag: G1, Wpn: Broad Sword
Milesian Mage	Gold 160, Res 1, Rec 2
	HP 10, Prot 0, MR 14, Mor 9, Str 10, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Ldr 20, MagLdr 30, Mag: A1E1?1, Wpn: Fist
Sidhe Champion	Gold 225, Res 19, Rec 2
	HP 14, Prot 10, MR 15, Mor 13, Str 12, Att 14, Def 17, Prec 13, Enc 5, CS 11, MM 14, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Ldr 100, MagLdr 20, Mag: N1G1H1, Wpn: Golden Sword, Javelin
Bean Sidhe	Gold 285, Res 1, Rec 2
	HP 13, Prot 0, MR 16, Mor 10, Str 12, Att 13, Def 14, Prec 12, Enc 3, CS 13, MM 16, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Ldr 10, MagLdr 40, Mag: W1N1G1?1, Wpn: Dagger
Sidhe Lord	Gold 375, Res 16, Rec 2
	HP 15, Prot 10, MR 17, Mor 14, Str 13, Att 15, Def 21, Prec 14, Enc 4, CS 13, MM 14, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Rider 4, Ldr 100, MagLdr 30, Mag: N1G2H2, Wpn: Golden Lance, Javelin, Mount: Fay Horse
Fir Bolg Champion	Gold 70, Res 12, Rec 1 (can be recruited in the capital, as well as highland and mountain forts)
	HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 13, Def 16, Prec 12, Enc 5, CS 11, MM 14, MS, Stealth 40, Berserker +3, Ldr 75, Wpn: Bronze Sword, Javelin
Fir Bolg Druid	Gold 95, Res 2, Rec 2 (can be recruited in the capital, as well as highland and mountain forts)
	HP 13, Prot 4, MR 14, Mor 11, Str 11, Att 11, Def 16, Prec 11, Enc 3, CS 13, MM 16, Ldr 10, MagLdr 20, Mag: A1?1, Wpn: Quarterstaff
Tuatha	Gold 630, Res 22, Rec 4 (can only be recruited in the capital)
	HP 15, Prot 10, MR 18, Mor 14, Str 13, Att 15, Def 22, Prec 14, Enc 4, CS 13, MM 14, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Rider 5, Ldr 150, MagLdr 60, Mag: N2G3H2?1, Wpn: Golden Lance, Javelin, Mount: Fay Horse

Eriu, recruitable units

Milesian Slinger	Gold 7, Res 2, Rec 4 HP 10, Prot 5, MR 11, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, Wpn: Dagger, Sling
Milesian Spearman	Gold 10, Res 9, Rec 11 HP 10, Prot 9, MR 11, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear
Milesian Longspear	Gold 10, Res 13, Rec 11 HP 10, Prot 11, MR 11, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Long Spear
Milesian Swordsman	Gold 10, Res 18, Rec 11 HP 10, Prot 13, MR 11, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 10, MM 14, Wpn: Broad Sword
Fir Bolg Slinger	Gold 12, Res 2, Rec 14 (can be recruited in the capital, as well as highland and mountain forts) HP 13, Prot 4, MR 13, Mor 10, Str 11, Att 10, Def 11, Prec 12, Enc 4, CS 13, MM 16, MS, Stealth 40, Wpn: Bronze Dagger, Sling
Milesian Man at Arms	Gold 14, Res 24, Rec 20 HP 11, Prot 16, MR 11, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 7, CS 8, MM 12, Wpn: Broad Sword
Fir Bolg Clan Warrior	Gold 15, Res 10, Rec 18 (can be recruited in the capital, as well as highland and mountain forts) HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 14, Prec 12, Enc 5, CS 11, MM 14, MS, Stealth 40, Wpn: Bronze Axe
Fir Bolg Clan Warrior	Gold 15, Res 10, Rec 18 (can be recruited in the capital, as well as highland and mountain forts) HP 13, Prot 7, MR 13, Mor 11, Str 11, Att 12, Def 15, Prec 12, Enc 5, CS 11, MM 14, MS, Stealth 40, Wpn: Bronze Spear, Javelin
Fir Bolg Cattle Raider	Gold 19, Res 9, Rec 25 (can be recruited in the capital, as well as highland and mountain forts) HP 15, Prot 7, MR 13, Mor 11, Str 12, Att 13, Def 12, Prec 12, Enc 4, CS 12, MM 14, Stealth 40, Berserker +2, Wpn: Bronze Battleaxe
Fir Bolg Charioteer	Gold 35, Res 12, Rec 23 (can be recruited in the capital, as well as highland and mountain forts) HP 14, Prot 7, MR 13, Mor 12, Str 11, Att 12, Def 18, Prec 12, Enc 4, CS 13, MM 14, Wpn: Bronze Sword, Javelin, Mount: Chariot
Daoine Sidhe	Gold 35, Res 12, Rec 23 (can only be recruited in the capital) HP 13, Prot 10, MR 14, Mor 12, Str 12, Att 13, Def 15, Prec 12, Enc 5, CS 11, MM 14, FS, Glamour, Sacr, Stealth 65, DV 50, Spell Singer, Wpn: Bronze Spear, Javelin

Eriu, mount stats

Fay Horse	HP 22, Prot 4, MR 12, Mor 11, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Sacr, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof
Chariot	HP 20, Prot 3, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 20, MM 20, Trample, Wpn: Hoof

Agartha, Golem Cult



In dark caverns under the Roots of the Earth a strange kind of one-eyed humanoids has evolved. Untouched by the sun, they have become known to humans as the Pale Ones. When humans first met these pale giants, it was in war. With the destruction of the false god of the Pale Ones, an ancient Seal was broken and vast powers of destruction were released. The Pale Ones were almost wiped out of existence and humans could move down into the caverns of Agartha. Here they found fabulous riches and ancient secrets. The humans replaced the Pale Ones and now most of Agartha's inhabitants are pale-skinned humans with large eyes. Everything left by the Ancient Ones has become subject to worship by the humans. Ancient statues are enchanted and given life by Golem Crafters, priest-mages of the Agarthan Golem Cult. A few surviving Oracles lead the Cult and keep the memories of past ages alive.

Race: Humans and Pale Ones. Darkvision. Poor amphibians. Extra gold and resources in cave forts.

Military: Light and heavy infantry, huge and sacred Ancient Ones, troglodyte slaves.

Magic: Earth, some Fire, Water and Death.

Priests: Powerful

Dominion: Constructs receive increased HP inside dominion

Scales & Blesses: Bless points +1

Buildings: Standard Forts

Agartha, recruitable commanders

Agarthan Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 8, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, DV 50, Wpn: Dagger, Short Bow
Troglodyte Trainer	Gold 60, Res 15, Rec 1 HP 12, Prot 12, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 8, Enc 5, CS 11, MM 14, Ambidex 2, TM +2, DV 50, Ldr 20, Wpn: Whip, Short Sword
Pale One Captain	Gold 65, Res 18, Rec 1 (can also be recruited in all caves) HP 22, Prot 14, MR 12, Mor 12, Str 13, Att 10, Def 10, Prec 7, Enc 5, CS 8, MM 10, Amph, NNEat, Inspirational +1, DV 100, Siege Strength +5, Ldr 75, Wpn: Spear
Cave Captain	Gold 95, Res 22, Rec 1 HP 12, Prot 15, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 8, Enc 7, CS 8, MM 12, DV 50, Ldr 100, Wpn: Short Sword
Attendant of the Oracles	Gold 65, Res 1, Rec 1 HP 10, Prot 0, MR 12, Mor 9, Str 9, Att 9, Def 9, Prec 8, Enc 3, CS 10, MM 16, Sacr, DV 50, Ldr 10, MagLdr 10, Mag: H1, Wpn: Dagger
Earth Reader	Gold 115, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 12, Str 9, Att 9, Def 12, Prec 8, Enc 3, CS 10, MM 16, Sacr, DV 50, Fortune Teller 5, Ldr 50, MagLdr 20, Mag: E1H1, Wpn: Quarterstaff
Golem Crafter	Gold 295, Res 2, Rec 2 HP 10, Prot 0, MR 14, Mor 12, Str 9, Att 9, Def 7, Prec 8, Enc 4, CS 10, MM 14, Sacr, DV 50, Ldr 60, MagLdr 50, Mag: F1W1E2H1, Wpn: Maul
Ancient Lord	Gold 175, Res 23, Rec 1 (can only be recruited in the capital) HP 44, Prot 13, MR 13, Mor 14, Str 19, Att 11, Def 9, Prec 7, Enc 5, CS 13, MM 14, Sacr, Amph, NNEat, Inspirational +1, DV 100, Siege Strength +5, Ldr 100, Wpn: Battleaxe
Oracle of the Ancients	Gold 540, Res 1, Rec 4 (can only be recruited in the capital) HP 40, Prot 6, MR 18, Mor 13, Str 18, Att 8, Def 11, Prec 7, Enc 5, CS 14, MM 16, Sacr, Amph, NNEat, Inspirational +1, DV 100, Siege Strength +5, Fortune Teller 15, Ldr 100, UndLdr 50, MagLdr 50, Mag: E3D1H3?1, Wpn: Quarterstaff
Wet One Captain	Gold 50, Res 6, Rec 1 (can only be recruited in underwater forts) HP 18, Prot 10, MR 12, Mor 10, Str 12, Att 9, Def 9, Prec 7, Enc 4, CS 13, MM 12, Amph, NNEat, DV 100, Siege Strength +2, Ldr 75, Wpn: Bone Trident

Agartha, recruitable units	
Pale One Soldier	Gold 9, Res 14, Rec 18 HP 18, Prot 12, MR 12, Mor 10, Str 12, Att 8, Def 9, Prec 7, Enc 4, CS 9, MM 12, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Spear
Wet One	Gold 9, Res 1, Rec 18 HP 18, Prot 2, MR 12, Mor 10, Str 12, Att 8, Def 8, Prec 7, Enc 3, CS 10, MM 14, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Stone Spear
Agarthan Heavy Infantry	Gold 10, Res 27, Rec 9 HP 10, Prot 18, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 8, Enc 8, CS 7, MM 10, DV 50, Wpn: Short Sword
Agarthan Infantry	Gold 10, Res 22, Rec 9 HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 8, Enc 7, CS 8, MM 12, DV 50, Wpn: Short Sword
Agarthan Light Infantry	Gold 10, Res 10, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 8, Enc 5, CS 10, MM 14, DV 50, Wpn: Short Sword
Defender of the Halls	Gold 13, Res 23, Rec 26 HP 20, Prot 14, MR 12, Mor 12, Str 13, Att 9, Def 13, Prec 7, Enc 7, CS 6, MM 10, PAmph, NNEat, DV 100, Siege Strength +2, Wpn: Short Sword
Troglodyte Slave	Gold 50, Res 1, Rec 40 HP 37, Prot 7, MR 8, Mor 12, Str 23, Att 12, Def 9, Prec 5, Enc 2, CS 16, MM 18, Trample, DV 100, Wpn: Claws
Ancient One	Gold 40, Res 27, Rec 32 (can only be recruited in the capital) HP 40, Prot 15, MR 13, Mor 12, Str 18, Att 10, Def 11, Prec 7, Enc 6, CS 12, MM 12, Sacr, Amph, NNEat, DV 100, Siege Strength +5, Wpn: Spear, Throw Rocks
Ancient Stone Hurler	Gold 40, Res 13, Rec 32 (can only be recruited in the capital) HP 42, Prot 10, MR 13, Mor 11, Str 20, Att 9, Def 7, Prec 9, Enc 5, CS 13, MM 14, Sacr, Amph, NNEat, DV 100, Siege Strength +10, Wpn: Fist, Boulder
Shard Guard	Gold 45, Res 34, Rec 30 (can only be recruited in the capital) HP 28, Prot 16, MR 14, Mor 13, Str 14, Att 10, Def 11, Prec 9, Enc 5, CS 6, MM 8, Sacr, Amph, NNEat, CR +5, PR +15, DV 100, Siege Strength +2, Wpn: Shard Glaive
Wet One	Gold 9, Res 5, Rec 18 (can only be recruited in underwater forts) HP 18, Prot 10, MR 12, Mor 10, Str 12, Att 9, Def 8, Prec 7, Enc 4, CS 13, MM 12, Amph, NNEat, DV 100, Siege Strength +2, Wpn: Stone Spear

Ulm, Forges of Ulm



Ulm is a young kingdom, risen from the Ulmic tribes conquered by the fallen Empire of Ermor. From the ashes of Ermor emerged a new kingdom true to its ancient legacy, the Enigma of Steel. Where Marignon relied on religion to build a kingdom, Ulm relied on steel. The mines of Ulm are famous for their riches and the smiths of Ulm work the iron into the blacksteel armor used by the knights and infantry of Ulm. The people of Ulm are heavily built by human standards. Their infantry use full chain or plate armor made of blacksteel. The feared Black Knights of Ulm are the most heavily armored troops known to man. The leaders of Ulm have never approved of magic and only the Master Smiths are allowed to use it. The smiths are used to working in conditions that are magically unfavorable and are therefore not adversely affected by provinces that have a strong Drain dominion. The smiths craft armor and weaponry for lords and kings, but the strength of steel is preferred over magic. Even religion is of secondary importance in Ulm, though an Iron Cult that worships steel in a more devout fashion has emerged in recent times.

Race: Stocky humans, production bonus in all castles
 Military: Heavy infantry, crossbows, knights, superior armor
 Magic: Earth, Fire, rarely Air and Astral. Superior magic item forging. Smiths' research not affected by Drain scale
 Priests: Weak, inquisitors
 Scales & Blesses: Productivity limit +1, Drain limit +1
 Buildings: Standard Forts (Master Masons can build better forts), forts produce 25% more resources

Ulm, recruitable commanders

Spy	Gold 80, Res 5, Rec 2 HP 12, Prot 5, MR 9, Mor 10, Str 11, Att 10, Def 11, Prec 10, Enc 3, CS 12, MM 16, Stealth 60, Spy, Wpn: Broad Sword
Commander of Ulm	Gold 95, Res 32, Rec 1 HP 14, Prot 19, MR 9, Mor 12, Str 11, Att 11, Def 12, Prec 10, Enc 7, CS 7, MM 10, Ldr 100, Wpn: Hammer
Commander of Ulm	Gold 95, Res 43, Rec 1 HP 14, Prot 23, MR 9, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 8, CS 6, MM 10, Ldr 100, Wpn: Hammer
Commander of Ulm	Gold 95, Res 32, Rec 1 HP 14, Prot 19, MR 9, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 7, CS 7, MM 10, Ldr 100, Wpn: Morningstar
Commander of Ulm	Gold 95, Res 43, Rec 1 HP 14, Prot 23, MR 9, Mor 12, Str 11, Att 11, Def 10, Prec 10, Enc 8, CS 6, MM 10, Ldr 100, Wpn: Morningstar
Black Lord	Gold 150, Res 46, Rec 1 HP 17, Prot 23, MR 9, Mor 16, Str 14, Att 13, Def 13, Prec 10, Enc 7, CS 12, MM 10, Rider 2, Ldr 100, Wpn: Lance, Morningstar, Mount: Black Destrier
Black Acolyte	Gold 65, Res 1, Rec 1 HP 12, Prot 0, MR 12, Mor 10, Str 11, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacr, Ldr 10, Mag: H1, Wpn: Dagger
Master Smith	Gold 185, Res 7, Rec 2 HP 12, Prot 8, MR 14, Mor 13, Str 11, Att 10, Def 7, Prec 10, Enc 5, CS 11, MM 12, Unhindered Researcher, Forge Bonus 2, Resource Bonus 10, Ldr 60, MagLdr 30, Mag: F1E2, Wpn: Maul
Master Mason	Gold 80, Res 52, Rec 1 (can only be recruited in the capital) HP 12, Prot 0, MR 9, Mor 10, Str 9, Att 8, Def 8, Prec 8, Enc 3, CS 12, MM 16, Siege Strength +30, Mason, Ldr 10, Wpn: Instrument
Lord Guardian	Gold 110, Res 46, Rec 1 (can only be recruited in the capital) HP 16, Prot 23, MR 10, Mor 16, Str 13, Att 13, Def 9, Prec 10, Enc 6, CS 8, MM 10, Halt Heretic +3, Ldr 100, Wpn: Black Halberd
Black Priest	Gold 145, Res 2, Rec 2 (can only be recruited in the capital) HP 12, Prot 0, MR 13, Mor 11, Str 11, Att 8, Def 7, Prec 10, Enc 4, CS 8, MM 16, Sacr, Inquisitor, Ldr 50, MagLdr 10, Mag: E1H2, Wpn: Maul
Priest Smith	Gold 245, Res 7, Rec 2 (can only be recruited in the capital) HP 12, Prot 8, MR 14, Mor 9, Str 11, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Sacr, Unhindered Researcher, Forge Bonus 1, Resource Bonus 10, Ldr 20, MagLdr 30, Mag: F1E2H1, Wpn: Maul

Ulm, recruitable units

War Dog	Gold 7, Res 9, Rec 2 HP 8, Prot 15, MR 5, Mor 11, Str 7, Att 11, Def 8, Prec 5, Enc 6, CS 16, MM 16, Wpn: Bite
Infantry of Ulm	Gold 10, Res 29, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 7, Prec 10, Enc 5, CS 9, MM 10, Wpn: Battleaxe
Black Plate Infantry	Gold 10, Res 40, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 6, Prec 10, Enc 6, CS 8, MM 10, Wpn: Battleaxe
Infantry of Ulm	Gold 10, Res 29, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 5, Prec 10, Enc 5, CS 9, MM 10, Wpn: Flail
Black Plate Infantry	Gold 10, Res 40, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 4, Prec 10, Enc 6, CS 8, MM 10, Wpn: Flail
Infantry of Ulm	Gold 10, Res 32, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 11, Prec 10, Enc 7, CS 7, MM 10, Wpn: Hammer
Black Plate Infantry	Gold 10, Res 43, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 10, Prec 10, Enc 8, CS 6, MM 10, Wpn: Hammer
Infantry of Ulm	Gold 10, Res 27, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 6, Prec 10, Enc 5, CS 9, MM 10, Wpn: Maul
Black Plate Infantry	Gold 10, Res 38, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 5, Prec 10, Enc 6, CS 8, MM 10, Wpn: Maul
Infantry of Ulm	Gold 10, Res 32, Rec 9 HP 12, Prot 19, MR 9, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 7, CS 7, MM 10, Wpn: Morningstar
Black Plate Infantry	Gold 10, Res 43, Rec 9 HP 12, Prot 23, MR 9, Mor 11, Str 11, Att 10, Def 9, Prec 10, Enc 8, CS 6, MM 10, Wpn: Morningstar
Pikeneer	Gold 10, Res 28, Rec 9 HP 12, Prot 19, MR 9, Mor 11, Str 11, Att 10, Def 6, Prec 10, Enc 5, CS 9, MM 10, Wpn: Pike
Black Plate Pikeneer	Gold 10, Res 39, Rec 9 HP 12, Prot 23, MR 9, Mor 12, Str 11, Att 10, Def 5, Prec 10, Enc 6, CS 8, MM 10, Wpn: Pike
Crossbowman	Gold 10, Res 30, Rec 9 HP 12, Prot 17, MR 9, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 12, Wpn: Short Sword, Arbalest
Guardian	Gold 20, Res 46, Rec 31 (can only be recruited in the capital) HP 14, Prot 23, MR 9, Mor 14, Str 12, Att 12, Def 8, Prec 10, Enc 6, CS 8, MM 10, Wpn: Black Halberd
Sapper	Gold 20, Res 39, Rec 31 HP 12, Prot 17, MR 9, Mor 10, Str 11, Att 10, Def 7, Prec 10, Enc 4, CS 10, MM 14, Siege Strength +5, Wpn: Pick Axe, Crossbow
Black Knight	Gold 60, Res 46, Rec 31 HP 15, Prot 23, MR 9, Mor 14, Str 13, Att 12, Def 13, Prec 10, Enc 6, CS 12, MM 10, Rider 2, Wpn: Lance, Morningstar, Mount: Black Destrier

Ulm, mount stats

Black Destrier	HP 24, Prot 22, MR 5, Mor 12, Str 16, Att 12, Def 8, Prec 5, Enc 5, CS 20, MM 18, Wpn: Hoof
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Marignon, Fiery Justice



Marignon is a feudal theocracy. The Inquisition controls all aspects of the country, including warfare. The feudal lords pay tithes and tax the peasants, but all political decisions are made solely by the Church. Marignon rose out of the ashes of Ermor and has succeeded in holding the shadow of the fallen empire at bay through religious zeal and austerity. The widespread fanaticism in Marignon has done wonders for its survival thus far. The heavy infantry of Marignon is armed with large weapons such as great swords and halberds. All units carry the bright red-and-orange livery of Marignon. The Inquisitors of Marignon are trained in the House of Fiery Justice together with Witch Hunters. The Witch Hunters are mage-priests who use Astral magic.

Race: Humans
 Military: Heavy infantry, crossbows, sacred knights and flagellants
 Magic: Fire, Astral, some Air and Earth
 Priests: Powerful, Inquisitors
 Inquisition: Automatically reduces enemy dominion and spreads own dominion up to 1 in owned provinces
 Scales & Blesses: Order limit +1, Bless points +3
 Buildings: Standard Forts (Architects can build better forts)

Marignon, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Assassin	Gold 80, Res 4, Rec 1 HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 4, CS 12, MM 16, Stealth 65, Ambidex 2, Assassin, Patience +1, Wpn: Short Sword, Poison Dagger
Falconeer	Gold 40, Res 3, Rec 1 HP 10, Prot 0, MR 10, Mor 12, Str 9, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, Retinue 1d6 Falcons, Ldr 10, Wpn: Short Sword
Troubadour	Gold 110, Res 5, Rec 2 HP 10, Prot 4, MR 12, Mor 10, Str 10, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, Stealth 70, Spy, Seduction, Spell Singer, Ldr 10, Wpn: Broad Sword
Friar	Gold 60, Res 1, Rec 1 (can be recruited outside forts as well) HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, Sacr, Stealth 40, Ldr 50, Mag: H1, Wpn: Dagger
Paladin	Gold 215, Res 32, Rec 1 HP 15, Prot 18, MR 12, Mor 16, Str 13, Att 13, Def 16, Prec 10, Enc 6, CS 12, MM 10, Sacr, Rider 3, Ldr 100, Mag: H1, Wpn: Lance, Broad Sword, Mount: Destrier
Initiate	Gold 65, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 12, Str 9, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 16, Ldr 20, MagLdr 10, Mag: F1, Wpn: Dagger
Inquisitor	Gold 190, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 13, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, Sacr, Inquisitor, Ldr 110, MagLdr 10, Mag: F1H2, Wpn: Dagger
Witch Hunter	Gold 260, Res 2, Rec 2 HP 10, Prot 0, MR 16, Mor 14, Str 10, Att 11, Def 11, Prec 10, Enc 3, CS 10, MM 16, Sacr, Patrol 10, Ldr 70, MagLdr 40, Mag: F2S1H1, Wpn: Mace
Architect	Gold 60, Res 52, Rec 1 (can only be recruited in the capital) HP 10, Prot 0, MR 10, Mor 11, Str 9, Att 8, Def 8, Prec 8, Enc 3, CS 12, MM 16, Siege Strength +15, Mason, Ldr 10, Wpn: Instrument
High Inquisitor	Gold 285, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 16, Str 10, Att 8, Def 6, Prec 11, Enc 6, CS 9, MM 12, Sacr, Inquisitor, Ldr 160, MagLdr 10, Mag: F1H3, Wpn: Dagger
Grand Master	Gold 520, Res 2, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 18, Mor 11, Str 10, Att 12, Def 8, Prec 10, Enc 8, CS 8, MM 10, Sacr, Ldr 130, MagLdr 80, Mag: F3S2H2?1, Wpn: Mace

Marignon, recruitable units

Crossbowman	Gold 10, Res 8, Rec 9 HP 10, Prot 7, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, Wpn: Mace, Crossbow
Swordsman	Gold 10, Res 23, Rec 9 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Great Sword
Halberdier	Gold 10, Res 22, Rec 9 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 5, CS 10, MM 14, Wpn: Halberd
Pikeneer	Gold 10, Res 20, Rec 9 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 8, Prec 10, Enc 5, CS 10, MM 14, Wpn: Pike
Man at Arms	Gold 14, Res 24, Rec 18 HP 11, Prot 16, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 7, CS 8, MM 12, Wpn: Broad Sword
Royal Guard	Gold 50, Res 40, Rec 31 HP 12, Prot 21, MR 10, Mor 14, Str 11, Att 12, Def 16, Prec 10, Enc 7, CS 12, MM 10, Rider 2, Wpn: Lance, Broad Sword, Mount: Destrier
Flagellant	Gold 10, Res 4, Rec 5 (can be recruited outside forts as well) HP 9, Prot 0, MR 10, Mor 14, Str 11, Att 8, Def 6, Prec 8, Enc 3, CS 12, MM 16, Sacr, Wpn: Flail
Knight of the Chalice	Gold 70, Res 32, Rec 31 HP 14, Prot 18, MR 12, Mor 14, Str 12, Att 13, Def 15, Prec 10, Enc 6, CS 12, MM 10, Sacr, Rider 2, Wpn: Lance, Broad Sword, Mount: Destrier

Marignon, mount stats

Destrier	HP 22, Prot 20, MR 5, Mor 11, Str 15, Att 11, Def 8, Prec 5, Enc 5, CS 20, MM 16, Wpn: Hoof
Destrier	HP 22, Prot 20, MR 6, Mor 12, Str 15, Att 11, Def 8, Prec 5, Enc 5, CS 20, MM 16, Sacr, Wpn: Hoof
Destrier	HP 24, Prot 20, MR 6, Mor 13, Str 16, Att 12, Def 8, Prec 5, Enc 5, CS 20, MM 16, Sacr, Wpn: Hoof

Pyrène, Time of the Akelarre



Pyrène was once a kingdom of cavern dwelling humans and their allies, the Sorginak witches and the Jentilak giants. Now the humans have more or less abandoned their cavernous realm and established a feudal kingdom in the surrounding mountains. The young kingdom was drawn into a long lasting war with Alysia and suffered heavy losses. The last of the Jentilak and Basajaunak died in the defense of the Pyrène caves, but the Alysians were defeated. With the loss of their mightiest mages and warriors new powers established themselves. Lasting exposure to Alysian blood magic had prepared the nation for a sinister reshaping. From some dark woodland came the Akerbeltz, the Black Goats. Their influence slowly transformed the kingdom into a nation of dark rituals and bloody ceremonies. The Akerbeltz seduced the Sorginak and made them abandon their former mistress and embrace blood magic. Now even the priesthood have adopted blood magic and sacrifice humans to further the goals of the nation. Recently the dark practices has drawn the attention of Marignon and its inquisitors.

Race: Humans of cave-man descent with dark-vision and elemental resistance.

Military: Human infantry, crossbows and knights, sacred mouflon knights.

Magic: Blood, Nature, Air and some Earth and Fire.

Priests: Average, can perform blood sacrifices.

Scales & Blesses: Turmoil limit +1

Buildings: Standard Forts

Pyrène, recruitable commanders

Pyrènian Castellan	Gold 70, Res 23, Rec 1 HP 13, Prot 15, MR 9, Mor 12, Str 12, Att 11, Def 14, Prec 10, Enc 7, CS 8, MM 12, MS, FR +5, CR +5, DV 50, Ldr 75, Wpn: Broad Sword
Pyrènian Marquess	Gold 140, Res 32, Rec 1 HP 12, Prot 18, MR 9, Mor 13, Str 12, Att 12, Def 16, Prec 10, Enc 6, CS 12, MM 10, FR +5, CR +5, DV 50, Rider 3, Ldr 100, Wpn: Lance, Broad Sword, Mount: Destrier
Pyrènian Priest	Gold 105, Res 1, Rec 1 HP 9, Prot 0, MR 12, Mor 11, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, MS, Sacr, FR +5, CR +5, DV 50, Ldr 50, Mag: H1, Wpn: Dagger
Pyrènian Bishop	Gold 230, Res 1, Rec 2 HP 9, Prot 0, MR 17, Mor 13, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, MS, Sacr, FR +5, CR +5, DV 50, Ldr 50, UndLdr 20, MagLdr 20, Mag: B1H2?1, Wpn: Dagger
Sorgina	Gold 260, Res 1, Rec 2 HP 10, Prot 0, MR 16, Mor 13, Str 9, Att 10, Def 12, Prec 12, Enc 3, CS 12, MM 22, FS, MS, Fly, DV 100, Storm Immunity, Ldr 20, UndLdr 20, MagLdr 50, Mag: F1A2B2, Wpn: Dagger
Bekryde Scout	Gold 35, Res 3, Rec 1 (can be recruited in the capital and in all caves) HP 13, Prot 7, MR 9, Mor 11, Str 12, Att 10, Def 10, Prec 8, Enc 3, CS 13, MM 18, MS, Stealth 60, FR +5, CR +5, DV 50, Wpn: Stone Spear
Bekryde Champion	Gold 35, Res 4, Rec 1 (can be recruited in the capital and in all caves) HP 15, Prot 10, MR 9, Mor 12, Str 13, Att 11, Def 11, Prec 9, Enc 3, CS 13, MM 18, MS, FR +5, CR +5, DV 50, Ldr 50, Wpn: Stone Spear
Emerald Count	Gold 205, Res 54, Rec 2 (can only be recruited in the capital) HP 14, Prot 21, MR 13, Mor 12, Str 12, Att 12, Def 16, Prec 10, Enc 7, CS 12, MM 10, MS, Sacr, FR +5, CR +5, DV 50, Rider 3, Ldr 100, Mag: H1, Wpn: Lance, Broad Sword, Mount: Sacred Mouflon
Akerbeltz	Gold 450, Res 1, Rec 4 (can be recruited in the capital and in all forests) HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 9, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Stealth 40, Adept Cross Breeder +4, Blood Searcher 1, Ldr 100, UndLdr 30, MagLdr 70, Mag: E1N2B3?1, Wpn: Athame
Pyrènian Monk	Gold 105, Res 1, Rec 2 (can be recruited in all non-fort provinces) HP 11, Prot 0, MR 12, Mor 9, Str 10, Att 9, Def 9, Prec 8, Enc 3, CS 10, MM 16, MS, Sacr, FR +5, CR +5, DV 50, Ldr 10, MagLdr 10, Mag: H1?1, Wpn: Dagger

Pyrène, recruitable units

Bekryde	Gold 12, Res 2, Rec 4 (can be recruited in the capital and in all caves) HP 13, Prot 6, MR 9, Mor 11, Str 12, Att 10, Def 10, Prec 8, Enc 4, CS 12, MM 18, MS, FR +5, CR +5, DV 50, Wpn: Great Club, Sticks and Stones
Bekryde	Gold 12, Res 2, Rec 4 (can be recruited in the capital and in all caves) HP 13, Prot 6, MR 9, Mor 11, Str 12, Att 10, Def 9, Prec 8, Enc 4, CS 12, MM 18, MS, FR +5, CR +5, DV 50, Wpn: Stone Spear, Sticks and Stones
Bekryde Warrior	Gold 12, Res 3, Rec 4 (can be recruited in the capital and in all caves) HP 13, Prot 7, MR 9, Mor 11, Str 12, Att 10, Def 10, Prec 8, Enc 3, CS 13, MM 18, MS, FR +5, CR +5, DV 50, Wpn: Stone Spear
Pyrènian Crossbowman	Gold 12, Res 8, Rec 9 HP 12, Prot 7, MR 9, Mor 11, Str 11, Att 9, Def 9, Prec 8, Enc 3, CS 12, MM 17, MS, FR +5, CR +5, DV 50, Wpn: Mace, Crossbow
Pyrènian Spearman	Gold 12, Res 15, Rec 9 HP 12, Prot 13, MR 9, Mor 11, Str 11, Att 10, Def 12, Prec 8, Enc 5, CS 10, MM 15, MS, FR +5, CR +5, DV 50, Wpn: Spear
Pyrènian Footman	Gold 12, Res 19, Rec 9 HP 12, Prot 13, MR 9, Mor 11, Str 11, Att 10, Def 14, Prec 8, Enc 6, CS 9, MM 15, MS, FR +5, CR +5, DV 50, Wpn: Broad Sword
Pyrènian Swordsman	Gold 16, Res 21, Rec 16 HP 14, Prot 15, MR 9, Mor 11, Str 12, Att 11, Def 11, Prec 8, Enc 5, CS 10, MM 13, MS, FR +5, CR +5, DV 50, Wpn: Great Sword
Pyrènian Man at Arms	Gold 17, Res 23, Rec 18 HP 14, Prot 15, MR 9, Mor 12, Str 12, Att 11, Def 14, Prec 8, Enc 7, CS 8, MM 13, MS, FR +5, CR +5, DV 50, Wpn: Broad Sword
Pyrènian Knight	Gold 50, Res 32, Rec 27 HP 15, Prot 18, MR 9, Mor 13, Str 12, Att 12, Def 16, Prec 8, Enc 6, CS 12, MM 10, FR +5, CR +5, DV 50, Rider 2, Wpn: Lance, Broad Sword, Mount: Destrier
Emerald Knight	Gold 70, Res 40, Rec 31 (can only be recruited in the capital) HP 16, Prot 21, MR 10, Mor 13, Str 13, Att 12, Def 16, Prec 10, Enc 7, CS 12, MM 10, MS, Sacr, Supply 5, FR +5, CR +5, DV 50, Rider 2, Wpn: Lance, Broad Sword, Mount: Sacred Mouflon

Pyrène, mount stats

Destrier	HP 22, Prot 20, MR 5, Mor 11, Str 15, Att 11, Def 8, Prec 5, Enc 5, CS 20, MM 16, Wpn: Hoof
Sacred Mouflon	HP 26, Prot 19, MR 6, Mor 11, Str 16, Att 9, Def 9, Prec 5, Enc 4, CS 16, MM 18, MS, Sacr, Supply 5, CR +5, Wpn: Head Butt



Abysia, Blood and Fire

Abysia is a hot wasteland, at the center of which lies a great volcano whose lava-lit caverns are inhabited by magma-born humanoids. Their flesh radiates heat and they are not harmed by flames. Abysians are stronger than humans and prefer heavy armor and weaponry. Bows are not used, as they would burn to cinders in the glowing hands of the Abysians. The war machine of Abysia also includes salamanders, lizard-like beings composed of the same hot lava-born flesh as the Abysians. Abysian Warlocks are very powerful Blood mages and skilled crossbreeders. The Anathemant Priests of the Flame Cult practice blood sacrifice to strengthen the power of the Awakening God. Abysians prefer to live in extremely hot places. They do not farm or hunt for a living, so their income and supplies are not affected by the Growth or Death scale of a province. However, population will still die slowly in Abysia-controlled provinces with Death scales.

Race: Radiates heat, fire resistance, prefers Heat scale +3, wasteland survival. Death and Growth scales have half the standard effect on income and population growth and no effect on supplies. Extra gold and resources in cave forts.

Military: Heavy infantry, no missile weapons, salamanders

Magic: Fire, Blood, Astral, some Earth

Priests: Powerful, can perform blood sacrifices

Scales & Blesses: Heat limit +2, Death limit +1, Bless points +1

Buildings: Standard Forts, forts reduce heat scale deaths by 2 steps

Abysia, recruitable commanders

Slayer	Gold 95, Res 10, Rec 1 HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 10, Prec 7, Enc 4, CS 10, MM 12, WS, Stealth 60, Ambidex 3, FR +25, DV 50, Heat 3, Assassin, Patience +1, Wpn: Poison Dagger, Poison Dagger
Beast Trainer	Gold 60, Res 37, Rec 1 HP 19, Prot 18, MR 13, Mor 13, Str 15, Att 10, Def 6, Prec 7, Enc 6, CS 9, MM 10, WS, FR +25, Animal Awe +4, DV 50, Heat 3, Ldr 10, MagLdr 10, Wpn: Iron Prod
Warlord	Gold 110, Res 34, Rec 1 HP 19, Prot 18, MR 12, Mor 13, Str 15, Att 12, Def 6, Prec 7, Enc 7, CS 8, MM 10, WS, Ambidex 2, FR +25, TM +2, DV 50, Heat 3, Ldr 100, Wpn: Axe, Axe
Anathemant Salamander	Gold 260, Res 1, Rec 2 HP 14, Prot 0, MR 15, Mor 13, Str 13, Att 10, Def 8, Prec 9, Enc 3, CS 9, MM 12, WS, Sacr, FR +25, DV 50, Heat 3, Ldr 70, UndLdr 10, MagLdr 20, Mag: F2H2, Wpn: Dagger
Anathemant Dragon	Gold 415, Res 2, Rec 4 HP 13, Prot 0, MR 17, Mor 13, Str 13, Att 11, Def 8, Prec 10, Enc 4, CS 9, MM 10, WS, Sacr, FR +25, DV 50, Heat 3, Ldr 80, UndLdr 10, MagLdr 40, Mag: F3E1H3, Wpn: Mace
Warlock Apprentice	Gold 190, Res 1, Rec 2 (can only be recruited in the capital) HP 15, Prot 0, MR 14, Mor 10, Str 13, Att 10, Def 9, Prec 8, Enc 2, CS 10, MM 14, WS, FR +25, DV 50, Heat 3, Adept Cross Breeder +2, Ldr 10, UndLdr 20, MagLdr 40, Mag: S1B2, Wpn: Dagger
Demonbred	Gold 375, Res 1, Rec 4 (can only be recruited in the capital) HP 17, Prot 6, MR 17, Mor 14, Str 14, Att 11, Def 9, Prec 7, Enc 3, CS 8, MM 20, WS, Fly, Sacr, FR +25, DV 50, Heat 3, Blood Searcher 1, Ldr 120, UndLdr 70, MagLdr 40, Mag: F2B2H2, Wpn: Claw, Claw
Warlock	Gold 400, Res 1, Rec 2 (can only be recruited in the capital) HP 15, Prot 0, MR 15, Mor 11, Str 13, Att 11, Def 7, Prec 9, Enc 5, CS 8, MM 8, WS, FR +25, DV 50, Heat 3, Adept Cross Breeder +6, Ldr 20, UndLdr 40, MagLdr 80, Mag: S2B3?1, Wpn: Dagger

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

Ashdod, Reign of the Anakim



Ashdod is a dry wasteland inhabited by the Rephaim, giants descended from the Nephilim of primordial times. The Rephaim have degenerated and lost the prodigal powers of their predecessors, but they are still mighty in comparison to other beings. While not as mighty as they once were, there are still a few Rephaim with pure blood. In the Twin Cities of Ashdod and Ashkelon live the Anakim, mightiest of the Rephaim, and the Anakite priest-kings. With the disappearance of the Nephilim and the pureblooded Rephaim, the Nephilim Cult has been replaced by ancestor worship. Malikum, Rephaite kings of old, are worshiped at sacred banquets for the dead. The Kohanim of earlier times have been replaced by the Zamzumim, priest-mages and shepherds of the dead, who fulfill their purpose in life by being devoured at the funerary banquets.

Race: Giants
 Military: Rephaite giant infantry and human slaves. Prefers Heat scale +2
 Magic: Fire, Earth, Astral, Death.
 Priests: Weak, with one medium priest, sacred Anakite giants
 Scales & Blesses: Heat limit +1, Death limit +1
 Buildings: Giant Forts

Ashdod, recruitable commanders

Edomite Scout	Gold 45, Res 17, Rec 1 HP 21, Prot 12, MR 11, Mor 10, Str 14, Att 10, Def 13, Prec 10, Enc 5, CS 12, MM 16, FS, MS, WS, Stealth 50, Wpn: Short Sword, Javelin
Rephaite Commander	Gold 140, Res 35, Rec 1 HP 45, Prot 14, MR 14, Mor 14, Str 20, Att 12, Def 15, Prec 10, Enc 6, CS 13, MM 14, WS, FR +5, Ldr 100, Wpn: Broad Sword
Kohen	Gold 120, Res 3, Rec 1 HP 35, Prot 4, MR 15, Mor 13, Str 18, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, Sacr, FR +5, Ldr 10, UndLdr 10, Mag: H1, Wpn: Quarterstaff
Emite	Gold 175, Res 3, Rec 2 HP 35, Prot 4, MR 15, Mor 13, Str 18, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, FR +5, Fortune Teller 10, Ldr 10, UndLdr 50, MagLdr 20, Mag: D1?1, Wpn: Quarterstaff
Rephaite Sage	Gold 215, Res 3, Rec 2 HP 35, Prot 4, MR 16, Mor 12, Str 18, Att 9, Def 8, Prec 10, Enc 3, CS 14, MM 18, WS, Research +4, FR +5, Ldr 10, MagLdr 20, Mag: ?2, Wpn: Fist
Adon	Gold 425, Res 85, Rec 4 (can only be recruited in the capital) HP 57, Prot 18, MR 18, Mor 15, Str 23, Att 14, Def 17, Prec 11, Enc 5, CS 13, MM 20, WS, Sacr, Research -4, FR +5, Ldr 170, MagLdr 20, Mag: H2?2, Wpn: Anakite Sword, Gore
Zamzummite	Gold 440, Res 3, Rec 4 (can only be recruited in the capital) HP 35, Prot 7, MR 17, Mor 13, Str 18, Att 9, Def 11, Prec 10, Enc 4, CS 14, MM 16, WS, Sacr, FR +5, SpSi, Ldr 10, UndLdr 110, MagLdr 30, Mag: E1D2H1?2, Wpn: Quarterstaff
Talmai Elder	Gold 520, Res 3, Rec 4 (can only be recruited in the capital) HP 45, Prot 4, MR 18, Mor 13, Str 20, Att 11, Def 8, Prec 10, Enc 3, CS 14, MM 16, WS, Sacr, Research +8, Forge Bonus 1, FR +5, Ldr 130, MagLdr 30, Mag: ?3, Wpn: Fist, Gore

Ashdod, recruitable units

Human Slinger	Gold 7, Res 2, Rec 3 HP 10, Prot 4, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 12, Wpn: Dagger, Sling
Human Slave	Gold 7, Res 3, Rec 3 HP 10, Prot 4, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 12, Wpn: Spear
Edomite	Gold 20, Res 15, Rec 15 HP 21, Prot 12, MR 11, Mor 9, Str 14, Att 9, Def 11, Prec 10, Enc 5, CS 12, MM 16, WS, Wpn: Spear, Javelin
Amorite	Gold 40, Res 27, Rec 17 HP 35, Prot 12, MR 13, Mor 11, Str 18, Att 11, Def 14, Prec 10, Enc 5, CS 14, MM 16, WS, FR +5, Wpn: Poison Tipped Spear
Gileadite	Gold 40, Res 29, Rec 17 HP 35, Prot 14, MR 13, Mor 13, Str 18, Att 11, Def 13, Prec 10, Enc 6, CS 13, MM 14, WS, FR +5, Wpn: Spear

Gileadite Archer	Gold 40, Res 47, Rec 17
	HP 35, Prot 17, MR 13, Mor 12, Str 18, Att 9, Def 6, Prec 10, Enc 7, CS 12, MM 12, WS, FR +5, Wpn: Short Sword, Great Bow
Bashanite	Gold 50, Res 33, Rec 21
	HP 40, Prot 14, MR 13, Mor 14, Str 20, Att 11, Def 14, Prec 10, Enc 6, CS 13, MM 14, WS, FR +5, Wpn: Broad Sword
Sheshai Anakite	Gold 130, Res 50, Rec 47 (can only be recruited in the capital)
	HP 50, Prot 15, MR 14, Mor 14, Str 21, Att 12, Def 15, Prec 10, Enc 5, CS 13, MM 18, WS, Sacr, FR +10, Berserker +2, Wpn: Anakite Sword, Gore
Ahiman Anakite	Gold 130, Res 89, Rec 47 (can only be recruited in the capital)
	HP 53, Prot 19, MR 14, Mor 15, Str 22, Att 13, Def 16, Prec 10, Enc 5, CS 13, MM 20, WS, Sacr, FR +5, Wpn: Anakite Sword, Gore

Na'Ba, Queens of the Desert



Na'Ba is a desert queendom ruled by Jiniri descendants of the Lords of Ubar. The capital of the queendom is carved out of the rocks of Ubar where the ancient magic of the Jinn still lingers. From this hidden abode, traders with silver tongues travel far and wide with luxurious wares imbued with ancient magic. The hidden paradise with its enchanted springs is long since lost, but the craftsmen of Na'Ba have erected a great dam that supplies the hidden city and the surrounding lands with water. In ancient times Ubar was a nation of men and Jinn, but magic waned and the Jinn slowly disappeared from the world. With the arrival of refugees from Hinnom, a new era began. The Avvites, a race of giants that with an inclination to intermingle with supernatural beings, formed an alliance with the few remaining Jinn and a new ruling class was born. The last of the Jinni Sultans took Avvite wives and their daughters became the first queens of Na'Ba. Now the Nabaeen population is made up of humans ruled by Jinni-blooded half-giants and their Jiniri Queens.

Race: Humans, 'Adite giants and Jann. Prefers Heat scale +2

Military: Humans, giant infantry, sacred Jann warriors.

Magic: Fire, Air, Glamour, Earth and some Astral and Nature.

Priests: Average.

Dominion: Dominion hides province ownership.

Scales & Blesses: Heat limit +1, Magic limit +1

Buildings: Giant Forts, labs cost 300 in wastes

Na'Ba, recruitable commanders

Nabaeen Scout	Gold 30, Res 7, Rec 1 (can be recruited outside forts as well) HP 10, Prot 3, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 18, MS, WS, Stealth 50, Pillage +1, Wpn: Scimitar, Short Bow
Sheikh	Gold 90, Res 8, Rec 1 (can be recruited outside forts as well) HP 12, Prot 3, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 11, Enc 3, CS 12, MM 16, WS, Stealth 40, Inspirational +1, Pillage +5, Retinue 1d3 Falcons, Rider 2, Ldr 75, Wpn: Scimitar, Composite Bow, Mount: Camel
'Adite General	Gold 115, Res 23, Rec 1 HP 27, Prot 15, MR 12, Mor 13, Str 16, Att 12, Def 14, Prec 11, Enc 6, CS 11, MM 14, WS, Ldr 100, Wpn: Scimitar
Karib	Gold 110, Res 2, Rec 2 (can be recruited outside forts as well) HP 9, Prot 3, MR 13, Mor 12, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, WS, Sacr, Stealth 40, Ldr 10, MagLdr 10, Mag: E1H1, Wpn: Dagger
Mukarrib	Gold 170, Res 2, Rec 2 HP 21, Prot 4, MR 14, Mor 8, Str 14, Att 8, Def 8, Prec 10, Enc 3, CS 14, MM 18, WS, Sacr, Fortune Teller 5, Ldr 50, MagLdr 20, Mag: S1H2, Wpn: Dagger
Jann Emir	Gold 420, Res 23, Rec 2 HP 24, Prot 13, MR 15, Mor 15, Str 16, Att 14, Def 15, Prec 10, Enc 6, CS 11, MM 14, WS, Glamour, Sacr, Stealth 65, FR +5, Ldr 160, MagLdr 40, Mag: F1A1G1H1?1, Wpn: Bronze Scimitar
Sahir	Gold 475, Res 2, Rec 4 HP 21, Prot 4, MR 17, Mor 13, Str 15, Att 11, Def 9, Prec 11, Enc 4, CS 14, MM 16, WS, Glamour, Sacr, Stealth 65, FR +5, Fortune Teller 5, Ldr 70, MagLdr 70, Mag: F2A2E1G1?1, Wpn: Fist
Malikah	Gold 675, Res 1, Rec 4 (can only be recruited in the capital) HP 19, Prot 1, MR 18, Mor 12, Str 12, Att 10, Def 10, Prec 12, Enc 3, CS 14, MM 22, WS, Fly, Eth, Glamour, Sacr, Magic, Stealth 65, Magic Power 1, FR +15, SR +5, SpSi, Veil Army 50 units, Ldr 130, MagLdr 130, Mag: F3A2G2H1?1, Wpn: Bronze Dagger
Hermit Sahir	Gold 175, Res 2, Rec 4 (can be recruited in all non-fort provinces) HP 10, Prot 3, MR 15, Mor 12, Str 9, Att 8, Def 7, Prec 11, Enc 4, CS 10, MM 14, WS, Stealth 40, Retinue 1, MagLdr 40, Mag: F1A1G1?1, Wpn: Dagger

Na'Ba, recruitable units

Nabaeen Desert Warrior	Gold 7, Res 7, Rec 5 (can be recruited outside forts as well) HP 10, Prot 3, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 18, WS, Stealth 40, Pillage +1, Wpn: Scimitar, Short Bow
Nabaeen Soldier	Gold 10, Res 17, Rec 9 HP 10, Prot 13, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 9, MM 12, WS, Wpn: Scimitar
Nabaeen Light Infantry	Gold 10, Res 13, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, WS, Wpn: Spear, Javelin
Nabaeen Camel Rider	Gold 23, Res 8, Rec 4 (can be recruited outside forts as well) HP 12, Prot 3, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 3, CS 12, MM 16, WS, Stealth 40, Pillage +1, Retinue 1, Rider 2, Wpn: Scimitar, Composite Bow, Mount: Camel
'Adite Archer	Gold 25, Res 33, Rec 15 HP 24, Prot 18, MR 12, Mor 10, Str 15, Att 9, Def 6, Prec 10, Enc 7, CS 10, MM 12, WS, Wpn: Short Sword, Great Bow
'Adite Light Infantry	Gold 25, Res 18, Rec 15 HP 24, Prot 12, MR 12, Mor 12, Str 15, Att 11, Def 13, Prec 10, Enc 5, CS 12, MM 16, WS, Wpn: Spear, Javelin
'Adite Elite Soldier	Gold 30, Res 23, Rec 19 HP 25, Prot 15, MR 12, Mor 13, Str 16, Att 12, Def 14, Prec 10, Enc 6, CS 11, MM 14, WS, Wpn: Scimitar
Jann Guard	Gold 40, Res 23, Rec 19 (can only be recruited in the capital) HP 22, Prot 13, MR 13, Mor 13, Str 15, Att 13, Def 15, Prec 11, Enc 6, CS 11, MM 14, WS, Glamour, Sacr, Stealth 65, FR +5, Wpn: Bronze Scimitar

Na'Ba, mount stats

Camel	HP 20, Prot 4, MR 5, Mor 10, Str 14, Att 10, Def 9, Prec 5, Enc 1, CS 26, MM 26, WS, Stealth 40, Wpn: Hoof
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Uruk, City States



Uruk is a warm plain inhabited by Enkidus, large, hairy wild men with horns and unkempt hair. Since the founding of Eridu, the First City, civilization has spread and the kingdom expanded. Other cities were founded in the image of Eridu, each with its own character. Administrators from the City of Scribes aided local rulers, while traders and merchants from the City of Trade improved the economic infrastructure of the kingdom. But the Ensi of Eridu lost power and petty kings of the new cities rose to power and claimed the Ensi title. Strife and turmoil tore the kingdom apart. One of the new cities, the City of Gods was blessed by the Awakening God and saw the first Entu of the Moon erect a great temple in the city. It soon replaced the First City as religious center and the Entu priestesses of the First City moved to the City of Gods, no longer bound in marriage to the ruling Ensi. With the coming of the Awakening God, the city states have set their differences aside and joined a common cause. In the plains of Uruk the First City still stands as a symbol of civilization, although its temporal and religious power has diminished. Now each city has its own Ensi ruler. The wild men are no longer wild, and the shamans and Bone Readers of old have been replaced by the priests and mages of the cities.

Race: Large. Prefers Heat scale +1
 Military: Enkidu Infantry and fearsome Mushussu Chariots
 Magic: Astral, Nature, Earth, Water and some Air.
 Priests: Strong, good at recalling a dead God.
 Scales & Blesses: Order limit +1, Heat limit +1
 Buildings: Fortified Cities, temples cost 900

Uruk, recruitable commanders

Enkidu Scout	Gold 40, Res 7, Rec 1 HP 24, Prot 7, MR 11, Mor 11, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 13, MM 18, FS, MS, Stealth 40, Wpn: Dagger, Long Bow
Enkidu Commander	Gold 60, Res 26, Rec 1 HP 27, Prot 14, MR 11, Mor 12, Str 16, Att 11, Def 14, Prec 10, Enc 6, CS 11, MM 14, Ldr 50, Wpn: Short Sword
Naditu	Gold 100, Res 1, Rec 2 HP 19, Prot 2, MR 15, Mor 9, Str 14, Att 10, Def 10, Prec 10, Enc 3, CS 14, MM 18, Sacr, MagLdr 20, Mag: S1H1, Wpn: Dagger
Nin	Gold 105, Res 1, Rec 2 HP 19, Prot 2, MR 14, Mor 9, Str 14, Att 10, Def 10, Prec 10, Enc 3, CS 14, MM 18, Sacr, Ldr 10, MagLdr 10, Mag: H1?1, Wpn: Dagger
Gala	Gold 105, Res 1, Rec 2 HP 19, Prot 2, MR 14, Mor 8, Str 14, Att 10, Def 8, Prec 10, Enc 3, CS 14, MM 18, Sacr, Spell Singer, Ldr 10, MagLdr 10, Mag: N1H1, Wpn: Fist
Gudu	Gold 110, Res 2, Rec 2 HP 24, Prot 7, MR 14, Mor 9, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Sacr, Ldr 10, MagLdr 10, Mag: H1?1, Wpn: Quarterstaff
Ashipu	Gold 185, Res 1, Rec 2 HP 24, Prot 2, MR 15, Mor 9, Str 15, Att 10, Def 12, Prec 10, Enc 3, CS 14, MM 18, Sacr, Disease Healing 1, Ldr 10, MagLdr 30, Mag: S1N1H1, Wpn: Quarterstaff
Ishib	Gold 220, Res 2, Rec 2 HP 24, Prot 7, MR 14, Mor 9, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Sacr, Ldr 10, MagLdr 20, Mag: W1H2?1, Wpn: Quarterstaff
Ereshdingir	Gold 265, Res 1, Rec 2 HP 19, Prot 2, MR 16, Mor 9, Str 14, Att 10, Def 13, Prec 10, Enc 3, CS 14, MM 18, Sacr, Fortune Teller 5, Ldr 10, MagLdr 50, Mag: W1S2H2, Wpn: Quarterstaff
Ensi	Gold 300, Res 21, Rec 2 HP 28, Prot 12, MR 14, Mor 13, Str 16, Att 11, Def 13, Prec 10, Enc 6, CS 11, MM 14, Sacr, Ldr 100, MagLdr 40, Mag: W1N1H2?1, Wpn: Short Sword
Mashmashu	Gold 395, Res 1, Rec 4 (can only be recruited in the capital) HP 24, Prot 3, MR 18, Mor 9, Str 15, Att 10, Def 12, Prec 10, Enc 3, CS 14, MM 18, Sacr, Fortune Teller 15, Ldr 10, MagLdr 80, Mag: S3N1?1, Wpn: Quarterstaff
Entu	Gold 400, Res 1, Rec 4 (can only be recruited in the capital) HP 19, Prot 2, MR 17, Mor 9, Str 14, Att 10, Def 12, Prec 10, Enc 4, CS 14, MM 16, Sacr, Inspirational +2, Fortune Teller 10, Ldr 50, MagLdr 60, Mag: W1S2H3?1, Wpn: Quarterstaff

Enkidu Shaman	Gold 175, Res 2, Rec 2 (can be recruited in all non-fort provinces) HP 24, Prot 7, MR 17, Mor 12, Str 15, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, Research -4, Ldr 10, MagLdr 30, Mag: E1N2, Wpn: Quarterstaff
Kulullu Commander	Gold 60, Res 11, Rec 1 (can only be recruited in underwater forts) HP 31, Prot 11, MR 12, Mor 12, Str 16, Att 11, Def 9, Prec 10, Enc 4, CS 16, MM 20, Aqua, Ldr 50, Wpn: Bronze Spear
Kulullu King	Gold 200, Res 11, Rec 2 (can only be recruited in underwater forts) HP 32, Prot 11, MR 15, Mor 12, Str 16, Att 12, Def 10, Prec 10, Enc 4, CS 16, MM 20, Sacr, Aqua, Ldr 100, MagLdr 10, Mag: W1H2, Wpn: Bronze Spear
Kulullu Sage	Gold 265, Res 1, Rec 2 (can only be recruited in underwater forts) HP 26, Prot 5, MR 14, Mor 9, Str 14, Att 9, Def 7, Prec 10, Enc 3, CS 16, MM 22, Aqua, Research +4, Ldr 50, MagLdr 30, Mag: W2?1, Wpn: Fist
Kuliltu Queen	Gold 270, Res 1, Rec 2 (can only be recruited in underwater forts) HP 24, Prot 4, MR 16, Mor 9, Str 13, Att 9, Def 8, Prec 10, Enc 3, CS 16, MM 22, Sacr, Aqua, Ldr 50, MagLdr 40, Mag: W1N1H2?1, Wpn: Fist

Uruk, recruitable units

Enkidu Archer	Gold 16, Res 16, Rec 9 HP 24, Prot 10, MR 11, Mor 10, Str 15, Att 9, Def 7, Prec 10, Enc 4, CS 13, MM 16, Wpn: Dagger, Long Bow
Enkidu Spearman	Gold 16, Res 16, Rec 9 HP 24, Prot 10, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 5, CS 12, MM 16, Wpn: Spear
Enkidu Heavy Archer	Gold 16, Res 24, Rec 9 HP 24, Prot 14, MR 11, Mor 10, Str 15, Att 9, Def 7, Prec 10, Enc 5, CS 12, MM 14, Wpn: Dagger, Long Bow
Enkidu Soldier	Gold 16, Res 24, Rec 9 HP 24, Prot 14, MR 11, Mor 11, Str 15, Att 10, Def 11, Prec 10, Enc 6, CS 11, MM 14, Wpn: Spear
Enkidu Royal Guard	Gold 20, Res 26, Rec 15 HP 26, Prot 14, MR 11, Mor 12, Str 16, Att 11, Def 13, Prec 10, Enc 6, CS 11, MM 14, Wpn: Short Sword
Enkidu Iron Warrior	Gold 22, Res 24, Rec 17 HP 26, Prot 14, MR 11, Mor 13, Str 16, Att 11, Def 10, Prec 10, Enc 6, CS 11, MM 14, Berserker +1, Wpn: Axe
Mushussu Charioteer	Gold 170, Res 21, Rec 16 (max 1/month) (can only be recruited in the capital) HP 19, Prot 12, MR 11, Mor 11, Str 14, Att 11, Def 13, Prec 10, Enc 5, CS 14, MM 16, Wpn: Spear, Mount: Mushussu
Maiden of the Moon	Gold 27, Res 31, Rec 16 (can only be recruited in the capital) HP 21, Prot 17, MR 13, Mor 14, Str 15, Att 12, Def 13, Prec 10, Enc 9, CS 8, MM 14, Sacr, Wpn: Bronze Spear
Enkidu Warrior	Gold 16, Res 16, Rec 9 (can be recruited in all non-fort provinces) HP 26, Prot 10, MR 11, Mor 12, Str 15, Att 11, Def 10, Prec 10, Enc 5, CS 12, MM 16, Wpn: Axe
Kulullu	Gold 16, Res 2, Rec 9 (can only be recruited in underwater forts) HP 28, Prot 4, MR 12, Mor 10, Str 15, Att 10, Def 9, Prec 10, Enc 3, CS 16, MM 22, Aqua, Wpn: Bronze Spear
Kulullu Soldier	Gold 16, Res 11, Rec 9 (can only be recruited in underwater forts) HP 28, Prot 10, MR 12, Mor 10, Str 15, Att 10, Def 8, Prec 10, Enc 4, CS 16, MM 20, Aqua, Wpn: Bronze Spear

Uruk, mount stats

Mushussu	HP 68, Prot 15, MR 16, Mor 16, Str 20, Att 14, Def 7, Prec 10, Enc 3, CS 18, MM 22, SS, Trample, PR +15, Fear +5, Wpn: Gore, Claw, Venomous Fangs
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Ind, Magnificent Kingdom of Exalted Virtue



Ind is a fabled kingdom of marvelous riches hidden beyond heathen lands. Led by righteous kings of unequalled piety, rumors of the kingdom have attracted the attention of other lords. But even the most ambitious expeditions have yet failed to find magnificent Ind. Ind is a theocratic empire with subservient heathen petty kings and tribes of wild men. Only Ind itself is a bastion of piety and marvelous riches. Every important official in Ind is also a priest, bishop or archbishop, and every noble is a king. The armies are righteous and every soldier fulfills a sacred task. But it is not the soldiers of the land that wage the wars of Ind. Instead it is the subservient tribes of heathens, flesh-eaters and Cynocephalians that the righteous Prester King unleashes upon the enemies of the True Lord. Ind is hidden by the will of the Awakening God.

Race: Humans and strange tribesmen. Prefers Heat scale +1
 Military: Sacred human infantry, cannibal warriors, Cynocephalians and subservient kingdoms.
 Magic: Astral, Earth, Fire, Blood and some Water, Nature and Death.
 Priests: Powerful. All commanders are priests. Only high ranking priests can become prophets. Every temple adds one to the sacred recruit limit.
 Dominion: Conflict bonus -2. Dominion hides province ownership.
 Scales & Blesses: Turmoil limit +1, Heat limit +1, Magic limit +1, Bless points +2
 Buildings: Standard Forts, starts with a Fortified City

Ind, recruitable commanders

Abbot Sage	Gold 150, Res 11, Rec 2 HP 11, Prot 7, MR 14, Mor 10, Str 10, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 16, Sacr, Research +2, Fortune Teller 5, Ldr 50, MagLdr 20, Mag: S1H2, Wpn: Fist
Bishop General	Gold 160, Res 15, Rec 2 (can only be recruited in the capital) HP 12, Prot 13, MR 13, Mor 12, Str 10, Att 11, Def 9, Prec 10, Enc 7, CS 9, MM 8, Sacr, Ldr 100, Mag: H2, Wpn: Short Sword
Archbishop Marshal	Gold 235, Res 15, Rec 2 (can only be recruited in the capital) HP 13, Prot 13, MR 14, Mor 14, Str 11, Att 12, Def 10, Prec 10, Enc 7, CS 9, MM 8, Sacr, Ldr 150, Mag: H2, Wpn: Short Sword
Primate King	Gold 300, Res 20, Rec 4 (can only be recruited in the capital) HP 13, Prot 13, MR 15, Mor 14, Str 11, Att 12, Def 13, Prec 10, Enc 6, CS 9, MM 10, Sacr, Ldr 150, MagLdr 30, Mag: S1H3?1, Wpn: Baculus
Abbot Magus	Gold 335, Res 18, Rec 2 (can only be recruited in the capital) HP 11, Prot 7, MR 16, Mor 11, Str 10, Att 8, Def 10, Prec 10, Enc 5, CS 10, MM 14, Sacr, Research +2, Fortune Teller 10, Ldr 60, MagLdr 60, Mag: F1E1S2H2, Wpn: Baculus
Abbot Magus Supreme	Gold 470, Res 18, Rec 4 (can only be recruited in the capital) HP 11, Prot 7, MR 18, Mor 12, Str 10, Att 8, Def 11, Prec 10, Enc 4, CS 10, MM 16, Sacr, Research +4, Fortune Teller 15, Ldr 70, MagLdr 90, Mag: F1E1S3H2?1, Wpn: Baculus
Cannibal Warlord	Gold 40, Res 8, Rec 1 (can be recruited in all non-fort provinces) HP 15, Prot 8, MR 9, Mor 13, Str 12, Att 13, Def 12, Prec 10, Enc 2, CS 12, MM 16, MS, WS, Pillage +2, Berserker +3, Ldr 40, Wpn: Battleaxe, Javelin
Bishop Vicomte	Gold 160, Res 3, Rec 2 (can be recruited in all non-fort provinces) HP 12, Prot 1, MR 13, Mor 12, Str 10, Att 11, Def 12, Prec 10, Enc 3, CS 12, MM 16, Sacr, Ldr 100, Mag: H2, Wpn: Short Sword
Viceroy Primate	Gold 255, Res 8, Rec 4 (can be recruited in all non-fort provinces) HP 12, Prot 1, MR 14, Mor 11, Str 10, Att 11, Def 14, Prec 10, Enc 3, CS 12, MM 16, Sacr, Ldr 40, Mag: H3, Wpn: Baculus
Cannibal Shaman Chief	Gold 125, Res 5, Rec 2 (can be recruited in all non-fort provinces) HP 12, Prot 9, MR 13, Mor 12, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 12, MM 14, FS, MS, WS, Research -4, Heretic 1, Pillage +2, Ldr 40, UndLdr 10, MagLdr 20, Mag: B1?1, Wpn: Quarterstaff

Ind, recruitable units

Archer Priest	Gold 13, Res 4, Rec 9 (can only be recruited in the capital) HP 10, Prot 7, MR 11, Mor 11, Str 10, Att 9, Def 9, Prec 11, Enc 4, CS 11, MM 16, Sacr, Wpn: Dagger, Short Bow
Soldier Priest	Gold 15, Res 18, Rec 14 (can only be recruited in the capital) HP 10, Prot 14, MR 11, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 6, CS 9, MM 12, Sacr, Wpn: Broad Sword
Mirror Guard	Gold 19, Res 21, Rec 21 (max 3/month) (can only be recruited in the capital) HP 12, Prot 15, MR 12, Mor 13, Str 11, Att 12, Def 14, Prec 10, Enc 7, CS 8, MM 10, Sacr, Wpn: Broad Sword
Baculite	Gold 19, Res 14, Rec 31 (max 3/month) (can only be recruited in the capital) HP 12, Prot 9, MR 13, Mor 13, Str 11, Att 11, Def 13, Prec 10, Enc 4, CS 9, MM 14, Sacr, Wpn: Baculus

Bandar Log, Land of the Apes



In the dense forests of the Bandar realm, apes of uncanny brightness have emerged. Under the influence of semi-divine beings, the apes have evolved intelligence and developed a culture. When the former rulers of Bandar Log returned to their Celestial Realms, the apes were left without leadership. A warlike, hierarchical society was formed with the large Bandar apes at the top. But the influence of the former masters was not forgotten and the blessed White Ones who were gifted with higher intelligence and magical powers were able to keep their influence and power. Bandar Log is a divided society. Small Markatas are at the bottom of the society. Vanara apes of human size are the most common. Large Bandar apes rule most of the society and form the military. Sacred White Ones are trained as sages, priests and holy warriors.

Race: Apes, prefers Heat scale +2
 Military: A multitude of missile weapons, light and medium infantry, elephants, sacred tiger riders
 Magic: Astral, Nature, some Water and Earth
 Priests: Weak
 Scales & Blesses: Order limit +1, Heat limit +1
 Buildings: Standard Forts

Bandar Log, recruitable commanders

Markata Scout	Gold 25, Res 1, Rec 1 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, MS, Stealth 60, Wpn: Dagger, Sticks and Stones
Vanara Captain	Gold 50, Res 17, Rec 1 HP 13, Prot 14, MR 8, Mor 12, Str 12, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Ldr 75, Wpn: Falchion
Atavi Chieftain	Gold 60, Res 8, Rec 1 (can also be recruited in all forests) HP 12, Prot 4, MR 8, Mor 10, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Ldr 50, Wpn: Falchion, Sticks and Stones
Bandar Commander	Gold 105, Res 22, Rec 1 HP 23, Prot 15, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 100, Wpn: Falchion
Bandar Noble	Gold 160, Res 19, Rec 2 HP 21, Prot 15, MR 8, Mor 15, Str 16, Att 12, Def 9, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 150, Wpn: Battleaxe
Brahmin	Gold 60, Res 2, Rec 1 HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, FS, Sacr, Ldr 10, Mag: H1, Wpn: Mace
Yogi	Gold 80, Res 1, Rec 2 HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, FS, Sacr, Ldr 10, MagLdr 20, Mag: S1, Wpn: Fist
Guru	Gold 225, Res 1, Rec 2 HP 9, Prot 1, MR 15, Mor 13, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 2, MM 10, FS, Sacr, Ldr 10, MagLdr 50, Mag: S2N1, Wpn: Fist
Rishi	Gold 445, Res 1, Rec 4 (can only be recruited in the capital) HP 9, Prot 1, MR 17, Mor 15, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 14, FS, Float, Sacr, Ldr 10, MagLdr 90, Mag: S3N2?1, Wpn: Fist

Bandar Log, recruitable units

Markata	Gold 5, Res 1, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Club, Sticks and Stones
Markata Archer	Gold 5, Res 2, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 13, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Fist, Short Bow
Atavi Archer	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Wpn: Dagger, Short Bow
Atavi Infantry	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Wpn: Mace, Sticks and Stones
Vanara Archer	Gold 8, Res 14, Rec 5 HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Dagger, Short Bow
Vanara Chakram Thrower	Gold 8, Res 15, Rec 5 HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Mace, Chakram

Vanara Infantry	Gold 8, Res 14, Rec 5
	HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Mace
Vanara Swordsman	Gold 11, Res 17, Rec 12
	HP 11, Prot 14, MR 8, Mor 10, Str 10, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Falchion
Light Bandar Archer	Gold 16, Res 6, Rec 8
	HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Long Bow
Bandar Archer	Gold 16, Res 21, Rec 8
	HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 8, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace, Long Bow
Bandar Warrior	Gold 16, Res 18, Rec 8
	HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 8, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Iron Cudgel
Bandar Warrior	Gold 16, Res 18, Rec 8
	HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace
Light Bandar Warrior	Gold 16, Res 11, Rec 8
	HP 18, Prot 10, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 4, CS 9, MM 12, FS, Wpn: Mace, Sticks and Stones
Royal Swordsman	Gold 24, Res 22, Rec 19
	HP 20, Prot 15, MR 8, Mor 13, Str 16, Att 12, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Falchion
Elephant Rider	Gold 90, Res 2, Rec 3
	HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Wpn: Small Hammer, Mount: War Elephant, Coriders: 2 * Elephant Archers
White One	Gold 23, Res 17, Rec 31
	HP 11, Prot 14, MR 11, Mor 12, Str 10, Att 12, Def 13, Prec 10, Enc 5, CS 8, MM 12, FS, Sacr, Wpn: Falchion
Tiger Rider	Gold 60, Res 17, Rec 31 (can only be recruited in the capital)
	HP 12, Prot 14, MR 11, Mor 14, Str 11, Att 13, Def 16, Prec 11, Enc 4, CS 10, MM 18, FS, Sacr, Rider 2, Wpn: Falchion, Mount: Armored Sacred Tiger
Bandar Log, mount stats	
Armored Sacred Tiger	HP 23, Prot 16, MR 6, Mor 14, Str 15, Att 13, Def 9, Prec 5, Enc 4, CS 19, MM 20, FS, Sacr, DV 50, Smart 100, Wpn: Bite, Claw
War Elephant	HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk

T'ien Ch'i, Imperial Bureaucracy



The Celestial Empire of T'ien Ch'i is ancient. Since the founding of the Empire, peace has reigned and a Bureaucracy of great efficiency has evolved. Ministers and officials chosen by skill rather than birth govern the Empire. The Emperor and his family are considered divine, but are not involved in the administration. The cavalry of T'ien Ch'i is well known and the infantry is varied and versatile. The eunuchs who run the Bureaucracy are able to conscript troops for the defense of provinces as part of the taxes due to the Emperor. A magic tradition called The Way is practiced by hermits and scholars in the kingdom. Prominent Masters of the Way come to the Heavenly Gate in the capital to be ordained as Celestial Masters. These mage-priests can summon heavenly beings from the Celestial Sphere to serve the Empire.

Race: Humans
 Military: Cavalry, heavy infantry, archers, crossbows. Conscription
 Magic: Water, Astral, Fire, Air, Earth, Nature and Glamour, Summon Celestial Beings
 Priests: Average.
 Scales & Blesses: Order limit +1, Misfortune limit +1
 Buildings: Fortified Cities

T'ien Ch'i, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Imperial Consort	Gold 95, Res 1, Rec 2 HP 9, Prot 0, MR 10, Mor 10, Str 8, Att 8, Def 7, Prec 11, Enc 3, CS 8, MM 16, Stealth 70, Spy, Wpn: Fist
Eunuch	Gold 45, Res 5, Rec 1 HP 10, Prot 3, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Patrol 15, Ldr 50, Wpn: Yak Tail Fly Whisk
General	Gold 110, Res 41, Rec 1 HP 10, Prot 15, MR 10, Mor 13, Str 10, Att 12, Def 16, Prec 10, Enc 7, CS 22, MM 16, Rider 2, Ldr 100, Wpn: Lance, Falchion, Composite Bow, Mount: Armored Steppe Horse
Ceremonial Master	Gold 65, Res 3, Rec 1 HP 9, Prot 2, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacr, Fortune Teller 10, Ldr 10, Mag: H1, Wpn: Yak Tail Fly Whisk
Minister of Rituals	Gold 100, Res 5, Rec 2 HP 10, Prot 3, MR 14, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacr, Fortune Teller 10, Ldr 10, Mag: H2, Wpn: Yak Tail Fly Whisk
Apothecary	Gold 90, Res 2, Rec 2 HP 9, Prot 0, MR 13, Mor 8, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Disease Healing 1, PR +5, Ldr 10, MagLdr 10, Mag: N1, Wpn: Pestle, Poison Darts
Imperial Geomancer	Gold 90, Res 4, Rec 2 HP 9, Prot 3, MR 14, Mor 8, Str 9, Att 8, Def 9, Prec 10, Enc 4, CS 8, MM 14, Fortune Teller 10, Ldr 10, MagLdr 30, Mag: E1S1, Wpn: Bamboo Rod
Minister of Magic	Gold 90, Res 4, Rec 2 HP 9, Prot 3, MR 14, Mor 8, Str 9, Att 8, Def 10, Prec 10, Enc 3, CS 8, MM 16, Research +4, Ldr 10, MagLdr 10, Mag: ?1, Wpn: Bamboo Rod
Alchemist of the Five Elements	Gold 120, Res 2, Rec 2 HP 9, Prot 2, MR 14, Mor 8, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 8, MM 14, Disease Healing 1, PR +10, Alchemy Bonus 25, Ldr 10, MagLdr 20, Mag: N1?1, Wpn: Pestle
Master of the Way	Gold 190, Res 1, Rec 2 (can be recruited outside forts as well) HP 9, Prot 0, MR 15, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacr, NNEat, Ldr 10, MagLdr 20, Mag: W1H1?1, Wpn: Dagger
Prince General	Gold 335, Res 38, Rec 2 (can only be recruited in the capital) HP 13, Prot 15, MR 13, Mor 16, Str 11, Att 14, Def 18, Prec 10, Enc 6, CS 22, MM 16, Sacr, Rider 2, Ldr 150, Wpn: Lance, Falchion, Mount: Cataphracted War Horse

Imperial Alchemist	Gold 315, Res 4, Rec 4 (can only be recruited in the capital) HP 9, Prot 3, MR 15, Mor 8, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Disease Healing 2, PR +10, Alchemy Bonus 50, Ldr 40, MagLdr 80, Mag: F1A1W1E1N2?1, Wpn: Pestle
Celestial Master	Gold 415, Res 5, Rec 4 (can only be recruited in the capital) HP 10, Prot 3, MR 16, Mor 10, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacr, NNEat, Ldr 10, MagLdr 90, Mag: A1W2E1S1G1H2?1, Wpn: Yak Tail Fly Whisk

T'ien Ch'i, recruitable units

Footman	Gold 10, Res 9, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Pike
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Archer	Gold 10, Res 12, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Short Sword, Composite Bow
Ministry Guardsman	Gold 12, Res 14, Rec 14 HP 10, Prot 11, MR 10, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 4, CS 11, MM 14, Patrol 1, Wpn: Glaive
Ministry Footman	Gold 12, Res 14, Rec 14 HP 10, Prot 11, MR 10, Mor 11, Str 10, Att 10, Def 15, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Ministry Guardsman	Gold 12, Res 15, Rec 14 HP 10, Prot 11, MR 10, Mor 11, Str 10, Att 11, Def 9, Prec 10, Enc 4, CS 11, MM 14, Patrol 1, Wpn: Man Catcher
Imperial Footman	Gold 13, Res 20, Rec 16 HP 10, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 8, CS 7, MM 10, Wpn: Spear
Imperial Archer	Gold 13, Res 21, Rec 16 HP 10, Prot 15, MR 10, Mor 12, Str 10, Att 10, Def 9, Prec 11, Enc 6, CS 9, MM 10, Wpn: Short Sword, Composite Bow
Imperial Crossbowman	Gold 13, Res 21, Rec 16 HP 10, Prot 15, MR 10, Mor 12, Str 10, Att 10, Def 9, Prec 11, Enc 6, CS 9, MM 10, Wpn: Short Sword, Crossbow
Imperial City Guard	Gold 14, Res 20, Rec 18 HP 10, Prot 15, MR 10, Mor 13, Str 10, Att 11, Def 10, Prec 10, Enc 6, CS 9, MM 10, Patrol 2, Wpn: Glaive
Imperial Guard	Gold 15, Res 23, Rec 21 HP 10, Prot 15, MR 10, Mor 13, Str 10, Att 11, Def 15, Prec 10, Enc 8, CS 7, MM 10, Wpn: Falchion
Horseman	Gold 25, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 12, MM 14, Rider 1, Wpn: Light Lance, Composite Bow, Mount: Armored Steppe Horse
Heavy Horseman	Gold 25, Res 21, Rec 9 HP 10, Prot 15, MR 10, Mor 11, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 12, MM 10, Rider 1, Wpn: Light Lance, Composite Bow, Mount: Armored Steppe Horse
Imperial Horseman	Gold 30, Res 29, Rec 21 HP 10, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 15, Prec 10, Enc 5, CS 12, MM 10, Rider 1, Wpn: Lance, Falchion, Mount: Armored Steppe Horse
Red Guard	Gold 50, Res 38, Rec 31 (can only be recruited in the capital) HP 12, Prot 15, MR 12, Mor 15, Str 10, Att 13, Def 17, Prec 11, Enc 5, CS 12, MM 16, Sacr, Rider 2, Wpn: Lance, Falchion, Mount: Cataphracted War Horse

T'ien Ch'i, mount stats

Armored Steppe Horse	HP 20, Prot 7, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 25, MM 26, Wpn: Hoof
Armored Steppe Horse	HP 20, Prot 10, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 3, CS 24, MM 24, Wpn: Hoof
Cataphracted War Horse	HP 20, Prot 16, MR 6, Mor 12, Str 14, Att 11, Def 9, Prec 5, Enc 4, CS 23, MM 22, Sacr, Wpn: Hoof

Shinuyama, Land of the Bakemono



When the entrance to the Netherworld closed, the Oni became fewer and fewer. Their Bakemono slaves and human servants rebelled, and when the last of the Dai Oni died, the realm was taken over by Bakemono Kings. Human smiths were forced to reveal the secrets of metalcraft and the Bakemono have become ready to conquer the lowlands from the humans. The Bakemono still live in a tribal society ruled by the strongest and most powerful of their kin. The Bakemono are a diverse kind. Huge lumbering O-Bakemono, proud Dai-Bakemono, ghostly apparitions and shapeshifting animals of the enchanted forests all heed the call of the Bakemono Kings and the Awakening God.

Race: Bakemono. Extra gold and resources in cave forts. Lesser bakemonos rebated in mountain.

Military: Light infantry, medium infantry, heavy infantry. Kappas able to enter the sea, supernatural commanders. No sacred troops

Magic: Death, Fire, Earth, Water, Nature. Many national summons

Priests: Weak

Scales & Blesses: Turmoil limit +1, Magic limit +1

Buildings: Primitive Forts

Shinuyama, recruitable commanders

Bakemono Scout	Gold 30, Res 7, Rec 1 (can also be recruited in all highlands & mountains) HP 9, Prot 10, MR 9, Mor 8, Str 9, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, MS, Stealth 55, DV 50, Wpn: Dagger, Short Bow
Noppera-bo	Gold 150, Res 5, Rec 1 HP 10, Prot 0, MR 13, Mor 12, Str 9, Att 11, Def 12, Prec 11, Enc 2, CS 12, MM 16, FS, Stealth 70, Fear +5, SpSi, Assassin, Patience +3, Wpn: Wakizashi
Bandit Leader	Gold 60, Res 16, Rec 1 HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 12, Stealth 40, Pillage +3, Ldr 50, Wpn: No-Dachi
Bakemono Chief	Gold 60, Res 8, Rec 1 (can also be recruited in all highlands & mountains) HP 12, Prot 10, MR 9, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, MS, Stealth 40, DV 50, Ldr 50, Wpn: Wakizashi
Kappa Chief	Gold 70, Res 1, Rec 1 HP 23, Prot 17, MR 10, Mor 12, Str 13, Att 12, Def 11, Prec 8, Enc 9, CS 10, MM 16, Recup, Amph, Ldr 50, Wpn: Claw, Koppo
Bakemono General	Gold 115, Res 27, Rec 1 HP 25, Prot 17, MR 11, Mor 15, Str 17, Att 13, Def 13, Prec 11, Enc 5, CS 11, MM 10, MS, DV 50, Ldr 100, Wpn: No-Dachi
Shuten-doji	Gold 150, Res 1, Rec 1 HP 18, Prot 1, MR 15, Mor 13, Str 14, Att 12, Def 12, Prec 12, Enc 2, CS 12, MM 16, Sleep Aura 10, DV 50, Invulnerability 15, Ldr 100, UndLdr 50, MagLdr 50, Wpn: Claw, Life Drain
Bakemono Shaman	Gold 115, Res 1, Rec 2 (can also be recruited in all highlands & mountains) HP 9, Prot 5, MR 12, Mor 9, Str 9, Att 9, Def 11, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Sacr, Stealth 40, Research -2, DV 50, Ldr 60, MagLdr 10, Mag: H1?1, Wpn: Quarterstaff
Uba	Gold 190, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 12, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, FS, Ldr 10, UndLdr 100, MagLdr 20, Mag: W1D1N1?1, Wpn: Poison Dagger
Bakemono Sorcerer	Gold 545, Res 2, Rec 4 HP 26, Prot 14, MR 16, Mor 14, Str 17, Att 10, Def 7, Prec 10, Enc 7, CS 11, MM 10, MS, Sacr, DV 50, Ldr 70, UndLdr 100, MagLdr 60, Mag: F2W1E2D2H1?1, Wpn: Quarterstaff

Shinuyama, recruitable units	
Bakemono-Sho	Gold 7, Res 1, Rec 3
	HP 9, Prot 5, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealth 40, DV 50, Wpn: Club
Bakemono-Sho	Gold 7, Res 2, Rec 3
	HP 9, Prot 5, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealth 40, DV 50, Wpn: Yari
Bakemono Archer	Gold 7, Res 3, Rec 3
	HP 9, Prot 5, MR 9, Mor 8, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 16, FS, MS, Stealth 40, DV 50, Wpn: Dagger, Short Bow
Bakemono-Sho	Gold 8, Res 6, Rec 9
	HP 9, Prot 10, MR 9, Mor 9, Str 9, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, MS, DV 50, Wpn: Yari
Bakemono Archer	Gold 8, Res 7, Rec 9
	HP 9, Prot 10, MR 9, Mor 8, Str 9, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, MS, DV 50, Wpn: Dagger, Short Bow
Bandit	Gold 9, Res 11, Rec 5
	HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 10, MM 12, Stealth 40, Pillage +1, Wpn: Yari
Bandit	Gold 9, Res 16, Rec 5
	HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 5, CS 10, MM 12, Stealth 40, Pillage +1, Wpn: Wakizashi, Short Bow
Bakemono Warrior	Gold 9, Res 8, Rec 12
	HP 11, Prot 10, MR 9, Mor 10, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, MS, DV 50, Wpn: Wakizashi
Kappa	Gold 20, Res 1, Rec 8
	HP 15, Prot 15, MR 8, Mor 12, Str 13, Att 10, Def 9, Prec 8, Enc 9, CS 10, MM 16, Recup, Amph, Wpn: Claw, Koppo
Dai Bakemono	Gold 25, Res 27, Rec 19
	HP 21, Prot 17, MR 11, Mor 13, Str 16, Att 11, Def 12, Prec 10, Enc 5, CS 11, MM 10, MS, DV 50, Wpn: No-Dachi
Dai Bakemono	Gold 25, Res 31, Rec 19
	HP 20, Prot 17, MR 11, Mor 12, Str 15, Att 11, Def 11, Prec 11, Enc 5, CS 11, MM 10, MS, DV 50, Wpn: No-Dachi, Long Bow
O-bakemono	Gold 25, Res 2, Rec 4
	HP 28, Prot 11, MR 8, Mor 14, Str 19, Att 10, Def 9, Prec 8, Enc 3, CS 13, MM 16, MS, DV 50, Wpn: Great Club

Caelum, Reign of the Seraphim



Caelum is a magocracy of winged humanoids who inhabit the highest mountain peaks. In ancient times, there were three Caelian clans led by semi-divine beings known as Yazatas. The Raptor clan was accepted by the Yazatas even though they were held responsible for the corruption of Catharsis. When the Harab Seraphs of the Raptor clan began to study dark magic once more, the purifying flames were tainted and Catharsis became Anthrax, King of Banefires. As a result many of the Seraphines died from a wasting disease and their sacred task was abandoned. The Harab Seraphs were condemned and civil war broke out. The Raptor Clan was banished and scattered across the world. The last of the Eagle Kings disappeared and were replaced by the High Seraphs of the Airya clan. The Seraphs are administrators, judges and temporal leaders of Caelum. They are masters of Air magic and craft the magical ice that Caelians use instead of regular metal. The ice tempers with lower temperatures and the heavy ice armor is more durable in cold climates than in warmer ones. All weapons crafted from the ice are magical and capable of harming magical beings. The Airyas live in the coldest mountain peaks and are unaffected by low temperatures. They are thin and light. Spire Horn Caelians are less resistant to cold but have partial resistance to lightning. Since the fall of the Harab Seraphs more of them have turned to martial occupations. The Caelians are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops, such as huge Mammoths.

Race: Flying, cold resistant, partially shock resistant, prefers Cold scale +3

Military: Flying units, skilled archers, mammoths

Magic: Air, Water, some Astral and Death, weak Fire

Priests: Weak, Guardian Spirits.

Scales & Blesses: Cold limit +1

Buildings: Ice Forts, forts reduce cold scale deaths by 1 step

Caelum, recruitable commanders

Caelian Scout	Gold 35, Res 13, Rec 1 HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 12, Prec 12, Enc 5, CS 8, MM 22, Fly, Stealth 55, SR +5, CR +5, Ice Prot 1, Storm Immunity, Wpn: Ice Blade
Airy Noble	Gold 70, Res 38, Rec 1 HP 11, Prot 17, MR 12, Mor 13, Str 10, Att 12, Def 16, Prec 13, Enc 7, CS 6, MM 20, Fly, CR +15, Ice Prot 2, Ldr 75, Wpn: Ice Sword
Storm General	Gold 95, Res 36, Rec 1 HP 11, Prot 15, MR 11, Mor 14, Str 10, Att 12, Def 16, Prec 11, Enc 6, CS 7, MM 22, Fly, SR +10, CR +10, Ice Prot 2, Storm Immunity, Ldr 100, Wpn: Ice Blade
Seraphine	Gold 95, Res 2, Rec 1 HP 8, Prot 0, MR 14, Mor 13, Str 8, Att 9, Def 8, Prec 11, Enc 4, CS 8, MM 22, Fly, Sacr, Stealth 65, CR +15, Ldr 50, Mag: H1, Wpn: Ice Knife
Ice Crafter	Gold 65, Res 3, Rec 2 HP 9, Prot 0, MR 14, Mor 12, Str 9, Att 8, Def 6, Prec 12, Enc 4, CS 8, MM 22, Fly, Forge Bonus 1, CR +15, Ldr 10, MagLdr 10, Mag: W1, Wpn: Ice Hammer
Spire Horn Seraph	Gold 65, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 10, Prec 13, Enc 4, CS 8, MM 22, Fly, SR +5, CR +5, Storm Immunity, Ldr 10, MagLdr 10, Mag: A1, Wpn: Quarterstaff
Caelian Seraph	Gold 175, Res 2, Rec 2 HP 9, Prot 0, MR 15, Mor 11, Str 9, Att 9, Def 8, Prec 12, Enc 4, CS 8, MM 22, Fly, CR +15, Ldr 10, MagLdr 30, Mag: A2W1, Wpn: Ice Knife
High Seraph	Gold 355, Res 3, Rec 4 HP 9, Prot 0, MR 16, Mor 12, Str 9, Att 9, Def 5, Prec 12, Enc 7, CS 7, MM 20, Fly, CR +15, Ldr 50, MagLdr 60, Mag: A3W2?1, Wpn: Ice Mace

Caelum, recruitable units

Spire Horn Militia	Gold 8, Res 5, Rec 5 HP 10, Prot 6, MR 11, Mor 8, Str 10, Att 8, Def 7, Prec 11, Enc 4, CS 9, MM 22, Fly, SR +5, CR +5, Wpn: Ice Spear
Spire Horn Archer	Gold 10, Res 6, Rec 9 HP 9, Prot 6, MR 11, Mor 10, Str 9, Att 10, Def 9, Prec 12, Enc 4, CS 9, MM 22, Fly, SR +5, CR +5, Storm Immunity, Wpn: Ice Knife, Short Bow
Airy Light Infantry	Gold 10, Res 11, Rec 9 HP 9, Prot 8, MR 12, Mor 10, Str 9, Att 10, Def 11, Prec 11, Enc 5, CS 8, MM 22, Fly, CR +15, Ice Prot 1, Wpn: Ice Lance
Spire Horn Warrior	Gold 10, Res 7, Rec 9 HP 10, Prot 6, MR 11, Mor 10, Str 10, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, SR +5, CR +5, Storm Immunity, Wpn: Ice Lance
Wingless	Gold 10, Res 11, Rec 9 (can only be recruited in the capital) HP 9, Prot 8, MR 11, Mor 14, Str 9, Att 10, Def 12, Prec 11, Enc 4, CS 11, MM 16, Wpn: Ice Lance
Airy Infantry	Gold 10, Res 16, Rec 9 HP 9, Prot 11, MR 12, Mor 10, Str 9, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, CR +15, Ice Prot 1, Wpn: Ice Blade
Iceclad	Gold 15, Res 40, Rec 21 HP 9, Prot 17, MR 12, Mor 12, Str 9, Att 11, Def 13, Prec 11, Enc 7, CS 6, MM 20, Fly, CR +15, Ice Prot 2, Wpn: Ice Lance
Storm Guard	Gold 15, Res 31, Rec 21 HP 10, Prot 14, MR 11, Mor 11, Str 10, Att 11, Def 14, Prec 11, Enc 6, CS 7, MM 22, Fly, SR +10, CR +10, Ice Prot 2, Storm Immunity, Wpn: Ice Lance
Mammoth Rider	Gold 120, Res 5, Rec 9 HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 12, MM 22, Fly, SR +5, CR +20, Storm Immunity, Wpn: Small Hammer, Mount: Mammoth, Coriders: 2 * Mammoth Archers
Temple Guard	Gold 20, Res 42, Rec 23 (can only be recruited in the capital) HP 10, Prot 17, MR 13, Mor 13, Str 10, Att 12, Def 16, Prec 11, Enc 6, CS 9, MM 14, Sacr, CR +15, Ice Prot 2, Wpn: Ice Blade
Blizzard Warrior	Gold 20, Res 13, Rec 23 (can only be recruited in the capital) HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 8, Prec 12, Enc 3, CS 12, MM 16, Sacr, CR +15, Ice Prot 1, Wpn: Ice Knife, Frost Bow

Caelum, mount stats

Mammoth	HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, CR +15, Wpn: Tusk
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Nazca, Kingdom of the Sun



Nazca is a mountain necrocracy of winged humanoids. It was once a far off Caelian colony, but with the fall of the Raptors and the disappearance of the Eagle Kings contact with Caelum was broken and the descendants of the Eagle Kings became Nazcan Sun Kings, Incas. With the demise of the last Eagle Kings steps were taken to preserve the wisdom of the kings of old. The necromantic practices of the Raptor Clan were not banned in Nazca and the divine kings were mummified and preserved, should their advice be needed in the future. Priests of the dead began to mummify other influential members of society as well. Since old kings and queens were supposed to be wiser than the living, a council of mummies was formed to aid and guide the Incas. The priests would listen to the mummies and divine their will. Now Nazca has turned into a necrocracy, a kingdom ruled by mummies of the silent council. The Sun Kings rule in their name, but it is the mummies of ancient kings and their interpreters who have the true power in the kingdom. The mummies of nobles and priests are transported to and fro to decide in judicial matters as well as to attend feasts and ceremonies. The royal mummies are too valuable to disturb unless the matters at hand are of utmost importance. The ice crafting of Caelum has been lost and Nazca uses light armors of cloth and bronze. The Nazcans can field vast armies of unskilled soldiers. Commoners indebted to the mummies, allied soldiers from conquered human mountain kingdoms, and walking dead reanimated by the mummies of dead priests form most of the armies of the kingdom.

Race: Flying, cold resistant, commanders mummified on death, prefers Cold scale +1
 Military: Flying units, free recruits of low quality, reanimated dead, sacred Sun Guard
 Magic: Fire, Earth, Air, Death, Astral and some Nature
 Priests: Powerful, undead priests can reanimate the dead
 Scales & Blesses: Order limit +1, Cold limit +1, Death limit +1
 Buildings: Primitive Forts

Nazca, recruitable commanders

Runancha	Gold 35, Res 6, Rec 1 HP 11, Prot 8, MR 10, Mor 10, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, Stealth 55, CR +5, Wpn: Stone Spear
Kuraka	Gold 40, Res 8, Rec 1 (can also be recruited in all highlands & mountains) HP 13, Prot 8, MR 10, Mor 12, Str 11, Att 12, Def 14, Prec 10, Enc 4, CS 11, MM 14, MS, CR +5, Ldr 75, Wpn: Mace, Javelin
Apu	Gold 55, Res 7, Rec 1 HP 11, Prot 8, MR 10, Mor 11, Str 12, Att 12, Def 14, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, CR +5, Ldr 75, Wpn: Mace
Apusqispay	Gold 95, Res 8, Rec 1 HP 11, Prot 9, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, CR +5, Ldr 100, Wpn: Mace
Mallqui	Gold 200, Res 1, Rec 1 HP 8, Prot 5, MR 14, Mor 30, Str 8, Att 5, Def 3, Prec 8, Enc 0, CS 2, MM 0, Sacr, Inanim, Und, NNEat, PiR, CR +15, PR +25, Inspirational +1, SpSi, Ldr 20, UndLdr 100, Wpn: , Mounts: 4 * Bearers
Aclla	Gold 140, Res 1, Rec 2 HP 8, Prot 0, MR 14, Mor 13, Str 8, Att 9, Def 7, Prec 11, Enc 4, CS 8, MM 22, Fly, Sacr, CR +5, Ldr 20, MagLdr 20, Mag: F1A1H1, Wpn: Fist
Mallqui Priestess	Gold 250, Res 1, Rec 2 HP 8, Prot 5, MR 15, Mor 30, Str 8, Att 5, Def 3, Prec 8, Enc 0, CS 2, MM 0, Sacr, Inanim, Und, NNEat, PiR, Divine Reanimation Bonus 2, Ritual Reanimation Bonus 2, CR +15, PR +25, Inspirational +1, SpSi, Fortune Teller 10, Ldr 30, UndLdr 150, MagLdr 20, Mag: F1A1H1, Wpn: , Mounts: 4 * Bearers
Hurin Priest	Gold 330, Res 1, Rec 2 HP 9, Prot 1, MR 14, Mor 12, Str 9, Att 8, Def 9, Prec 12, Enc 5, CS 8, MM 20, Fly, Sacr, CR +5, Ldr 10, UndLdr 100, MagLdr 20, Mag: E1D2H2?1, Wpn: Quarterstaff
Mallqui Priest	Gold 500, Res 1, Rec 2 HP 8, Prot 5, MR 16, Mor 30, Str 8, Att 5, Def 3, Prec 8, Enc 0, CS 2, MM 0, Sacr, Inanim, Und, NNEat, PiR, Divine Reanimation Bonus 3, Ritual Reanimation Bonus 3, CR +15, PR +25, Inspirational +1, SpSi, Fortune Teller 10, Ldr 20, UndLdr 250, MagLdr 20, Mag: E1D2H2?1, Wpn: , Mounts: 4 * Bearers
Inca	Gold 425, Res 6, Rec 4 (can only be recruited in the capital) HP 16, Prot 8, MR 16, Mor 14, Str 12, Att 12, Def 13, Prec 12, Enc 4, CS 8, MM 20, Fly, Sacr, SR +10, CR +5, Awe +1, Storm Immunity, Ldr 120, MagLdr 50, Mag: F2A2H3, Wpn: Sun Spear

Coya	Gold 455, Res 1, Rec 4 (can only be recruited in the capital) HP 12, Prot 0, MR 16, Mor 13, Str 9, Att 11, Def 10, Prec 11, Enc 3, CS 9, MM 22, Fly, Sacr, CR +5, Ldr 50, UndLdr 110, MagLdr 60, Mag: E2S2D2H2, Wpn: Fist
Royal Mallqui	Gold 1200, Res 1, Rec 2 (can only be recruited in the capital) HP 14, Prot 5, MR 18, Mor 30, Str 10, Att 5, Def 3, Prec 8, Enc 0, CS 2, MM 0, Sacr, Inanim, Und, NNEat, PiR, Divine Reanimation Bonus 4, Ritual Reanimation Bonus 4, CR +15, PR +25, Inspirational +2, SpSi, Fortune Teller 15, Ldr 40, UndLdr 250, MagLdr 100, Mag: F2A2E2S2D2H3, Wpn: , Mounts: 4 * Bearers
Paqo of the Earth Mother	Gold 135, Res 2, Rec 2 (can be recruited in all highlands and mountains) HP 10, Prot 2, MR 13, Mor 11, Str 10, Att 8, Def 11, Prec 11, Enc 4, CS 12, MM 16, MS, Research -4, Disease Healing 1, CR +5, Heretic 1, Fortune Teller 10, Ldr 10, MagLdr 20, Mag: E1N1, Wpn: Quarterstaff
Paqo of the Mountain Spirits	Gold 145, Res 2, Rec 2 (can be recruited in all highlands and mountains) HP 11, Prot 2, MR 13, Mor 12, Str 10, Att 9, Def 12, Prec 10, Enc 4, CS 12, MM 16, MS, Research -4, Disease Healing 1, SR +15, CR +5, Heretic 1, Ldr 10, MagLdr 20, Mag: A1N1, Wpn: Quarterstaff

Nazca, recruitable units

Hatun Runa	Gold 5, Res 3, Rec 2 HP 11, Prot 6, MR 10, Mor 7, Str 10, Att 8, Def 11, Prec 10, Enc 4, CS 9, MM 20, MS, Fly, CR +5, Wpn: Mace
Human Warrior	Gold 7, Res 3, Rec 2 HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, MS, CR +5, Wpn: Bronze Spear
Human Warrior	Gold 8, Res 3, Rec 2 HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, MS, CR +5, Wpn: Bronze Spear
Human Warrior	Gold 8, Res 3, Rec 2 HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, MS, CR +5, Wpn: Mace, Sling
Human Warrior	Gold 8, Res 7, Rec 2 HP 10, Prot 8, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 14, MS, CR +5, Wpn: Mace, Javelin
Aucac Runa Spearman	Gold 10, Res 7, Rec 9 HP 11, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, CR +5, Wpn: Bronze Lance
Aucac Runa Maceman	Gold 10, Res 7, Rec 9 HP 11, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, CR +5, Wpn: Mace
Aucac Runa Axeman	Gold 10, Res 7, Rec 9 HP 11, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, CR +5, Wpn: Bronze Hatchet
Aucac Runa Archer	Gold 10, Res 9, Rec 9 HP 11, Prot 8, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 11, Enc 5, CS 8, MM 20, MS, Fly, CR +5, Wpn: Mace, Short Bow
Condor Warrior	Gold 20, Res 8, Rec 23 (can only be recruited in the capital) HP 13, Prot 9, MR 11, Mor 12, Str 11, Att 12, Def 14, Prec 10, Enc 5, CS 8, MM 20, MS, Fly, Sacr, CR +5, Storm Immunity, Wpn: Bronze Lance
Sun Guard	Gold 23, Res 14, Rec 27 (can only be recruited in the capital) HP 13, Prot 12, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 10, Enc 7, CS 6, MM 18, MS, Fly, Sacr, CR +5, Wpn: Sun Mace

Nazca, mount stats

Bearer	HP 12, Prot 0, MR 10, Mor 6, Str 11, Att 7, Def 6, Prec 10, Enc 3, CS 6, MM 18, MS, CR +5, Wpn: Fist
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Mictlan, Reign of the Lawgiver



Mictlan is an ancient tribal empire that has been isolated for centuries. The foul practices of the priest-kings of Mictlan have caused most of their neighbors to leave or face slavery and blood sacrifice. Since the dawn of the kingdom, blood has been spilled in the temples of the capital. Now a new era has dawned and the isolation is broken with the coming of the Lawgiver. The Blood Cult has been abolished and the priests now follow the Lawgiver. Isolation has made Mictlan a backward nation and its warriors use archaic weaponry and armor. The armies are mainly composed of slaves from newly conquered lands. The mage-priests of Mictlan celebrate the two Faces and the two Dominions of the Lawgiver, namely the Sun and the Moon, the Rain and the Forest.

Race: Humans, prefers Heat scale +1
 Military: Light infantry with slings and javelins, tribal kings can levy slaves, sacred Eagle and Jaguar Warriors
 Magic: Air, Fire, Astral, Nature, Water
 Priests: Powerful
 Scales & Blesses: Heat limit +1, Bless points +3
 Buildings: Primitive Fortified Cities

Mictlan, recruitable commanders

Scout	Gold 35, Res 1, Rec 1 HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Stone Spear, Sling
Tribal King	Gold 125, Res 15, Rec 1 HP 13, Prot 12, MR 10, Mor 14, Str 11, Att 12, Def 11, Prec 10, Enc 6, CS 9, MM 10, FS, Sacr, TM +1, Ldr 100, Wpn: Obsidian Club Sword, Javelin
Mictlan Priest	Gold 90, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, Ldr 10, MagLdr 10, Mag: H1?1, Wpn: Stone Dagger
Sky Priest	Gold 100, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, Patrol 10, Fortune Teller 5, Ldr 10, MagLdr 10, Mag: A1H1, Wpn: Stone Dagger
Nahualli	Gold 175, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, SpSi, Ldr 10, MagLdr 40, Mag: S1N2, Wpn: Stone Dagger
Rain Priest	Gold 175, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, Ldr 10, MagLdr 20, Mag: W2H2, Wpn: Stone Dagger
Moon Priest	Gold 175, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, DV 50, Ldr 10, MagLdr 40, Mag: S2H2, Wpn: Stone Dagger
Sun Priest	Gold 190, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 15, Mor 12, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, Ldr 70, MagLdr 20, Mag: F2H2, Wpn: Stone Dagger
Priest King	Gold 315, Res 5, Rec 2 (can only be recruited in the capital) HP 15, Prot 3, MR 16, Mor 14, Str 11, Att 12, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, TM +1, Ldr 150, MagLdr 20, Mag: N2H3, Wpn: Obsidian Club Sword
High Priest of the Sky	Gold 335, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 14, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 20, FS, Fly, Sacr, Patrol 20, Fortune Teller 10, Ldr 50, MagLdr 40, Mag: A2H3?1, Wpn: Stone Dagger
Couatl	Gold 420, Res 1, Rec 4 (can only be recruited in the capital) HP 20, Prot 5, MR 17, Mor 14, Str 11, Att 14, Def 9, Prec 12, Enc 3, CS 10, MM 28, FS, SS, Fly, Sacr, Magic, PR +15, Inspirational +1, Ldr 100, MagLdr 140, Mag: S3N1H2?2, Wpn: Venomous Fangs

Mictlan, recruitable units	
Warrior	Gold 9, Res 1, Rec 7
	HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Wpn: Stone Spear, Sling
Warrior	Gold 9, Res 8, Rec 7
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 14, FS, Wpn: Bronze Spear, Sling
Warrior	Gold 9, Res 10, Rec 7
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 14, FS, Wpn: Bronze Spear, Javelin
Warrior	Gold 9, Res 13, Rec 7
	HP 10, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Mace, Javelin
Moon Warrior	Gold 12, Res 14, Rec 14
	HP 12, Prot 13, MR 12, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 12, FS, DV 50, Wpn: Obsidian Club Sword
Feathered Warrior	Gold 18, Res 13, Rec 21
	HP 10, Prot 12, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Mace, Javelin
Eagle Warrior	Gold 15, Res 3, Rec 14
	HP 12, Prot 7, MR 10, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 11, MM 16, FS, Sacr, Ambidex 3, Wpn: Bronze Lance, Stone Dagger
Sun Warrior	Gold 18, Res 15, Rec 18 (can only be recruited in the capital)
	HP 12, Prot 13, MR 10, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 6, CS 9, MM 10, FS, Sacr, FR +5, Wpn: Bronze Hatchet, Javelin
Jaguar Warrior	Gold 26, Res 4, Rec 31 (can only be recruited in the capital)
	HP 12, Prot 7, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 16, FS, Sacr, Wpn: Obsidian Club Sword

Xibalba, Flooded Caves



Xibalba is a vast realm of dark water-filled caverns beneath the forests of Mictlan. According to legend, the sun and the moon passed through the cavernous realm on their daily journey to the eastern horizon. On this journey they were guarded by the bat people, Zotz, that dwelled in the dark reaches of the Xibalban underworld. But the cavernous realm was struck by a great disaster. A star fell into the ocean and a great deluge flooded the caves of Xibalba. The bat people drowned or fled the caves, but other inhabitants soon emerged. The Zotz were replaced by refugees from the shattered Atlantis. The fallen star, or possibly the dark magic of Xibalba, changed the Atlantians. The Atlantians of Xibalba developed more toadlike traits and different broods emerged. They called themselves Muuch, toad people. Their kings, the Bacabs, mighty mages of the deluge, conquered the last Xibalban city and built a Muuch kingdom in the caves underneath the forests of Mictlan. After a while the Muuch began to settle the forests above their caverns and a new brood of Muuch appeared. A brittle alliance of Muuch and Zotz has formed in the forests. Meanwhile the Bacabs hunted down the remaining Zotz hiding in dried-out caves and forced them into servitude. Now Xibalba is a Muuch kingdom with a small subjugated Zotz population.

Race: Amphibious cave dwellers, a few Zotz remain, prefers Heat scale +1

Military: Amphibious infantry, flying stealthy light infantry

Magic: Water, Earth, Death, Nature and some Blood and Air

Priests: Average

Scales & Blesses: Sloth limit +1, Heat limit +1

Buildings: Primitive Forts

Xibalba, recruitable commanders

Muuch Ajaw	Gold 160, Res 34, Rec 1 HP 31, Prot 16, MR 12, Mor 15, Str 17, Att 12, Def 10, Prec 8, Enc 6, CS 9, MM 12, SS, Sacr, Amph, DV 50, Ldr 100, Mag: H1, Wpn: Obsidian Blade
Ah Itz	Gold 90, Res 1, Rec 2 HP 13, Prot 2, MR 13, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Amph, DV 50, Ldr 10, UndLdr 50, MagLdr 10, Mag: W1D1, Wpn: Stone Dagger
Ah Ha'	Gold 140, Res 1, Rec 2 HP 13, Prot 2, MR 13, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Sacr, Amph, DV 50, Ldr 10, MagLdr 20, Mag: W1E1H1, Wpn: Stone Dagger
Muuch K'uhul	Gold 405, Res 1, Rec 2 HP 28, Prot 6, MR 15, Mor 11, Str 16, Att 9, Def 8, Prec 8, Enc 4, CS 11, MM 14, SS, Sacr, Amph, DV 50, Gift of Water Breathing 50 size points, Ldr 50, UndLdr 100, MagLdr 30, Mag: W2E1D1H1?1, Wpn: Stone Dagger
Chak Muuch Assassin	Gold 160, Res 27, Rec 1 (can only be recruited in the capital) HP 16, Prot 13, MR 11, Mor 13, Str 12, Att 12, Def 10, Prec 10, Enc 6, CS 8, MM 12, SS, Sacr, Amph, Stealth 65, DV 50, Assassin, Patience +1, Wpn: Poisoned Obsidian Blade, Poison Dart
Camazotz	Gold 230, Res 1, Rec 2 (can only be recruited in the capital) HP 7, Prot 0, MR 15, Mor 9, Str 7, Att 9, Def 10, Prec 5, Enc 4, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 10, UndLdr 110, MagLdr 30, Mag: D2B1?1, Wpn: Quarterstaff
Bacab	Gold 635, Res 1, Rec 4 (can only be recruited in the capital) HP 27, Prot 10, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, SS, Sacr, Amph, DV 50, Resource Bonus 5, Gift of Water Breathing 120 size points, Ldr 150, UndLdr 60, MagLdr 60, Mag: W3E2D1H2?1, Wpn: Quarterstaff
Muuch Scout	Gold 35, Res 1, Rec 1 (can only be recruited in forest forts) HP 14, Prot 2, MR 10, Mor 10, Str 12, Att 10, Def 9, Prec 8, Enc 4, CS 10, MM 14, FS, SS, Amph, Stealth 50, DV 50, Wpn: Stone Dagger
Muuch Batab	Gold 60, Res 11, Rec 1 (can only be recruited in forest forts) HP 16, Prot 12, MR 11, Mor 10, Str 13, Att 11, Def 12, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, Stealth 50, DV 50, Ldr 75, Wpn: Bronze Hatchet
Zotz Batab	Gold 60, Res 4, Rec 1 (Zotz Batab [1064]) HP 7, Prot 8, MR 11, Mor 9, Str 7, Att 11, Def 12, Prec 5, Enc 5, CS 8, MM 16, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 75, MagLdr 10, Wpn: Bronze Hatchet

Way	Gold 200, Res 1, Rec 2 (Way [1064]) HP 7, Prot 0, MR 15, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Research -4, Blood Searcher 1, Patrol -1, Ldr 10, UndLdr 10, MagLdr 40, Mag: N2B1, Wpn: Bronze Spear
Xibalba, recruitable units	
Muuch Militia	Gold 7, Res 3, Rec 3 HP 12, Prot 8, MR 10, Mor 8, Str 11, Att 8, Def 8, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, DV 50, Wpn: Stone Spear
Muuch Dart Thrower	Gold 10, Res 4, Rec 9 HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 9, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, DV 50, Wpn: Stone Dagger, Obsidian Dart
Muuch Warrior	Gold 10, Res 3, Rec 9 HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 12, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, DV 50, Wpn: Stone Spear
Muuch Warrior	Gold 10, Res 5, Rec 9 HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 12, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, DV 50, Wpn: Obsidian Club Sword
Muuch Warrior	Gold 10, Res 10, Rec 9 HP 14, Prot 11, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, DV 50, Wpn: Bronze Spear
Muuch Warrior	Gold 10, Res 11, Rec 9 HP 14, Prot 11, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, DV 50, Wpn: Obsidian Club Sword
Chak Muuch Dart Thrower	Gold 19, Res 5, Rec 19 (can only be recruited in the capital) HP 14, Prot 8, MR 11, Mor 11, Str 12, Att 10, Def 9, Prec 9, Enc 4, CS 10, MM 14, SS, Sacr, Amph, DV 50, Wpn: Poisoned Bronze Spear, Poison Dart
Chak Muuch Obsidian Warrior	Gold 26, Res 26, Rec 29 (can only be recruited in the capital) HP 15, Prot 13, MR 11, Mor 13, Str 12, Att 11, Def 12, Prec 9, Enc 6, CS 8, MM 12, SS, Sacr, Amph, DV 50, Wpn: Poisoned Obsidian Blade
Wo' Muuch	Gold 35, Res 34, Rec 39 (can only be recruited in the capital) HP 26, Prot 16, MR 10, Mor 14, Str 16, Att 11, Def 12, Prec 8, Enc 6, CS 9, MM 14, SS, Sacr, Amph, DV 50, Wpn: Obsidian Blade
Zotz Warrior	Gold 8, Res 1, Rec 6 (max 15/month) (Zotz Warrior [1064]) HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Wpn: Stone Lance
Zotz Warrior	Gold 8, Res 2, Rec 6 (max 15/month) (Zotz Warrior [1064]) HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 10, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Wpn: Obsidian Club Sword
Muuch Jungle Warrior	Gold 10, Res 5, Rec 9 (can only be recruited in forest forts) HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 12, Prec 8, Enc 4, CS 10, MM 14, FS, SS, Amph, Stealth 40, DV 50, Wpn: Obsidian Club Sword
Lakam Ha' Warrior	Gold 10, Res 5, Rec 9 (can only be recruited in underwater forts) HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 8, Prec 8, Enc 5, CS 9, MM 12, SS, Amph, DV 50, Wpn: Net, Stone Spear
Lakam Ha' Warrior	Gold 10, Res 5, Rec 9 (can only be recruited in underwater forts) HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 12, SS, Amph, DV 50, Wpn: Stone Spear

C'tis, Miasma



C'tis is a swampy river valley surrounded by sandy deserts. In the fertile valley a sacral kingdom of lizard-like humanoids has formed. The kingdom is ancient by human standards and its wisdom and magical knowledge are great. At the top of the society is the Lizard King. The King is the highest priest of C'tis. Under the king are the High Priests with their sacred serpents. The lizards are herbivores, but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. Both lizard races are cold-blooded and become exhausted very quickly when fighting in cold provinces. They have partial resistance to poisons. The inhabitants of C'tis prefer to live in warm provinces. With the coming of the New God, the swamps of C'tis have begun to spread. Dense rain and oppressive heat turn the lands into unhealthy marshlands, thick with the stench of rotting vegetation. Marshmasters have taken the place of the Sauromancers of old and the Swamp Guard has replaced the chariots as elite troops. In this land, the lizards prosper. Within provinces influenced by this Dominion, income is increased by 1 percent per level of Dominion, and the income of enemy provinces is reduced by 5 percent per level of Dominion. Unless cold-blooded, soldiers inside the Dominion will suffer from disease. The New God and all their sacred units are immune to this effect.

Race: Thick hides, cold-blooded, poison resistance, prefers Heat scale +2
 Military: Infantry, slave warriors, sacred serpents, large Sobek warriors and sacred guards
 Magic: Death, Nature, Water, some Astral
 Priests: Powerful
 Scales & Blesses: Heat limit +1
 Buildings: Standard Forts

C'tis, recruitable commanders

Taskmaster	Gold 40, Res 2, Rec 1
	HP 13, Prot 5, MR 12, Mor 11, Str 11, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 14, SS, PR +5, TM +2, Ldr 50, Wpn: Whip
Commander of C'tis	Gold 55, Res 15, Rec 1
	HP 13, Prot 16, MR 12, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 7, CS 7, MM 10, SS, PR +5, Ldr 75, Wpn: Spear
Lizard Lord	Gold 95, Res 21, Rec 1
	HP 14, Prot 18, MR 13, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 8, CS 6, MM 8, SS, PR +5, Ldr 100, Wpn: Falchion
Hierodule	Gold 40, Res 1, Rec 1
	HP 10, Prot 4, MR 14, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacr, PR +5, Mag: H1, Wpn: Claw
High Priest of C'tis	Gold 115, Res 1, Rec 2
	HP 11, Prot 6, MR 16, Mor 11, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacr, PR +5, Ldr 50, Mag: H2, Wpn: Claw
Lizard King	Gold 340, Res 5, Rec 4
	HP 17, Prot 5, MR 18, Mor 14, Str 12, Att 13, Def 14, Prec 10, Enc 4, CS 11, MM 14, SS, Sacr, PR +5, Ldr 150, Mag: H3, Wpn: Falchion
Lizard Shaman	Gold 125, Res 2, Rec 2
	HP 13, Prot 4, MR 14, Mor 13, Str 11, Att 11, Def 8, Prec 10, Enc 4, CS 10, MM 14, SS, Sacr, PR +5, Ldr 10, MagLdr 30, Mag: S1N1, Wpn: Mace, Bite
Marshmaster	Gold 330, Res 1, Rec 2
	HP 11, Prot 5, MR 16, Mor 10, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, PR +10, Ldr 10, UndLdr 100, MagLdr 40, Mag: W1D2N2?1, Wpn: Claw
Sobek General	Gold 200, Res 31, Rec 1 (can only be recruited in the capital)
	HP 29, Prot 20, MR 15, Mor 14, Str 15, Att 13, Def 8, Prec 8, Enc 7, CS 9, MM 10, SS, Sacr, PR +10, TM +1, Ldr 100, Wpn: Falchion, Bite
Empoisoner	Gold 125, Res 6, Rec 2 (can only be recruited in the capital)
	HP 11, Prot 6, MR 17, Mor 11, Str 10, Att 11, Def 11, Prec 12, Enc 4, CS 9, MM 14, SS, Stealth 55, PR +15, Assassin, Patience +2, Ldr 10, UndLdr 50, MagLdr 10, Mag: D1N1, Wpn: Poison Dagger, Poison Sling

C'tis, recruitable units	
Militia	Gold 7, Res 2, Rec 5 HP 11, Prot 5, MR 12, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 10, SS, PR +5, Wpn: Spear
Heavy Infantry	Gold 10, Res 15, Rec 11 HP 11, Prot 16, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 7, CS 7, MM 10, SS, PR +5, Wpn: Spear
City Guard	Gold 10, Res 10, Rec 11 HP 11, Prot 12, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 8, MM 12, SS, PR +5, Wpn: Spear
Light Infantry	Gold 10, Res 5, Rec 11 HP 11, Prot 5, MR 12, Mor 9, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 9, MM 14, SS, PR +5, Wpn: Spear, Javelin
Runner	Gold 12, Res 2, Rec 7 HP 12, Prot 3, MR 11, Mor 8, Str 11, Att 11, Def 8, Prec 10, Enc 3, CS 16, MM 18, SS, PR +5, Wpn: Spear, Bite
Slave Warrior	Gold 13, Res 3, Rec 8 HP 13, Prot 3, MR 11, Mor 8, Str 11, Att 11, Def 9, Prec 10, Enc 4, CS 11, MM 14, SS, PR +5, Wpn: Trident, Bite
Falchioneer	Gold 13, Res 17, Rec 18 HP 11, Prot 15, MR 12, Mor 10, Str 10, Att 11, Def 10, Prec 10, Enc 6, CS 9, MM 12, SS, Ambidex 2, PR +5, Wpn: Falchion, Falchion
Elite Warrior	Gold 15, Res 9, Rec 9 HP 13, Prot 10, MR 11, Mor 9, Str 11, Att 12, Def 9, Prec 10, Enc 5, CS 10, MM 12, SS, PR +5, Wpn: Trident, Bite
Poison Slinger	Gold 24, Res 6, Rec 32 (can only be recruited in the capital) HP 11, Prot 5, MR 12, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, SS, PR +10, Wpn: Dagger, Poison Sling
Sobek Warrior	Gold 30, Res 34, Rec 13 (can only be recruited in the capital) HP 25, Prot 20, MR 13, Mor 13, Str 14, Att 12, Def 10, Prec 8, Enc 8, CS 8, MM 10, SS, PR +10, Wpn: Falchion, Bite
Swamp Guard	Gold 19, Res 21, Rec 22 (can only be recruited in the capital) HP 13, Prot 18, MR 13, Mor 11, Str 11, Att 11, Def 12, Prec 10, Enc 8, CS 6, MM 8, SS, Sacr, PR +10, Wpn: Falchion
Sobek Sacred Guard	Gold 55, Res 37, Rec 33 (max 2/month) (can only be recruited in the capital) HP 37, Prot 21, MR 14, Mor 14, Str 16, Att 13, Def 8, Prec 8, Enc 7, CS 9, MM 12, SS, Sacr, PR +10, Wpn: Halberd, Bite

Machaka, Reign of Sorcerors



Machaka is an old sacral kingdom where the well-being of the land is thought to be dependent on the will of the king. The king is the highest priest of the kingdom, but should he fail in his duties, he is sacrificed and replaced by one of his numerous sons or brothers. The priests of the kingdom are the true rulers of the land. Religious ceremonies, judicial tasks and the gathering of intelligence are all performed by the Eyes, Ears, and Voices of the Lord. Only warfare is handed over to secular commanders. Machaka uses light infantry, archers and heavy hoplites second only to those of Arcoscephale. In the forests of Machaka, giant spiders are caught and used as mounts. One other area is left untouched by the priests: Magic. Simple witch doctors living outside villages grudgingly serve the priests. In the depths of the God Forest lies a lonely mountain filled with caves. Here resides the true power of Machaka, above even the priests - the Black Sorcerors, Sorceresses and their Spider Warriors.

Race: Humans, prefers Heat scale +2
 Military: Heavy infantry, light infantry, spider riders, assassins
 Magic: Fire, Earth, Death, Nature and Glamour
 Priests: Average
 Scales & Blesses: Heat limit +1
 Buildings: Standard Forts

Machaka, recruitable commanders

Machaka Scout	Gold 35, Res 3, Rec 1 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 2, CS 13, MM 18, FS, MS, Stealth 40, Wpn: Dagger, Short Bow
Machaka Chief	Gold 55, Res 2, Rec 1 HP 10, Prot 0, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 10, Enc 2, CS 13, MM 18, FS, Ldr 75, Wpn: Spear
Machaka Commander	Gold 95, Res 27, Rec 1 HP 12, Prot 17, MR 10, Mor 12, Str 11, Att 12, Def 14, Prec 10, Enc 7, CS 8, MM 14, FS, Ldr 100, Wpn: Machaka Spear
Spider Lord	Gold 125, Res 25, Rec 1 HP 13, Prot 17, MR 10, Mor 12, Str 11, Att 12, Def 18, Prec 10, Enc 6, CS 12, MM 12, FS, Ldr 100, Wpn: Spear, Mount: Great Spider
Eye of the Lord	Gold 90, Res 4, Rec 1 HP 12, Prot 1, MR 13, Mor 12, Str 11, Att 12, Def 10, Prec 10, Enc 2, CS 13, MM 18, FS, Sacr, Patrol 15, Ldr 50, Mag: H1, Wpn: Flail
Voice of the Lord	Gold 160, Res 2, Rec 2 HP 10, Prot 1, MR 13, Mor 12, Str 10, Att 10, Def 9, Prec 10, Enc 3, CS 13, MM 16, FS, Sacr, Ldr 100, Mag: H2, Wpn: Mace
Ear of the Lord	Gold 150, Res 3, Rec 2 HP 11, Prot 1, MR 13, Mor 12, Str 10, Att 11, Def 12, Prec 10, Enc 2, CS 13, MM 18, FS, Sacr, Stealth 60, Spy, MagLdr 10, Mag: G1H1, Wpn: Short Sword
Witch Doctor	Gold 110, Res 1, Rec 2 (can also be recruited in all forests) HP 10, Prot 0, MR 13, Mor 12, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Research -4, Ldr 20, UndLdr 50, MagLdr 20, Mag: F1D1N1, Wpn: Quarterstaff
Sorcerer	Gold 300, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 12, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Ldr 20, UndLdr 50, MagLdr 50, Mag: F1D1N2G1?1, Wpn: Quarterstaff
Voice of the Hunters	Gold 230, Res 33, Rec 1 (can only be recruited in the capital) HP 14, Prot 17, MR 13, Mor 15, Str 11, Att 13, Def 17, Prec 10, Enc 6, CS 12, MM 10, FS, Sacr, Ldr 100, Mag: H1, Wpn: Lance, Falchion, Mount: Hunter Spider
Bane Spider	Gold 150, Res 38, Rec 2 (can only be recruited in the capital) HP 14, Prot 19, MR 13, Mor 14, Str 11, Att 13, Def 10, Prec 10, Enc 7, CS 9, MM 12, FS, Stealth 50, Ambidex 2, DV 50, Assassin, Patience +2, Scale Walls, Ldr 25, MagLdr 10, Mag: G1, Wpn: Bane Blade, Bane Dagger
Spider Sorceress	Gold 230, Res 1, Rec 2 (can only be recruited in the capital) HP 9, Prot 0, MR 14, Mor 12, Str 9, Att 10, Def 12, Prec 10, Enc 4, CS 12, MM 14, FS, PR +5, Dominion Summoner 0+ Great Spiders, Ldr 20, UndLdr 50, MagLdr 40, Mag: F1E1D1G1?1, Wpn: Quarterstaff

Anansi	Gold 280, Res 1, Rec 4 (can only be recruited in the capital) HP 9, Prot 0, MR 14, Mor 12, Str 9, Att 10, Def 14, Prec 10, Enc 2, CS 13, MM 18, FS, Stealth 40, PR +5, Spy, Heretic 1, Ldr 10, UndLdr 50, MagLdr 40, Mag: D1N1G2?1, Wpn: Quarterstaff
Black Sorcerer	Gold 325, Res 6, Rec 4 (can only be recruited in the capital) HP 10, Prot 3, MR 16, Mor 12, Str 10, Att 10, Def 8, Prec 10, Enc 6, CS 11, MM 12, FS, PR +5, Ldr 30, UndLdr 50, MagLdr 60, Mag: F2E2D1G1?1, Wpn: Bane Blade

Machaka, recruitable units

Pygmy	Gold 5, Res 2, Rec 2 HP 4, Prot 0, MR 10, Mor 6, Str 4, Att 7, Def 7, Prec 10, Enc 2, CS 7, MM 16, FS, Wpn: Dagger, Short Bow
Machaka Militia	Gold 7, Res 2, Rec 3 HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 14, FS, Wpn: Spear
Machaka Archer	Gold 10, Res 3, Rec 9 HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Dagger, Short Bow
Machaka Warrior	Gold 10, Res 3, Rec 9 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Spear, Javelin
Machaka Warrior	Gold 10, Res 4, Rec 9 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Machaka Spear
Spider Archer	Gold 12, Res 4, Rec 20 (can be recruited in the capital and in all forests) HP 10, Prot 0, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 2, CS 13, MM 18, FS, Wpn: Dagger, Poison Bow
Machaka Hoplite	Gold 14, Res 27, Rec 18 HP 11, Prot 17, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 7, CS 8, MM 14, FS, Wpn: Machaka Spear
Spider Warrior	Gold 20, Res 36, Rec 31 (can only be recruited in the capital) HP 12, Prot 19, MR 10, Mor 13, Str 11, Att 12, Def 7, Prec 10, Enc 7, CS 9, MM 12, FS, Stealth 40, Ambidex 1, DV 50, Wpn: Falchion, Dagger
Spider Rider	Gold 25, Res 4, Rec 9 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 13, MM 16, FS, Wpn: Spear, Short Bow, Mount: Great Spider
Spider Knight	Gold 30, Res 25, Rec 21 HP 12, Prot 17, MR 10, Mor 11, Str 10, Att 11, Def 17, Prec 10, Enc 6, CS 12, MM 12, FS, Wpn: Spear, Mount: Great Spider
Black Hunter	Gold 100, Res 36, Rec 31 (can only be recruited in the capital) HP 13, Prot 20, MR 11, Mor 14, Str 11, Att 12, Def 17, Prec 10, Enc 6, CS 12, MM 10, FS, Sacr, Wpn: Lance, Falchion, Mount: Hunter Spider

Machaka, mount stats

Great Spider	HP 26, Prot 14, MR 5, Mor 10, Str 11, Att 12, Def 9, Prec 10, Enc 2, CS 14, MM 18, FS, PR +15, Wpn: Venomous Fangs, Web, Web Spit
Hunter Spider	HP 55, Prot 16, MR 13, Mor 14, Str 16, Att 14, Def 11, Prec 5, Enc 2, CS 22, MM 22, FS, Sacr, PR +15, Smart 100, Wpn: Venomous Fangs, Web

Phaeacia, Isle of the Dark Ships



Phaeacia is an island queendom of dark-skinned men of great stature, the Colossi. Their fabled Dark Ships traverse the seas without oars or captains. Once a colony of Berytos, the island flourished and became rich and influential, known for its traders, craftsmen and marvelous shipwrights. When Berytos was destroyed by the armies of Arcoscephale the island of Phaeacia was able to stave off the conquerors thanks to ample tributes and its remote location. The queendom has since grown in power and influence. Their traders and explorers have traveled to the far reaches of the world and brought one of the world's greatest marvels back to Phaeacia, a sapling of the golden tree of the blessed gardens of the Hesperides. Now most inhabitants of Phaeacia live unnaturally long and blissful lives detached from the strife of the world beyond their island. Phaeacia is also the home of giants descendant of Mekone. When the Gigantes' futile war upon gods came to a disastrous end, the Gigantes that did not join the armies of the God-slayer fled to Black Korkyra, an inhospitable island of the Phaeacian archipelago. The king of the Gigantes married the Colossi queen of Phaeacia and their daughters have ruled the island ever since. Most nobles of the island trace a legacy to the Berytian Colossi as well as to the Gigantes of Mekone. There are also a few of the pure blooded Gigantes remaining on Black Korkyra. Upholding the old bargain they arrive each spring to pledge the queen their allegiance. They are not cursed as their Phlegran kin and retain some of their former glory.

Race: Humans and Colossi. Starts on an extra rich island if possible. Ocean sailing, trace income across oceans, income bonus in coastal castles. Prefers Heat scale +1

Military: Human and Colossi infantry. Can recruit special mages in coastal castles. A few Gigantes arrive yearly.

Magic: Air, Water, Astral, Glamour, some Earth.

Priests: Few of medium power

Dominion: All commanders can use the dark vessels to cross oceans between two provinces with the Pretender's dominion.

Scales & Blesses: Productivity limit +1, Magic limit +1

Buildings: Standard Forts, starts with a Fortified City

Phaeacia, recruitable commanders

Phaeacian Scout	Gold 40, Res 3, Rec 1 HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 55, Army Sail, Ship Size 3, Wpn: Dagger, Short Bow
Phaeacian Captain	Gold 75, Res 26, Rec 1 HP 11, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 14, Army Sail, Ship Size 3, Ldr 75, Wpn: Short Sword
Phaeacian Priest	Gold 75, Res 1, Rec 1 HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, Sacr, Army Sail, Ship Size 3, Ldr 10, Mag: H1, Wpn: Dagger
Mage Pilot	Gold 110, Res 2, Rec 2 HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 11, Enc 4, CS 12, MM 16, Army Sail, Ship Size 3, Ldr 50, MagLdr 20, Mag: A1W1, Wpn: Dagger
Colossi Weaver	Gold 175, Res 1, Rec 2 HP 19, Prot 1, MR 13, Mor 12, Str 13, Att 10, Def 9, Prec 12, Enc 2, CS 14, MM 20, Forge Bonus 1, Ldr 10, MagLdr 40, Mag: A1S1?1, Wpn: Fist
Colossi Storm Captain	Gold 245, Res 34, Rec 2 HP 24, Prot 16, MR 15, Mor 13, Str 16, Att 12, Def 13, Prec 11, Enc 6, CS 11, MM 16, Army Sail, Ship Size 5, Ldr 100, MagLdr 30, Mag: A2W1, Wpn: Short Sword
Prince Consort	Gold 485, Res 1, Rec 4 (can only be recruited in the capital) HP 24, Prot 1, MR 17, Mor 11, Str 16, Att 11, Def 10, Prec 12, Enc 2, CS 14, MM 20, Sacr, Ldr 10, MagLdr 60, Mag: A3W2H1?1, Wpn: Fist
Colossi Queen	Gold 515, Res 1, Rec 4 (can only be recruited in the capital) HP 23, Prot 1, MR 17, Mor 12, Str 15, Att 11, Def 10, Prec 12, Enc 2, CS 14, MM 20, Sacr, Ldr 100, MagLdr 80, Mag: A2W2S1G1H2?1, Wpn: Fist
Wind Caller	Gold 240, Res 2, Rec 4 (can only be recruited in coastal forts) HP 10, Prot 2, MR 16, Mor 9, Str 10, Att 8, Def 7, Prec 11, Enc 5, CS 12, MM 14, Army Sail, Ship Size 5, Ldr 50, MagLdr 40, Mag: A2W1?1, Wpn: Dagger

Phaeacia, recruitable units	
Phaeacian Militia	Gold 7, Res 5, Rec 5 HP 10, Prot 5, MR 11, Mor 8, Str 10, Att 8, Def 11, Prec 8, Enc 5, CS 10, MM 12, Wpn: Spear
Phaeacian Archer	Gold 10, Res 7, Rec 11 HP 10, Prot 6, MR 11, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Phaeacian Light Infantry	Gold 10, Res 9, Rec 11 HP 10, Prot 9, MR 11, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Spear, Javelin
Phaeacian Infantry	Gold 10, Res 14, Rec 11 HP 10, Prot 10, MR 11, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 10, MM 14, Wpn: Short Sword
Phaeacian Heavy Infantry	Gold 12, Res 26, Rec 16 HP 10, Prot 15, MR 11, Mor 11, Str 10, Att 10, Def 13, Prec 10, Enc 6, CS 9, MM 14, Wpn: Short Sword
Colossi Heavy Infantry	Gold 20, Res 34, Rec 13 HP 20, Prot 16, MR 12, Mor 12, Str 14, Att 11, Def 13, Prec 11, Enc 5, CS 11, MM 18, Wpn: Short Sword
Colossi Light Infantry	Gold 20, Res 11, Rec 13 HP 20, Prot 10, MR 12, Mor 12, Str 14, Att 11, Def 14, Prec 11, Enc 3, CS 13, MM 20, Wpn: Spear, Javelin
Orichalcum Guard	Gold 40, Res 47, Rec 27 (can only be recruited in the capital) HP 24, Prot 18, MR 13, Mor 14, Str 16, Att 12, Def 16, Prec 11, Enc 5, CS 11, MM 18, Sacr, Wpn: Orichalcum Sword

Vanheim, Arrival of Man



Vanheim is a land of misty moors and bitter forests. Humans compose most of the population, but the rulers of the land belong to a tall and innately magical race known as the Vanir. The Vanir once fought the giants of Jotunheim, but with the coming of man, they have turned their attention elsewhere. Now only a precious few of the Vanir remain and humans are no longer slaves. Humans compose the basic infantry units of Vanheim. The Vanir have blessed some loyal humans with superior fighting skills and the ability to enter a state of wild rage or wolverine shape. The Vanir are masters of illusion who fight while mounted on exceptionally fast horses. Female Vanir are called Valkyries and have the ability to fly. This ability was a gift from a dead god who used them as messengers of death. During those days, blood was sacrificed. The old ways have not been used in ages, but still the oldest of the Vanir remember how to sate nature with blood. The Vanir are very skilled sailors and can sail the oceans.

Race: Ocean sailing, trace income across oceans, flying troops, illusions, prefers Cold scale +1

Military: Heavy infantry, skinshifters, Valkyries, berserkers, Vanir

Magic: Air, Glamour, Earth, Blood, some Fire and Death

Priests: Average, can perform blood sacrifices

Buildings: Standard Forts

Vanheim, recruitable commanders

Scout	Gold 35, Res 4, Rec 1
	HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Herse	Gold 55, Res 22, Rec 1
	HP 12, Prot 15, MR 11, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 75, Wpn: Broad Sword, Javelin
Vanherse	Gold 235, Res 16, Rec 2
	HP 14, Prot 13, MR 16, Mor 13, Str 12, Att 14, Def 19, Prec 13, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, Army Sail, Ship Size 5, Rider 4, Ldr 75, MagLdr 20, Mag: A1G1H1, Wpn: Light Lance, Javelin, Mount: Fay Horse
Vanjarl	Gold 440, Res 18, Rec 2
	HP 15, Prot 13, MR 17, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 5, CS 13, MM 14, Glamour, Sacr, Stealth 65, Army Sail, Ship Size 5, Rider 5, Ldr 100, UndLdr 10, MagLdr 40, Mag: A2G1B1H2, Wpn: Broad Sword, Javelin, Mount: Fay Horse
Dwarven Smith	Gold 195, Res 2, Rec 4 (can only be recruited in the capital)
	HP 9, Prot 4, MR 17, Mor 12, Str 13, Att 10, Def 10, Prec 10, Enc 3, CS 7, MM 12, MS, Master Smith 1, DV 50, Ldr 10, UndLdr 50, MagLdr 20, Mag: E2?1, Wpn: Hammer
Vanadrott	Gold 595, Res 19, Rec 4 (can only be recruited in the capital)
	HP 15, Prot 12, MR 18, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 4, CS 13, MM 16, Glamour, Sacr, Stealth 65, Army Sail, Ship Size 5, Rider 5, Ldr 150, UndLdr 10, MagLdr 60, Mag: A2G2B1H2?1, Wpn: Light Lance, Javelin, Mount: Fay Horse

Vanheim, recruitable units

Huskarl	Gold 10, Res 12, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Axe, Javelin
Huskarl	Gold 10, Res 12, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Wpn: Spear, Javelin
Hirdman	Gold 12, Res 20, Rec 14
	HP 10, Prot 16, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 9, MM 12, Wpn: Spear
Hirdman	Gold 12, Res 22, Rec 14
	HP 10, Prot 16, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Wpn: Broad Sword
Einhere	Gold 25, Res 21, Rec 31
	HP 12, Prot 16, MR 10, Mor 13, Str 12, Att 11, Def 9, Prec 10, Enc 6, CS 11, MM 12, Ambidex 1, Berserker +5, Wpn: Broad Sword, Axe
Skinshifter	Gold 25, Res 7, Rec 31
	HP 13, Prot 6, MR 10, Mor 12, Str 12, Att 10, Def 11, Prec 10, Enc 3, CS 12, MM 16, FS, Regen 10%, Wpn: Great Sword
Fay Boar	Gold 100, Res 1, Rec 29 (can only be recruited in the capital)
	HP 18, Prot 4, MR 14, Mor 18, Str 12, Att 10, Def 9, Prec 5, Enc 2, CS 14, MM 22, FS, Trample, Supply 100, Wpn: Gore
Valkyrie	Gold 45, Res 15, Rec 29 (can only be recruited in the capital)
	HP 12, Prot 13, MR 14, Mor 12, Str 11, Att 13, Def 16, Prec 13, Enc 5, CS 11, MM 20, Fly, Glamour, Sacr, Stealth 65, SpSi, Wpn: Light Lance
Van	Gold 60, Res 16, Rec 21 (can only be recruited in the capital)
	HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 19, Prec 12, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, Rider 3, Wpn: Light Lance, Javelin, Mount: Fay Horse

Vanheim, mount stats

Fay Horse	HP 22, Prot 4, MR 12, Mor 11, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Sacr, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof
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Vanarus, Land of the Chuds



Rus is a land of harsh winters and short summers. When the Vanir arrived the land was inhabited by humans and Chudes, an exalted race of great strength and beauty. The Chudes and the humans had intermingled and neither race dominated the other. The Vanir came as explorers and traders, but conflict over a sacred site led to war. The Vanir were victorious and founded the city of Novgård at the ancient site. The Chudes and the humans of Rus joined causes and tried to drive the Vanir out, but the humans were weak and easily tricked by the illusions and magic of the Vanir. Soon the Chudes found themselves at war with Vanir as well as their former human allies. Then arrived the Black Knights of Ulm. The former conflict between Vanir and Chudes ended as the three peoples of Rus rallied under Novgård to defend their land. When the Ulmic threat was averted, a kingdom had formed under the rulership of the Vanir. Humans comprise most of the Vanarusian population. A large portion are Chudes and a precious few are Vanir. Most of the Vanarusian armies are human infantry. The elites of the kingdom are mighty Chudes and Vanir. The peoples of Vanarus prefer a cold climate.

Race: Humans, Chudes and Vanir. All Vanarusian peoples have partial cold resistance and prefer Cold scale +2.

Military: Human medium infantry, Chud hirdmen and skinshifters, sacred Van infantry.

Magic: Air, some skills in all other paths except Astral, summonable beings of Rus.

Priests: Medium, but expensive and few. Can perform blood sacrifices.

Scales & Blesses: Cold limit +1

Buildings: Standard Forts

Vanarus, recruitable commanders

Scout	Gold 35, Res 5, Rec 1 HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 60, CR +5, Wpn: Dagger, Short Bow
Vanarusian Herse	Gold 55, Res 22, Rec 1 HP 12, Prot 15, MR 11, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, CR +5, Ldr 75, Wpn: Broad Sword, Javelin
Vanarusian Jarl	Gold 125, Res 13, Rec 1 HP 12, Prot 10, MR 11, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 14, Sacr, CR +5, Ldr 100, Wpn: Broad Sword
Vanarusian Gode	Gold 65, Res 3, Rec 1 HP 12, Prot 4, MR 11, Mor 11, Str 11, Att 11, Def 10, Prec 10, Enc 3, CS 12, MM 16, Sacr, CR +5, Ldr 10, Mag: H1, Wpn: Axe
Chud Jarl	Gold 170, Res 13, Rec 1 HP 19, Prot 12, MR 14, Mor 14, Str 14, Att 12, Def 12, Prec 10, Enc 4, CS 13, MM 14, Sacr, CR +5, Ldr 100, Mag: H1, Wpn: Broad Sword
Vanarusian Sage	Gold 190, Res 2, Rec 2 HP 10, Prot 2, MR 15, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, Research +4, CR +5, Ldr 20, UndLdr 50, MagLdr 20, Mag: A1?2, Wpn: Dagger
Vanabog	Gold 520, Res 20, Rec 4 (can only be recruited in the capital) HP 15, Prot 15, MR 18, Mor 14, Str 13, Att 14, Def 20, Prec 14, Enc 5, CS 13, MM 12, Glamour, Sacr, Stealth 65, Rider 4, Ldr 150, UndLdr 60, MagLdr 50, Mag: A2D1G1B1H2?1, Wpn: Light Lance, Javelin, Mount: Fay Horse
Vyedma	Gold 190, Res 2, Rec 2 (can be recruited in all forests) HP 10, Prot 2, MR 15, Mor 11, Str 10, Att 8, Def 11, Prec 11, Enc 4, CS 12, MM 16, FS, Stealth 40, Research -2, CR +5, Ldr 20, MagLdr 40, Mag: W1E1N1?1, Wpn: Quarterstaff
Vyedun	Gold 215, Res 2, Rec 2 (can be recruited in all forests) HP 11, Prot 2, MR 15, Mor 12, Str 10, Att 9, Def 12, Prec 10, Enc 4, CS 12, MM 16, FS, Stealth 40, Research -2, CR +5, Ldr 20, MagLdr 50, Mag: F1A1E1N1?1, Wpn: Quarterstaff

Vanarus, recruitable units

Vanarusian Archer	Gold 10, Res 5, Rec 9
	HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, CR +5, Wpn: Dagger, Short Bow
Vanarusian Huskarl	Gold 10, Res 12, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, CR +5, Wpn: Spear, Javelin
Vanarusian Huskarl	Gold 10, Res 12, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, CR +5, Wpn: Axe, Javelin
Vanarusian Hirdman	Gold 12, Res 17, Rec 14
	HP 10, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 10, MM 14, CR +5, Wpn: Spear, Javelin
Vanarusian Hirdman	Gold 12, Res 17, Rec 14
	HP 10, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 5, CS 10, MM 14, CR +5, Wpn: Axe, Javelin
Vanarusian Hirdman	Gold 12, Res 19, Rec 14
	HP 10, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 10, Enc 5, CS 10, MM 14, CR +5, Wpn: Broad Sword, Javelin
Vanarusian Berserker	Gold 15, Res 17, Rec 21
	HP 12, Prot 13, MR 10, Mor 12, Str 12, Att 11, Def 9, Prec 10, Enc 5, CS 11, MM 14, Ambidex 1, CR +5, Berserker +2, Wpn: Broad Sword, Axe
Chud Hirdman	Gold 35, Res 21, Rec 28
	HP 17, Prot 17, MR 12, Mor 13, Str 13, Att 12, Def 10, Prec 10, Enc 6, CS 12, MM 12, Ambidex 2, CR +5, Berserker +2, Wpn: Broad Sword, Axe
Chud Skinshifter	Gold 40, Res 5, Rec 33 (can only be recruited in the capital)
	HP 18, Prot 8, MR 13, Mor 13, Str 14, Att 11, Def 10, Prec 10, Enc 3, CS 13, MM 16, FS, MS, Recup, CR +5, Berserker +1, Wpn: Battleaxe
Oath-Bound	Gold 35, Res 22, Rec 25 (can only be recruited in the capital)
	HP 14, Prot 16, MR 14, Mor 13, Str 12, Att 13, Def 16, Prec 12, Enc 6, CS 10, MM 12, Glamour, Sacr, Stealth 65, CR +5, Wpn: Broad Sword

Vanarus, mount stats

Fay Horse	HP 22, Prot 4, MR 12, Mor 11, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Sacr, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof
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Jotunheim, Iron Woods



Jotunheim is a land of bitter winters and cool summers. It is the home of the Jotuns, a race of giants descendant from the Rimtursar, frost giants of godlike powers sprung from glacial ice at the dawn of time. These primordial giants were hunted and slain by a God of Thunder. Thunder and lightning still recognize their old quarry and the Jotuns greatly fear the wielders of lightning bolts. Jotuns are stronger and tougher than other giant races and they are almost impervious to the cold of winter. Jotunheim has no king and is ruled by several Jarls who rarely join forces. In the heart of Jotunheim lies an ancient Forest of Iron and Ice. Here live the Jarnvidjur, Gygjas from an earlier era, endowed with unequalled sorcerous powers. They are served by the Vaettir, who are small, wicked goblins of the Jotun woodlands. The Vaettir rarely venture outside the woodlands, but do join the armies of Jotunheim when the Gygjas bid them to. The people of Jotunheim prefer to live in very cold provinces.

Race: Cold resistant, prefers Cold scale +2
 Military: Giant infantry, Vaettir, and Wolf Riders
 Magic: Water, Blood, Death, Glamour, Astral and Nature
 Priests: Average
 Scales & Blesses: Cold limit +1
 Buildings: Giant Forts, forts reduce cold scale deaths by 1 step

Jotunheim, recruitable commanders

Jotun Scout	Gold 60, Res 7, Rec 1 HP 36, Prot 12, MR 13, Mor 13, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, MS, Stealth 40, SR -5, CR +15, Wpn: Spear, Javelin
Chief	Gold 65, Res 6, Rec 1 (can also be recruited in all forests) HP 10, Prot 9, MR 12, Mor 10, Str 9, Att 10, Def 16, Prec 10, Enc 4, CS 10, MM 12, FS, Stealth 40, CR +5, Pillage +2, Ldr 50, Wpn: Short Sword, Mount: Wolf
Jotun Herse	Gold 105, Res 41, Rec 1 HP 36, Prot 18, MR 12, Mor 13, Str 21, Att 12, Def 13, Prec 10, Enc 6, CS 13, MM 14, Sacr, SR -5, CR +15, Ldr 75, Wpn: Broad Sword
Jotun Gode	Gold 150, Res 19, Rec 2 HP 36, Prot 13, MR 14, Mor 13, Str 22, Att 11, Def 14, Prec 10, Enc 5, CS 14, MM 16, FS, Sacr, SR -5, CR +15, Ldr 50, Mag: H2, Wpn: Broad Sword
Jotun Jarl	Gold 180, Res 41, Rec 1 HP 40, Prot 18, MR 13, Mor 14, Str 23, Att 13, Def 14, Prec 10, Enc 6, CS 13, MM 14, Sacr, SR -5, CR +15, Ldr 100, Mag: H1, Wpn: Broad Sword
Vaetti Hag	Gold 60, Res 3, Rec 2 (can also be recruited in all forests) HP 7, Prot 7, MR 14, Mor 9, Str 8, Att 8, Def 7, Prec 10, Enc 4, CS 9, MM 12, FS, Stealth 40, Research -2, CR +5, Ldr 10, MagLdr 10, Mag: ?1, Wpn: Slap
Gygja	Gold 230, Res 3, Rec 2 HP 30, Prot 9, MR 16, Mor 11, Str 17, Att 8, Def 10, Prec 10, Enc 4, CS 13, MM 18, FS, SR -5, CR +15, Fortune Teller 5, Ldr 50, UndLdr 110, MagLdr 20, Mag: D1G1B1?1, Wpn: Quarterstaff
Jotun Skratti	Gold 360, Res 3, Rec 4 HP 37, Prot 10, MR 17, Mor 12, Str 22, Att 11, Def 12, Prec 10, Enc 5, CS 15, MM 16, FS, SR -5, CR +15, Ldr 10, UndLdr 20, MagLdr 50, Mag: W2B2?1, Wpn: Quarterstaff
Thrymsgode	Gold 340, Res 33, Rec 4 (can only be recruited in the capital) HP 44, Prot 16, MR 15, Mor 15, Str 24, Att 13, Def 11, Prec 12, Enc 5, CS 12, MM 14, Sacr, Cold pow 1, SR -5, CR +25, Ice Prot 1, Chill 5, Ldr 100, MagLdr 20, Mag: W1H2?1, Wpn: Battleaxe
Jarnvidja	Gold 500, Res 3, Rec 4 (can only be recruited in the capital) HP 42, Prot 10, MR 18, Mor 14, Str 21, Att 8, Def 6, Prec 10, Enc 5, CS 13, MM 16, FS, SR -5, CR +15, Adept Cross Breeder +6, Fortune Teller 10, Ldr 50, UndLdr 60, MagLdr 60, Mag: D1G1B1?3, Wpn: Claw, Slap

Jotunheim, recruitable units	
Vaetti Archer	Gold 6, Res 4, Rec 8 HP 8, Prot 8, MR 12, Mor 7, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 12, FS, Stealth 40, CR +5, Wpn: Dagger, Short Bow
Vaetti	Gold 7, Res 5, Rec 9 HP 8, Prot 8, MR 12, Mor 9, Str 9, Att 10, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Stealth 40, CR +5, Wpn: Spear
Wolf Rider	Gold 15, Res 5, Rec 9 HP 8, Prot 8, MR 12, Mor 9, Str 9, Att 10, Def 15, Prec 10, Enc 4, CS 10, MM 12, FS, Stealth 40, CR +5, Pillage +1, Rider 1, Wpn: Spear, Mount: Wolf
Jotun Bondi	Gold 20, Res 15, Rec 11 HP 31, Prot 13, MR 12, Mor 11, Str 19, Att 9, Def 10, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe
Jotun Javelinist	Gold 30, Res 17, Rec 17 HP 33, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe, Javelin
Jotun Spearman	Gold 30, Res 39, Rec 17 HP 33, Prot 19, MR 12, Mor 12, Str 21, Att 10, Def 11, Prec 10, Enc 6, CS 12, MM 14, SR -5, CR +15, Wpn: Spear
Jotun Axeman	Gold 30, Res 39, Rec 17 HP 33, Prot 19, MR 12, Mor 12, Str 21, Att 10, Def 10, Prec 10, Enc 6, CS 12, MM 14, SR -5, CR +15, Wpn: Axe
Jotun Hurler	Gold 30, Res 11, Rec 17 HP 33, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 6, Prec 10, Enc 4, CS 13, MM 16, SR -5, CR +15, Siege Strength +5, Wpn: Hand Axe, Boulder
Moose Rider	Gold 30, Res 4, Rec 8 HP 8, Prot 8, MR 12, Mor 7, Str 9, Att 10, Def 12, Prec 10, Enc 4, CS 10, MM 12, FS, Stealth 40, CR +5, Wpn: Dagger, Short Bow, Mount: Moose
Jotun Huskarl	Gold 35, Res 21, Rec 20 HP 35, Prot 15, MR 12, Mor 13, Str 20, Att 11, Def 12, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe
Godihuskarl	Gold 40, Res 31, Rec 24 HP 36, Prot 16, MR 12, Mor 13, Str 21, Att 11, Def 13, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Spear, Javelin
Jotun Hirdman	Gold 50, Res 41, Rec 31 HP 38, Prot 18, MR 12, Mor 13, Str 22, Att 12, Def 14, Prec 10, Enc 6, CS 12, MM 14, SR -5, CR +15, Wpn: Broad Sword
Ulfhedin	Gold 70, Res 5, Rec 38 (can only be recruited in the capital) HP 40, Prot 12, MR 14, Mor 15, Str 23, Att 12, Def 10, Prec 10, Enc 4, CS 13, MM 18, FS, Regen 10%, SR -5, CR +15, Wpn: Spear
Thrymshirding	Gold 100, Res 43, Rec 40 (can only be recruited in the capital) HP 41, Prot 20, MR 13, Mor 14, Str 23, Att 12, Def 14, Prec 11, Enc 6, CS 11, MM 14, Sacr, SR -5, CR +25, Ice Prot 1, Chill 3, Wpn: Broad Sword

Jotunheim, mount stats	
Wolf	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealth 40, Wpn: Bite
Moose	HP 38, Prot 6, MR 5, Mor 9, Str 16, Att 9, Def 9, Prec 5, Enc 3, CS 24, MM 22, FS, Stealth 40, CR +5, Wpn: Kick, Antlers

Nidavangr, Bear, Wolf and Crow



Nidavangr is a land of windswept moors and frozen mountains. This cold and inhospitable land once belonged to the Jotuns or perhaps the Vanir, but it was conquered and settled by strong and fierce men in ages past. Ever since they have fought bitter wars with the former inhabitants of the land. Centuries of war have tempered the will and the ways of the Nidings of Nidavangr. Men as well as women are taught to fight at an early age and failure to survive combat or the harsh climate is more prevalent than dying from disease or old age. To most Nidings, death in a bed is a failure of life as a whole. Nidavangr is composed of three clans, named after their totemic animals, the Bear, the Wolf and the Crow. The warriors of the clans adopt the battle tactics of their totem. The clans are ruled by Jarls, but it is the Seithberenders, the clan shamans, who are the true masters of Nidavangr and the ones who perform the Nidalögning, Nidbath, on the sacred warriors of the Jarldom. The Nidbathed are ghastly warriors who are not even stopped by death. Should a Nidbathed be killed he rises again, and continues to fight, for he has several lives. Out of necessity, the perpetual conflict with the Vanir has made the Nidings search for ways to avoid the effects of glamour in their lands. And so the Awakening God taught the clan shamans the art of seith and how to scry their lands for that which cannot be seen.

Race: Humans of barbarian descent, partial cold resistance, prefers Cold scale +2.

Military: Some stealthy raiding infantry, berserking infantry, semi-immortal sacreds.

Magic: Death, Astral, Air, Nature, Water and some Earth and Blood.

Priests: Weak, can perform blood sacrifices.

Dominion: Scry (accurate and automatic military reports inside dominion)

Scales & Blesses: Turmoil limit +1, Cold limit +1

Buildings: Standard Forts, temples cost 300

Nidavangr, recruitable commanders

Crow Clan Scout	Gold 35, Res 6, Rec 1 (can be recruited outside forts as well) HP 13, Prot 8, MR 8, Mor 11, Str 12, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 18, FS, MS, Stealth 40, CR +5, Wpn: Dagger, Short Bow
Bear Clan Cub-Mother	Gold 35, Res 16, Rec 1 (can be recruited outside forts as well) HP 15, Prot 14, MR 10, Mor 14, Str 13, Att 12, Def 10, Prec 10, Enc 5, CS 11, MM 14, FS, MS, CR +5, Berserker +3, Ldr 50, Wpn: Battleaxe
Nidherse	Gold 60, Res 22, Rec 1 (can be recruited outside forts as well) HP 14, Prot 15, MR 10, Mor 13, Str 12, Att 12, Def 14, Prec 10, Enc 6, CS 9, MM 14, FS, MS, Stealth 40, CR +5, Pillage +5, Ldr 75, Wpn: Broad Sword, Javelin
Nidajarl	Gold 95, Res 13, Rec 1 HP 15, Prot 12, MR 10, Mor 14, Str 12, Att 13, Def 13, Prec 10, Enc 4, CS 11, MM 16, FS, MS, CR +5, Ldr 100, Wpn: Broad Sword
Seithberender Apprentice	Gold 75, Res 2, Rec 2 (can be recruited outside forts as well) HP 10, Prot 6, MR 12, Mor 10, Str 10, Att 11, Def 9, Prec 10, Enc 4, CS 11, MM 18, FS, MS, Sacr, Research -2, CR +5, Ldr 10, MagLdr 10, Mag: ?1, Wpn: Dagger
Bear Clan Seithberender	Gold 245, Res 3, Rec 2 (can be recruited outside forts as well) HP 12, Prot 6, MR 14, Mor 12, Str 11, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 18, FS, MS, Sacr, CR +5, Ldr 10, MagLdr 30, Mag: E1N2H1, Wpn: Axe
Wolf Clan Seithberender	Gold 245, Res 5, Rec 2 (can be recruited outside forts as well) HP 10, Prot 6, MR 14, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 4, CS 11, MM 18, FS, MS, Sacr, CR +5, Ldr 10, MagLdr 30, Mag: W2N1H1, Wpn: Broad Sword
Nidhere	Gold 170, Res 12, Rec 2 (can only be recruited in the capital) HP 16, Prot 8, MR 14, Mor 18, Str 14, Att 14, Def 13, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Sacr, CR +5, Inspirational +1, Ldr 50, Mag: H1, Wpn: Great Sword
Crow Clan Seithberender	Gold 490, Res 2, Rec 4 (can only be recruited in the capital) HP 10, Prot 6, MR 17, Mor 10, Str 10, Att 11, Def 8, Prec 10, Enc 8, CS 9, MM 12, FS, MS, Sacr, CR +5, Ldr 10, UndLdr 160, MagLdr 60, Mag: A1S2D2H1?2, Wpn: Quarterstaff

Nidavangr, recruitable units	
Cub-Warrior	Gold 9, Res 3, Rec 2 (can be recruited outside forts as well) HP 11, Prot 5, MR 10, Mor 14, Str 11, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 18, FS, MS, CR +5, Wpn: Axe
Crow Clan Archer	Gold 10, Res 8, Rec 9 (can be recruited outside forts as well) HP 11, Prot 7, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 11, Enc 3, CS 12, MM 16, FS, MS, Stealth 40, CR +5, Wpn: Short Sword, Short Bow
Wolf Clan Reaver	Gold 11, Res 14, Rec 12 (can be recruited outside forts as well) HP 12, Prot 9, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 10, Enc 5, CS 10, MM 16, FS, MS, Stealth 40, CR +5, Pillage +1, Wpn: Broad Sword, Javelin
Bear Clan Warrior	Gold 12, Res 16, Rec 7 (can be recruited outside forts as well) HP 14, Prot 14, MR 10, Mor 13, Str 13, Att 11, Def 9, Prec 10, Enc 5, CS 11, MM 14, FS, MS, CR +5, Berserker +3, Wpn: Battleaxe
Nidylva	Gold 14, Res 12, Rec 18 HP 12, Prot 9, MR 10, Mor 13, Str 11, Att 12, Def 14, Prec 10, Enc 5, CS 12, MM 16, FS, MS, Ambidex 1, CR +5, Pillage +1, Wpn: Short Sword, Short Sword
Nidbathed	Gold 45, Res 12, Rec 46 (can only be recruited in the capital) HP 15, Prot 8, MR 13, Mor 18, Str 13, Att 13, Def 13, Prec 10, Enc 4, CS 12, MM 16, FS, MS, Sacr, CR +5, Wpn: Great Sword

Ys, Morgen Queens



Ker-Ys was a Tuatha city of unrivaled splendor. Its walls of crystal and bronze rose above the shores of Kernou, a former Marvern province conquered by the Tuatha of Tir na n'Og. Through trade and sorcery it became a city of marvels inhabited by Tuatha, humans and Merrow, a race of mermen that lived in the seas near Tir na n'Og and Kernou. With the fall of Tir na n'Og, Dahut, a mighty Tuatha sorceress and queen of the city, hid Ker-Ys beneath the waves, creating a refuge for the sorceresses of Tir na n'Og. The city became inhabited by Tuatha and their Merrow allies. Living in the enchanted city underneath the waves transformed the Tuatha and they have turned into Morgen, a superior race of semi-divine beings, who are to the Merrow what the Tuatha were to men. Ys is an underwater queendom ruled by Morgen. Humans of Kernou ancestry comprise most of the coastal population.

Race: Humans on land and Merrow under water ruled by the Morgen.

Military: Merrow and human infantry and cavalry. Sacred Morgen elite units. All but the humans are amphibious.

Magic: Glamour, Water, Earth, some Astral, Nature and Fire.

Priests: Average

Scales & Blesses: Luck limit +1, Magic limit +1

Buildings: Standard Forts

Ys, recruitable commanders

Ysian Scout	Gold 35, Res 1, Rec 1 HP 14, Prot 2, MR 11, Mor 10, Str 12, Att 9, Def 9, Prec 8, Enc 3, CS 11, MM 16, Amph, Stealth 50, DV 50, Wpn: Bronze Dagger
Ysian Commander	Gold 60, Res 23, Rec 1 HP 16, Prot 17, MR 11, Mor 13, Str 13, Att 11, Def 12, Prec 8, Enc 9, CS 5, MM 12, Amph, DV 50, Ldr 75, Wpn: Bronze Spear
Knight Commander of Ys	Gold 125, Res 23, Rec 1 HP 18, Prot 17, MR 11, Mor 13, Str 14, Att 11, Def 15, Prec 9, Enc 6, CS 12, MM 12, Amph, DV 50, Rider 2, Ldr 100, Wpn: Bronze Lance, Mount: Kelpie
Ysian Druid	Gold 230, Res 1, Rec 2 HP 13, Prot 2, MR 14, Mor 9, Str 11, Att 8, Def 8, Prec 8, Enc 3, CS 11, MM 16, Sacr, Amph, DV 50, Ldr 10, MagLdr 30, Mag: W1E1H1?1, Wpn: Bronze Dagger
Morgen Champion	Gold 330, Res 53, Rec 2 (can only be recruited in the capital) HP 16, Prot 16, MR 16, Mor 14, Str 13, Att 15, Def 20, Prec 12, Enc 5, CS 13, MM 12, Glamour, Sacr, Amph, DV 50, Spell Singer, Rider 4, Ldr 100, MagLdr 20, Mag: W1G1H1, Wpn: Golden Lance, Mount: Armored Morvarc'h
Morgen Princess	Gold 440, Res 51, Rec 4 (can only be recruited in the capital) HP 16, Prot 13, MR 17, Mor 14, Str 13, Att 15, Def 20, Prec 12, Enc 5, CS 13, MM 12, Glamour, Sacr, Amph, DV 50, Spell Singer, Rider 4, Ldr 150, MagLdr 30, Mag: W1G2H2, Wpn: Golden Lance, Mount: Armored Morvarc'h
Morgen Sorceress	Gold 585, Res 1, Rec 4 (can only be recruited in the capital) HP 13, Prot 0, MR 18, Mor 13, Str 12, Att 14, Def 17, Prec 13, Enc 3, CS 12, MM 16, Glamour, Sacr, Amph, Stealth 65, DV 50, Spell Singer, Ldr 50, MagLdr 70, Mag: W2E1G3H2?1, Wpn: Quarterstaff
Swanherd	Gold 50, Res 1, Rec 1 (can only be recruited in coastal forts) HP 10, Prot 0, MR 11, Mor 9, Str 10, Att 8, Def 11, Prec 10, Enc 3, CS 12, MM 16, Sacr, Animal Awe +1, Inspirational -1, Ldr 50, Wpn: Quarterstaff, Sling
Kernou Chieftain	Gold 70, Res 17, Rec 1 (can only be recruited in coastal forts) HP 13, Prot 13, MR 10, Mor 12, Str 12, Att 12, Def 15, Prec 10, Enc 5, CS 10, MM 14, Inspirational +1, Ldr 75, Wpn: Broad Sword
Kernou Druid	Gold 230, Res 1, Rec 2 (can only be recruited in coastal forts) HP 10, Prot 0, MR 13, Mor 12, Str 9, Att 9, Def 12, Prec 11, Enc 3, CS 12, MM 16, Sacr, Ldr 10, MagLdr 40, Mag: E1S1H1?1, Wpn: Quarterstaff

Ys, recruitable units	
Ysian Militia	Gold 8, Res 2, Rec 3 HP 14, Prot 2, MR 11, Mor 8, Str 12, Att 8, Def 8, Prec 8, Enc 3, CS 10, MM 16, Amph, DV 50, Wpn: Bronze Spear
Ysian Spearman	Gold 12, Res 3, Rec 9 HP 14, Prot 2, MR 11, Mor 10, Str 12, Att 9, Def 12, Prec 8, Enc 4, CS 10, MM 16, Amph, DV 50, Wpn: Bronze Spear
Ysian Infantry	Gold 12, Res 19, Rec 9 HP 14, Prot 14, MR 11, Mor 10, Str 12, Att 9, Def 11, Prec 8, Enc 7, CS 7, MM 14, Amph, DV 50, Wpn: Bronze Spear
Ysian Man at Arms	Gold 15, Res 23, Rec 15 HP 15, Prot 17, MR 11, Mor 11, Str 13, Att 10, Def 11, Prec 8, Enc 9, CS 5, MM 12, Amph, DV 50, Wpn: Bronze Spear
Knight of Ys	Gold 35, Res 23, Rec 18 HP 16, Prot 17, MR 11, Mor 13, Str 13, Att 10, Def 14, Prec 8, Enc 6, CS 12, MM 12, Amph, DV 50, Rider 2, Wpn: Bronze Lance, Mount: Kelpie
Morvarc'h Knight	Gold 115, Res 34, Rec 26 (can only be recruited in the capital) HP 14, Prot 16, MR 14, Mor 14, Str 12, Att 14, Def 19, Prec 12, Enc 6, CS 13, MM 12, Glamour, Sacr, Amph, DV 50, Rider 3, Wpn: Golden Lance, Mount: Armored Morvarc'h
Kernou Warrior	Gold 9, Res 18, Rec 7 (can only be recruited in coastal forts) HP 10, Prot 13, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 10, MM 14, Wpn: Broad Sword, Javelin
Kernou Noble Warrior	Gold 12, Res 21, Rec 14 (can only be recruited in coastal forts) HP 12, Prot 15, MR 10, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Wpn: Broad Sword
Kernou Cavalry	Gold 30, Res 19, Rec 9 (can only be recruited in coastal forts) HP 12, Prot 15, MR 10, Mor 11, Str 11, Att 11, Def 15, Prec 10, Enc 5, CS 12, MM 12, Rider 1, Wpn: Light Lance, Mount: War Horse
Ys, mount stats	
War Horse	HP 20, Prot 7, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 24, MM 22, Wpn: Hoof
Kelpie	HP 22, Prot 5, MR 11, Mor 10, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 30, MM 22, Amph, DV 50, Smart 75, Wpn: Tail Flipper
Armored Morvarc'h	HP 25, Prot 19, MR 14, Mor 13, Str 15, Att 13, Def 11, Prec 5, Enc 5, CS 27, MM 22, Glamour, Sacr, Amph, FR +15, DV 50, Army Sail 5 size pnts, Smart 100, Wpn: Tail Flipper

Pelagia, Triton Kings



Pelagia was the first kingdom to form in the deeps. It is a nation of Tritons, humanoid beings with fin-like legs. Ruled by powerful Triton priest-kings, it dominated much of the seas. After the devastating event that shattered the ocean depths, Pelagia quickly recovered. R'lyeh was destroyed and reformed under a strange race and Atlantis lost much of its former power when their basalt cities toppled and their kings were buried under broken pillars. Pelagia on the other hand was never dependent on the deeper seas and the Fallen Star did not touch their home. The Triton kingdom survived and evolved. The Triton Kings of earlier times lost much of their priestly authority. Respected, but not worshiped like divine beings, they turned themselves from their lesser kin. Now they rule in name only, looking inwards and trying to master the secrets of the seas. The tribal divisions of the kingdom have lessened over time and the Shark Tribe and the Turtle Tribe are now part of the greater Pelagian culture. The mermen and their coastal traders have found other partners since the destruction of Berytos, but they are still an important part of the Pelagian economy, and they have brought bronze to the deeps. Now Pelagian soldiers have abandoned the crude armor of earlier times and fight in armor of gleaming bronze. The earlier contact with Berytos and Therodos has kindled an interest in Telkhine secrets and lore. With the final rest of Therodos the secrets of the Telkhines have become available to the Pelagian sages.

Race: Underwater

Military: Aquatic Tritons and amphibious mermen. Light infantry, heavy infantry, sacred, aquatic knights

Magic: Water, some Astral, Nature, Air and Earth. Mages weaker on dry land. Mages can convert water gems into astral pearls

Priests: Medium, weak on dry land

Scales & Blesses: Order limit +1, Productivity limit +1

Buildings: Standard Forts

Pelagia, recruitable commanders

Merman Scout	Gold 35, Res 4, Rec 1 HP 12, Prot 1, MR 12, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Stealth 50, Wpn: Net, Pearl Spear
Wave Lord	Gold 55, Res 21, Rec 1 HP 12, Prot 14, MR 12, Mor 13, Str 11, Att 11, Def 10, Prec 10, Enc 6, CS 19, MM 16, Amph, Ldr 75, Wpn: Pearl Trident
Pelagian Captain	Gold 55, Res 26, Rec 1 HP 16, Prot 17, MR 12, Mor 11, Str 12, Att 12, Def 12, Prec 10, Enc 9, CS 14, MM 14, Aqua, Ldr 75, Wpn: Pearl Trident
Amber Clan Noble	Gold 110, Res 36, Rec 1 HP 17, Prot 17, MR 12, Mor 13, Str 13, Att 12, Def 13, Prec 10, Enc 7, CS 18, MM 14, Aqua, Ldr 100, Wpn: Pearl Trident
Merman Priest	Gold 65, Res 1, Rec 1 (can also be recruited in coastal forts) HP 10, Prot 1, MR 14, Mor 8, Str 10, Att 8, Def 7, Prec 9, Enc 3, CS 20, MM 18, Sacr, Amph, Ldr 10, Mag: H1, Wpn: Fist
Amber Clan Priest	Gold 90, Res 2, Rec 1 HP 15, Prot 1, MR 14, Mor 12, Str 12, Att 11, Def 10, Prec 10, Enc 3, CS 22, MM 18, Sacr, Aqua, Ldr 50, Mag: H1, Wpn: Mace
Pearl Clan Priest	Gold 115, Res 2, Rec 2 HP 12, Prot 1, MR 14, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 18, Sacr, Aqua, Ldr 50, Mag: H2, Wpn: Coral Club
Pelagian Mermage	Gold 135, Res 1, Rec 2 HP 10, Prot 1, MR 15, Mor 11, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 10, Amph, Ldr 10, MagLdr 20, Mag: W1?1, Wpn: Quarterstaff
Pelagian Mystic	Gold 180, Res 3, Rec 4 HP 10, Prot 1, MR 15, Mor 11, Str 10, Att 8, Def 7, Prec 9, Enc 4, CS 21, MM 16, Amph, Research +2, Ldr 10, MagLdr 50, Mag: A1W1E1?1, Wpn: Instrument
Pearl Mage	Gold 245, Res 1, Rec 2 HP 12, Prot 1, MR 16, Mor 9, Str 12, Att 9, Def 11, Prec 10, Enc 3, CS 20, MM 18, Aqua, Ldr 10, MagLdr 50, Mag: W2S1?1, Wpn: Quarterstaff

Amber Clan Mage	Gold 255, Res 1, Rec 2 HP 14, Prot 1, MR 16, Mor 10, Str 12, Att 11, Def 11, Prec 11, Enc 5, CS 20, MM 14, Aqua, Ldr 60, MagLdr 40, Mag: F1W2?1, Wpn: Quarterstaff
Triton Prince	Gold 260, Res 30, Rec 2 (can only be recruited in the capital) HP 17, Prot 17, MR 14, Mor 16, Str 13, Att 13, Def 18, Prec 10, Enc 6, CS 20, MM 14, Sacr, Recup, Aqua, Rider 3, Ldr 150, Wpn: Bronze Lance, Mount: Armored Sacred Hippocampus
Conqueror of the Closed Realm	Gold 185, Res 32, Rec 2 (can only be recruited in the capital) HP 14, Prot 19, MR 12, Mor 14, Str 12, Att 13, Def 13, Prec 10, Enc 8, CS 17, MM 14, Sacr, Amph, Ldr 100, MagLdr 10, Mag: H1?1, Wpn: Pearl Blade
Triton King	Gold 545, Res 7, Rec 4 (can only be recruited in the capital) HP 45, Prot 4, MR 17, Mor 14, Str 15, Att 13, Def 12, Prec 10, Enc 4, CS 24, MM 16, Sacr, Aqua, Dominion Summoner 0+ Hippocampus, Ldr 100, MagLdr 60, Mag: W4?2, Wpn: Bronze Trident
Merman Commander	Gold 55, Res 30, Rec 1 (can only be recruited in coastal forts) HP 12, Prot 18, MR 12, Mor 12, Str 11, Att 11, Def 12, Prec 10, Enc 9, CS 16, MM 14, Amph, Ldr 75, Wpn: Bronze Sword
Daduchos	Gold 95, Res 2, Rec 4 (can only be recruited in coastal forts) HP 10, Prot 1, MR 14, Mor 8, Str 10, Att 8, Def 8, Prec 9, Enc 3, CS 22, MM 18, Amph, Research +2, Ldr 20, MagLdr 20, Mag: F1?1, Wpn: Extinguished Torch
Pelagia, recruitable units	
Pelagian Militia	Gold 8, Res 2, Rec 5 HP 12, Prot 1, MR 12, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 14, Aqua, Wpn: Coral Spear
Merman	Gold 10, Res 3, Rec 9 HP 10, Prot 1, MR 12, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Coral Spear
Pelagian Soldier	Gold 10, Res 21, Rec 9 HP 15, Prot 14, MR 12, Mor 11, Str 12, Att 11, Def 12, Prec 10, Enc 7, CS 16, MM 16, Aqua, Wpn: Short Bronze Trident
Wave Warrior	Gold 13, Res 20, Rec 16 HP 10, Prot 14, MR 12, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 6, CS 19, MM 16, Amph, Wpn: Bronze Trident
Coral Clan Hoplite	Gold 13, Res 27, Rec 16 HP 16, Prot 18, MR 12, Mor 12, Str 12, Att 12, Def 10, Prec 10, Enc 9, CS 14, MM 14, Aqua, Wpn: Coral Long Spear
Amber Clan Guard	Gold 14, Res 35, Rec 18 HP 16, Prot 17, MR 12, Mor 13, Str 13, Att 12, Def 12, Prec 10, Enc 7, CS 18, MM 14, Aqua, Wpn: Short Bronze Trident
Champion of the Closed Realm	Gold 23, Res 30, Rec 27 (can only be recruited in the capital) HP 13, Prot 19, MR 12, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 8, CS 17, MM 14, Sacr, Amph, Wpn: Short Sword
Knight of the Deeps	Gold 70, Res 23, Rec 33 (can only be recruited in the capital) HP 16, Prot 17, MR 14, Mor 14, Str 13, Att 12, Def 17, Prec 10, Enc 6, CS 20, MM 14, Sacr, Recup, Aqua, Rider 2, Wpn: Bronze Lance, Mount: Armored Sacred Hippocampus
Merman Hoplite	Gold 13, Res 29, Rec 16 (can only be recruited in coastal forts) HP 10, Prot 18, MR 12, Mor 11, Str 10, Att 10, Def 9, Prec 10, Enc 9, CS 16, MM 14, Amph, Wpn: Bronze Long Spear
Apostate of the Closed Realm	Gold 15, Res 21, Rec 21 (can only be recruited in coastal forts) HP 13, Prot 12, MR 12, Mor 13, Str 11, Att 12, Def 15, Prec 10, Enc 6, CS 19, MM 16, Amph, Wpn: Short Sword, Javelin
Pelagia, mount stats	
Armored Sacred Hippocampus	HP 25, Prot 19, MR 14, Mor 13, Str 15, Att 10, Def 8, Prec 5, Enc 5, CS 27, MM 22, Sacr, Recup, Aqua, Smart 100, Wpn: Alicorn, Tail Flipper

Oceania, Mermidons



Oceania is an underwater realm of half-men. Since the Atlantians emerged from the deeps, the half-men have lost more and more of their former domains. Ravenous Deep Ones have consumed fish and kelp alike. The kelp groves have been desecrated and murky water has spread in the kelp. Only with the Fall of the Star was the Atlantian onslaught halted. The Starspawn of the Sunken City enslaved the Atlantians and consumed their will. During the war between Atlantis and R'lyeh, a new God emerged from the depths and the Capricorns were able to muster their forces. Now it is time to reclaim the deeps and conquer the world. The Capricorns, wild mages of the sea and the shores lead the nation in the conquest of a sea once theirs. Sirens, mermaids with shapeshifting powers who lure men to watery graves with their beautiful songs, aid them in conquering the shores.

Race: Underwater
 Military: Amphibious half-men. Light infantry, medium infantry, sacred, aphroi ichtycentaurs
 Magic: Nature, Water, Glamour, some Air and Earth. Mages weaker on dry land
 Priests: Powerful, underwater only
 Dominion: +1 turmoil in coastal provinces, +1 order in other provinces
 Scales & Blesses: Turmoil limit +1, Growth limit +1
 Buildings: Primitive Forts, temples cost 300

Oceania, recruitable commanders

Ichtysatyr Scout	Gold 30, Res 5, Rec 1 HP 12, Prot 4, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealth 40, Wpn: Bronze Spear
Ichtysatyr Commander	Gold 60, Res 9, Rec 1 (can also be recruited in coastal forts) HP 12, Prot 12, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Stealth 40, Ldr 50, Wpn: Bronze Spear
Ichtycentaur Commander	Gold 125, Res 28, Rec 1 HP 20, Prot 18, MR 13, Mor 12, Str 13, Att 10, Def 15, Prec 12, Enc 8, CS 21, MM 16, Recup, Amph, Ldr 100, Wpn: Pearl Trident
Siren	Gold 265, Res 1, Rec 2 (can also be recruited in coastal forts) HP 10, Prot 1, MR 16, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 3, CS 22, MM 18, Recup, Amph, Stealth 65, Air Magic -1, Awe +3, MagLdr 40, Mag: A1W2G2, Wpn: Fist
Aphroi Hierophant	Gold 190, Res 1, Rec 2 HP 23, Prot 4, MR 15, Mor 13, Str 14, Att 11, Def 17, Prec 13, Enc 3, CS 26, MM 22, Sacr, Recup, Amph, Stealth 40, Inspirational +1, Ldr 50, MagLdr 10, Mag: H1?1, Wpn: Quarterstaff
Haliade	Gold 480, Res 1, Rec 2 HP 10, Prot 1, MR 16, Mor 9, Str 9, Att 10, Def 14, Prec 12, Enc 2, CS 20, MM 18, Sacr, Recup, Aqua, Awe +3, Ldr 100, MagLdr 50, Mag: W2N2H2?1, Wpn: Alicorn, Fist, Mount: Sacred Hippocampus
Capricorn	Gold 500, Res 6, Rec 4 (can also be recruited in coastal forts) HP 37, Prot 5, MR 17, Mor 16, Str 16, Att 11, Def 12, Prec 9, Enc 3, CS 15, MM 18, Recup, Amph, Stealth 40, Earth Magic -1, Animal Awe +3, Gift of Water Breathing 250 size points, Ldr 100, MagLdr 70, Mag: W2E1N4?1, Wpn: Bronze Trident
Aphroi Lord	Gold 205, Res 17, Rec 1 (can only be recruited in the capital) HP 26, Prot 15, MR 14, Mor 15, Str 15, Att 12, Def 16, Prec 12, Enc 8, CS 21, MM 16, Sacr, Recup, Amph, Inspirational +1, Poison Barbs 5 AN dmg, Ldr 100, Wpn: Bronze Lance

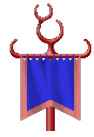
Oceania, recruitable units

Ichtysatyr	Gold 9, Res 2, Rec 6 HP 12, Prot 2, MR 13, Mor 8, Str 11, Att 10, Def 12, Prec 10, Enc 3, CS 24, MM 18, Recup, Amph, Stealth 40, Wpn: Bronze Spear
Ichtysatyr	Gold 9, Res 3, Rec 6 HP 12, Prot 2, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealth 40, Wpn: Bronze Spear
Ichtysatyr Soldier	Gold 10, Res 17, Rec 14 HP 12, Prot 12, MR 13, Mor 9, Str 11, Att 10, Def 14, Prec 10, Enc 7, CS 20, MM 16, Recup, Amph, Wpn: Bronze Spear
Ichtysatyr Soldier	Gold 10, Res 7, Rec 14 HP 12, Prot 9, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Wpn: Bronze Spear
Mermidon	Gold 15, Res 28, Rec 26 HP 14, Prot 18, MR 13, Mor 11, Str 12, Att 12, Def 14, Prec 10, Enc 9, CS 18, MM 14, Recup, Amph, Wpn: Short Bronze Trident
Ichtycentaur	Gold 30, Res 8, Rec 17 HP 20, Prot 12, MR 13, Mor 12, Str 13, Att 10, Def 16, Prec 12, Enc 4, CS 25, MM 22, Recup, Amph, Wpn: Bronze Lance
Ichtycentaur Cataphract	Gold 35, Res 27, Rec 22 HP 22, Prot 18, MR 13, Mor 14, Str 13, Att 11, Def 15, Prec 12, Enc 8, CS 21, MM 16, Recup, Amph, Wpn: Short Bronze Trident
Ichtytaur	Gold 40, Res 6, Rec 12 HP 30, Prot 9, MR 13, Mor 12, Str 17, Att 9, Def 8, Prec 9, Enc 4, CS 21, MM 16, Recup, Amph, Berserker +2, Wpn: Bronze Spear
Ichtytaur Warrior	Gold 50, Res 21, Rec 18 HP 30, Prot 13, MR 13, Mor 12, Str 17, Att 9, Def 8, Prec 9, Enc 6, CS 19, MM 16, Recup, Amph, Berserker +2, Wpn: Bronze Spear
Aphroi	Gold 55, Res 15, Rec 30 (can only be recruited in the capital) HP 24, Prot 12, MR 14, Mor 14, Str 14, Att 11, Def 16, Prec 12, Enc 8, CS 21, MM 16, Sacr, Recup, Amph, Poison Barbs 5 AN dmg, Wpn: Bronze Lance
Ichtysatyr	Gold 9, Res 3, Rec 6 (can only be recruited in coastal forts) HP 12, Prot 2, MR 13, Mor 9, Str 11, Att 10, Def 15, Prec 10, Enc 4, CS 23, MM 18, Recup, Amph, Stealth 40, Wpn: Bronze Spear
Ichtysatyr Warrior	Gold 10, Res 7, Rec 14 (can only be recruited in coastal forts) HP 12, Prot 9, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 5, CS 22, MM 16, Recup, Amph, Wpn: Bronze Spear

Oceania, mount stats

Sacred Hippocampus	HP 25, Prot 3, MR 14, Mor 13, Str 15, Att 10, Def 10, Prec 5, Enc 2, CS 30, MM 28, Sacr, Recup, Aqua, Smart 100, Wpn: Alicorn, Tail Flipper
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Atlantis, Kings of the Deep



When the Star fell into the sea, the Basalt City and the Dark Crystal were destroyed, the reign of the Basalt Queens was ended and the surviving Atlantians reformed the kingdom. Atlantis is an underwater nation of strange beings resembling a cross between fish, frog and human. Atlantians never stop growing and will live for several hundred years unless killed. The Atlantian society is organized in a strict hierarchy of size and age. The oldest and most cunning Atlantians are trained as priests or mages. Because the Atlantians find it difficult to use magic, they often capture human children and train them in magic in the Coral Towers. The soldiers of Atlantis use spears tipped with living coral shards and wear armor made of coral chunks. The coral is poisonous and is cultivated solely for purposes of war.

Race: Amphibious
 Military: Coral-armed infantry, shamblers, war lobsters, no missile weapons
 Magic: Water, Astral, Fire, Earth
 Priests: Powerful
 Scales & Blesses: Productivity limit +1
 Buildings: Standard Forts

Atlantis, recruitable commanders

Scout	Gold 35, Res 1, Rec 1 HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealth 50, DV 50, Wpn: Coral Knife
Shambler Chief	Gold 70, Res 2, Rec 1 (can also be recruited in coastal forts) HP 22, Prot 6, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 4, CS 11, MM 16, Amph, DV 50, Ldr 75, Wpn: Coral Club, Claw
Consort	Gold 160, Res 23, Rec 1 HP 27, Prot 16, MR 12, Mor 15, Str 16, Att 12, Def 13, Prec 8, Enc 7, CS 7, MM 12, Sacr, Amph, DV 50, Poison Barbs 5 AN dmg, Ldr 100, Mag: H1, Wpn: Coral Glaive
Coral Queen	Gold 390, Res 19, Rec 4 HP 31, Prot 18, MR 15, Mor 14, Str 18, Att 12, Def 7, Prec 8, Enc 5, CS 10, MM 16, Sacr, Amph, DV 50, Poison Barbs 5 AN dmg, Ldr 200, Mag: H3, Wpn: Coral Knife
Mage of the Deep	Gold 230, Res 3, Rec 2 HP 20, Prot 8, MR 15, Mor 11, Str 14, Att 9, Def 11, Prec 8, Enc 3, CS 11, MM 16, Amph, DV 50, Gift of Water Breathing 15 size points, Ldr 10, MagLdr 40, Mag: W2?1, Wpn: Quarterstaff
King of the Deep	Gold 385, Res 5, Rec 4 HP 27, Prot 12, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, Amph, DV 100, Gift of Water Breathing 120 size points, Ldr 50, MagLdr 50, Mag: W3?2, Wpn: Quarterstaff
Deep Seer	Gold 445, Res 1, Rec 2 (can only be recruited in the capital) HP 8, Prot 0, MR 16, Mor 13, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 8, MM 10, Sacr, Amph, Fortune Teller 15, Gift of Water Breathing 120 size points, Ldr 50, MagLdr 70, Mag: W3S2H1, Wpn: Coral Knife
Initiate of the Deep	Gold 65, Res 1, Rec 2 (can only be recruited in coastal forts) HP 10, Prot 0, MR 13, Mor 12, Str 8, Att 7, Def 7, Prec 9, Enc 3, CS 10, MM 16, PAmph, Ldr 10, MagLdr 10, Mag: W1, Wpn: Dagger
Witness of the Deep	Gold 230, Res 1, Rec 2 (can only be recruited in coastal forts) HP 10, Prot 0, MR 15, Mor 12, Str 8, Att 8, Def 10, Prec 9, Enc 4, CS 10, MM 14, Sacr, Amph, Fortune Teller 10, Gift of Water Breathing 50 size points, Ldr 10, MagLdr 40, Mag: W2S1, Wpn: Quarterstaff

Atlantis, recruitable units

Atlantian Militia	Gold 7, Res 2, Rec 3 HP 12, Prot 2, MR 10, Mor 8, Str 11, Att 8, Def 8, Prec 8, Enc 4, CS 10, MM 14, Amph, DV 50, Wpn: Coral Spear
Atlantian Light Infantry	Gold 10, Res 9, Rec 9 (can also be recruited in coastal forts) HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 5, CS 8, MM 12, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Atlantian Shield Bearer	Gold 10, Res 3, Rec 9 HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 12, Prec 8, Enc 4, CS 9, MM 14, Amph, DV 50, Wpn: Coral Spear
Atlantian Infantry	Gold 10, Res 12, Rec 9 HP 12, Prot 12, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 6, CS 7, MM 12, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Reef Warrior	Gold 12, Res 11, Rec 13 HP 13, Prot 10, MR 10, Mor 12, Str 11, Att 11, Def 13, Prec 8, Enc 6, CS 9, MM 14, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear, Coral Tipped Javelin
Coral Guard	Gold 15, Res 15, Rec 21 HP 14, Prot 13, MR 10, Mor 13, Str 12, Att 11, Def 11, Prec 8, Enc 6, CS 6, MM 10, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Coral Guard	Gold 15, Res 17, Rec 21 HP 14, Prot 13, MR 10, Mor 13, Str 12, Att 11, Def 9, Prec 8, Enc 5, CS 7, MM 10, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Glaive
Shambler	Gold 20, Res 1, Rec 25 HP 22, Prot 6, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 4, CS 11, MM 16, Amph, DV 50, Wpn: Claw, Claw
Shambler Guard	Gold 22, Res 7, Rec 27 HP 22, Prot 11, MR 10, Mor 12, Str 15, Att 10, Def 11, Prec 8, Enc 5, CS 9, MM 14, Amph, DV 50, Wpn: Coral Club
War Shambler	Gold 25, Res 17, Rec 30 HP 23, Prot 13, MR 10, Mor 13, Str 15, Att 11, Def 13, Prec 8, Enc 6, CS 8, MM 14, Amph, DV 50, Wpn: Coral Glaive
Lobster Rider	Gold 50, Res 3, Rec 9 HP 13, Prot 2, MR 10, Mor 11, Str 11, Att 11, Def 16, Prec 8, Enc 4, CS 8, MM 10, Amph, DV 100, Wpn: Coral Spear, Mount: Giant Lobster
Mother Guard	Gold 40, Res 23, Rec 41 (can only be recruited in the capital) HP 25, Prot 16, MR 10, Mor 14, Str 15, Att 12, Def 12, Prec 8, Enc 7, CS 7, MM 12, Sacr, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Glaive
Soldier of the Deep	Gold 10, Res 6, Rec 9 (can only be recruited in coastal forts) HP 10, Prot 8, MR 11, Mor 12, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, PAmp, Wpn: Coral Spear

Atlantis, mount stats

Giant Lobster	HP 34, Prot 20, MR 4, Mor 15, Str 20, Att 7, Def 5, Prec 3, Enc 2, CS 8, MM 10, Trample, Aqua, DV 100, Wpn: Pincer
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R'Iyeh, Fallen Star



In ages past, a distant star inhabited by a great race of strange, alien beings was struck with an unimaginable catastrophe. The star fell from the heavens, breaking into tiny shards. One such shard fell through the Spheres and down upon the world. The shard came to rest on the ocean floor and there a remnant of this great race adapted and survived. They multiplied and enslaved a race of fishlike humanoids by sheer strength of mind. R'Iyeh, the Sunken City, is a mind-defying place built under the sea with an architecture unlike any known to man. In the halls of R'Iyeh the Starspawn, the Great Ones who survived the Fall, plan the re-emergence of their Great Race. The Starspawn are powerful mages with great knowledge of distant stars and all of the Great Race are powerful mindcrafters. All coastal forts of R'Iyeh have a special well where women can submerge themselves in the hope of being impregnated by a Great One. However, most will be taken by Deep Ones instead, and the women's offspring will be strange, fishlike humanoids instead of the noble Starchildren they wanted. These half-human hybrids are usually devoted to the cause of putting mankind below the sea and often join the army of R'Iyeh free of charge.

Race: Underwater
 Military: Atlantian and Oceanian slaves, hybrids, Illithids
 Magic: Astral, Water, Earth, some Glamour and Nature
 Priests: Average, can summon Void Beings
 Scales & Blesses: Magic limit +1
 Buildings: Standard Forts

R'Iyeh, recruitable commanders

Scout	Gold 35, Res 1, Rec 1 HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealth 50, DV 50, Wpn: Coral Knife
Traitor Prince	Gold 110, Res 43, Rec 1 HP 27, Prot 21, MR 15, Mor 12, Str 16, Att 12, Def 10, Prec 8, Enc 7, CS 7, MM 10, Amph, DV 50, Ldr 100, Wpn: Meteorite Trident
Illithid Lord	Gold 110, Res 42, Rec 1 HP 30, Prot 17, MR 16, Mor 12, Str 15, Att 11, Def 8, Prec 7, Enc 4, CS 7, MM 14, Magic, Amph, BIR, TM +2, SpSi, Void Sanity 10, Ldr 50, MagLdr 50, Wpn: Meteorite Trident, Mind Blast
Slave Priest	Gold 65, Res 1, Rec 1 HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 18, Sacr, Amph, Ldr 10, Mag: H1, Wpn: Quarterstaff
Star Child	Gold 115, Res 1, Rec 2 HP 14, Prot 2, MR 15, Mor 10, Str 11, Att 10, Def 9, Prec 11, Enc 3, CS 10, MM 16, Amph, Stealth 55, BIR, SpSi, Assassin, Patience +2, Void Sanity 5, MagLdr 30, Mag: S1, Wpn: Dagger, Mind Blast
Slave Mage	Gold 245, Res 1, Rec 2 HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 18, Amph, Ldr 10, MagLdr 50, Mag: W2S1?1, Wpn: Quarterstaff
Starspawn	Gold 385, Res 1, Rec 4 HP 30, Prot 5, MR 18, Mor 9, Str 16, Att 11, Def 7, Prec 12, Enc 2, CS 8, MM 16, Sacr, Magic, Amph, BIR, SpSi, Void Sanity 10, Ldr 10, MagLdr 120, Mag: W1S2H2?1, Wpn: Life Drain, Mind Blast
Starspawn	Gold 410, Res 1, Rec 4 (can only be recruited in the capital) HP 26, Prot 5, MR 20, Mor 9, Str 15, Att 9, Def 6, Prec 13, Enc 2, CS 8, MM 16, Magic, Amph, BIR, SpSi, Void Sanity 10, Ldr 10, MagLdr 210, Mag: W1S3?2, Wpn: Life Drain, Mind Blast
Hybrid Commander	Gold 70, Res 19, Rec 1 (can only be recruited in coastal forts) HP 16, Prot 12, MR 13, Mor 10, Str 12, Att 11, Def 10, Prec 11, Enc 5, CS 8, MM 14, Amph, SpSi, Ldr 75, MagLdr 10, Wpn: Bronze Trident, Mind Blast

R'lyeh, recruitable units	
Lobo Guard	Gold 5, Res 1, Rec 2 HP 13, Prot 2, MR 5, Mor 50, Str 12, Att 9, Def 7, Prec 5, Enc 3, CS 8, MM 14, Magic, Mind, Amph, DV 100, Wpn: Claw
Slave Trooper	Gold 9, Res 2, Rec 6 HP 12, Prot 2, MR 10, Mor 7, Str 11, Att 10, Def 10, Prec 8, Enc 3, CS 9, MM 14, Amph, DV 100, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 11, Rec 6 HP 12, Prot 12, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, DV 100, Wpn: Bone Trident
Slave Trooper	Gold 9, Res 2, Rec 6 HP 10, Prot 1, MR 12, Mor 7, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Stone Spear
Slave Trooper	Gold 9, Res 1, Rec 6 HP 15, Prot 1, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 3, CS 20, MM 16, Aqua, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 10, Rec 6 HP 10, Prot 11, MR 12, Mor 7, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 21, MM 16, Amph, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 11, Rec 6 HP 15, Prot 11, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 4, CS 19, MM 14, Aqua, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 10, Rec 6 HP 12, Prot 10, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, DV 100, Wpn: Bone Trident
Meteorite Guard	Gold 13, Res 33, Rec 16 HP 14, Prot 19, MR 13, Mor 12, Str 12, Att 11, Def 9, Prec 8, Enc 7, CS 5, MM 8, Amph, DV 100, Wpn: Meteorite Trident
Shambler Thrall	Gold 20, Res 1, Rec 22 HP 24, Prot 7, MR 5, Mor 50, Str 16, Att 9, Def 7, Prec 4, Enc 3, CS 10, MM 16, Magic, Mind, Trample, Amph, DV 50, Wpn: Claw
Crab Hybrid	Gold 35, Res 1, Rec 33 HP 25, Prot 14, MR 10, Mor 14, Str 17, Att 8, Def 9, Prec 8, Enc 3, CS 11, MM 16, Aqua, DV 50, Wpn: Pincer, Pincer
Illithid	Gold 50, Res 1, Rec 37 HP 28, Prot 5, MR 15, Mor 10, Str 15, Att 10, Def 7, Prec 12, Enc 2, CS 8, MM 16, Magic, Amph, BIR, SpSi, Void Sanity 10, Wpn: Life Drain, Mind Blast
Illithid Soldier	Gold 50, Res 42, Rec 37 HP 28, Prot 17, MR 16, Mor 10, Str 15, Att 10, Def 7, Prec 7, Enc 4, CS 7, MM 14, Magic, Amph, BIR, DV 100, SpSi, Void Sanity 10, Wpn: Meteorite Trident, Mind Blast
Hybrid	Gold 12, Res 3, Rec 21 (can only be recruited in coastal forts) HP 13, Prot 5, MR 10, Mor 11, Str 12, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, Amph, SpSi, Wpn: Spear, Tentacle
Hybrid Trooper	Gold 13, Res 6, Rec 24 (can only be recruited in coastal forts) HP 13, Prot 8, MR 10, Mor 11, Str 12, Att 10, Def 13, Prec 10, Enc 5, CS 8, MM 14, Amph, SpSi, Wpn: Spear, Tentacle



Arcoscephale, Sibylline Guidance

Arcoscephale is an old kingdom that once ruled much of the known world. With the fall of the Old Kingdom centuries ago, tradition was the only thing that remained to the population. Mystics and priestesses of the old cult still serve the kings of Arcoscephale. The infantry and cavalry are still hopelessly archaic, but the Awakening of the New God has brought some changes. Some traditions have been abandoned and the cavalry has been improved. Skilled and lightly armed phalangites are starting to replace the heavier hoplites and the cardaces. Although the wise Astrologers who aided past kings were killed or disbanded, a new breed of seeresses called the Sibyls has appeared. The Sibyls offer great help in maneuvering the once-mighty kingdom to a powerful platform for the Awakening God. Priestesses with great knowledge of healing are trained in ancient temples built during the peak of the Old Kingdom. The priestesses are able to scry upon enemy troops and provinces that are located within the God's Dominion. The former conquest of the known world has led to an acceptance of strange cultures and beliefs. The Arcoscephalian population are quick to adopt foreign cults, but only to incorporate them into their own belief system. The Awakening God is viewed as the Master of All and all other gods are just aspects of the Great One. Temples and religious sites of other faiths are converted and the faith of the Awakening One is imposed upon newly conquered lands.

Race: Humans

Military: Heavy spear-armed infantry, elephants, companion cavalry, ape warriors

Magic: Astral, Nature, Fire, Earth, Water, Death and some Glamour

Priests: Average, healing

Dominion: Scry (accurate and automatic military reports inside dominion)

Syncretism: Enemy temples are not razed, but converted if a priest is in the army. God starts with one additional divine title.

Scales & Blesses: Order limit +1

Buildings: Standard Forts, labs cost 300

Arcoscephale, recruitable commanders

Scout	Gold 35, Res 5, Rec 1 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Bronze Spear, Short Bow
Hypaspist Commander	Gold 95, Res 25, Rec 1 HP 13, Prot 15, MR 10, Mor 14, Str 12, Att 12, Def 14, Prec 10, Enc 6, CS 10, MM 16, Ldr 100, Wpn: Spear
Hoplite Commander	Gold 105, Res 31, Rec 1 HP 13, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 11, Prec 10, Enc 7, CS 7, MM 14, Ldr 100, Wpn: Long Spear
Phalangite Commander	Gold 105, Res 20, Rec 1 HP 13, Prot 14, MR 10, Mor 13, Str 12, Att 12, Def 12, Prec 10, Enc 5, CS 9, MM 14, Ldr 100, Wpn: Long Spear
Agema Commander	Gold 145, Res 26, Rec 1 HP 15, Prot 15, MR 10, Mor 15, Str 12, Att 13, Def 19, Prec 10, Enc 5, CS 12, MM 20, Inspirational +1, Rider 3, Ldr 100, Wpn: Lance, Broad Sword, Mount: Cataphracted War Horse
Strategos	Gold 150, Res 30, Rec 2 HP 13, Prot 18, MR 10, Mor 15, Str 12, Att 12, Def 13, Prec 10, Enc 9, CS 8, MM 10, Ldr 150, Wpn: Short Sword
Neokoros	Gold 155, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacr, Healing 1, Ldr 10, MagLdr 10, Mag: N1H1, Wpn: Bronze Dagger
Orphic Mystic	Gold 175, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Spell Singer, Ldr 10, UndLdr 100, MagLdr 30, Mag: D1N1G1?1, Wpn: Bronze Dagger
Mystic	Gold 190, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Research +1, Ldr 10, MagLdr 40, Mag: S1?2, Wpn: Bronze Dagger
Panageis	Gold 285, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacr, Healing 2, Ldr 10, MagLdr 20, Mag: N1H2?1, Wpn: Bronze Dagger
Cerulean Commander	Gold 105, Res 22, Rec 1 (can only be recruited in the capital) HP 23, Prot 15, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 100, Wpn: Falchion

Sibyl	Gold 320, Res 1, Rec 4 (can only be recruited in the capital)
	HP 8, Prot 0, MR 15, Mor 10, Str 7, Att 7, Def 7, Prec 11, Enc 4, CS 8, MM 16, Sacr, SpSi, Fortune Teller 20, Ldr 10, MagLdr 60, Mag: S2N1H2?1, Wpn: Dagger

Arcoscephale, recruitable units

Slinger	Gold 7, Res 2, Rec 3
	HP 10, Prot 5, MR 10, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 14, Wpn: Dagger, Sling
Peltast	Gold 10, Res 5, Rec 9
	HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, Wpn: Bronze Spear, Javelin
Hoplite	Gold 13, Res 31, Rec 16
	HP 11, Prot 18, MR 10, Mor 11, Str 11, Att 11, Def 9, Prec 10, Enc 8, CS 7, MM 14, Wpn: Long Spear
Phalangite	Gold 13, Res 20, Rec 16
	HP 11, Prot 14, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 6, CS 9, MM 14, Wpn: Long Spear
Hypaspist	Gold 16, Res 25, Rec 23
	HP 11, Prot 15, MR 10, Mor 13, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 10, MM 16, Wpn: Spear
Cerulean Warrior	Gold 18, Res 18, Rec 10 (can only be recruited in the capital)
	HP 20, Prot 15, MR 8, Mor 13, Str 15, Att 12, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace
Agema Companion	Gold 40, Res 26, Rec 31
	HP 13, Prot 15, MR 10, Mor 14, Str 11, Att 12, Def 18, Prec 10, Enc 5, CS 12, MM 20, Rider 2, Wpn: Lance, Broad Sword, Mount: Cataphracted War Horse
Elephant Rider	Gold 100, Res 19, Rec 9
	HP 10, Prot 14, MR 10, Mor 9, Str 10, Att 10, Def 11, Prec 10, Enc 4, CS 12, MM 14, Wpn: Small Hammer, Mount: War Elephant, Coriders: 2 * Elephant Spearmen
Heart Companion	Gold 20, Res 31, Rec 23 (can only be recruited in the capital)
	HP 13, Prot 18, MR 11, Mor 13, Str 11, Att 11, Def 12, Prec 10, Enc 8, CS 8, MM 14, Sacr, Wpn: Long Spear

Arcoscephale, mount stats

Cataphracted War Horse	
	HP 20, Prot 16, MR 5, Mor 10, Str 14, Att 11, Def 9, Prec 5, Enc 4, CS 23, MM 18, Wpn: Hoof
War Elephant	
	HP 64, Prot 18, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 5, CS 16, MM 18, Trample, Wpn: Tusk

Phlegra, Sleeping Giants



Phlegra is a kingdom of human slaves living in constant terror of the monstrous giants that once claimed the lands as theirs. For centuries the giants have been absent and only memories of their tyranny remain. Most of the Phlegran population are human slaves and slave masters dominated by a warrior-caste of Younger Cyclopes, previously living pastoral lives on the slopes of the Phlegran hills. The Tyrants who once ruled the land were descendants of the Gigantes of Mekone, who made war upon the gods of men. Punished for their sins the Gigantes were imprisoned and cursed with monstrous appearance. Those who avoided imprisonment became Tyrants and rulers of Phlegra and formed a slave kingdom with the aid of human servants. But the Tyrants destroyed each other and the very lands they ruled. Slowly their numbers and influence dwindled and their servants made themselves rulers in all but name. Now human slave masters rule the kingdom in the name of absent Tyrants, hoping that the sleeping giants never wake up.

Race: Humans and Younger Cyclopes. Monstrous imprisoned Laestrygonians will eventually break free
 Military: Few but mighty Cyclope Soldiers. Mostly human slave soldiers led by taskmasters. No sacred troops
 Magic: Fire, Earth, and some Death, Water, Air and Astral. Arcane Slave Communion. Cyclope Smiths
 Priests: Weak and few
 Dominion: Increases unrest
 Scales & Blesses: Turmoil limit +1
 Buildings: Standard Forts, starts with a Giant Fort

Phlegra, recruitable commanders

Phlegran Commander	Gold 60, Res 26, Rec 1 HP 12, Prot 15, MR 10, Mor 9, Str 11, Att 11, Def 13, Prec 10, Enc 5, CS 9, MM 14, TM +2, Ldr 50, Wpn: Broad Sword
Cyclope Commander	Gold 105, Res 83, Rec 1 HP 47, Prot 22, MR 9, Mor 14, Str 24, Att 12, Def 13, Prec 7, Enc 7, CS 12, MM 14, TM +2, Ldr 75, Wpn: Cyclope Sword, Javelin
Phlegran Cataphract Commander	Gold 135, Res 47, Rec 2 HP 14, Prot 18, MR 11, Mor 12, Str 12, Att 12, Def 16, Prec 10, Enc 8, CS 18, MM 18, MS, Supply 5, TM +3, Rider 3, Ldr 100, Wpn: Lance, Broad Sword, Mount: Cataphracted Mouflon
Phlegran Priest	Gold 90, Res 1, Rec 1 HP 9, Prot 0, MR 13, Mor 11, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacr, TM +1, Ldr 50, Mag: H1, Wpn: Dagger
Shackled Mage	Gold 95, Res 1, Rec 2 HP 10, Prot 0, MR 12, Mor 6, Str 10, Att 8, Def 7, Prec 8, Enc 4, CS 10, MM 14, Research -2, MagLdr 10, Mag: ?1, Wpn: Fist
Phlegran Oppressor	Gold 160, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 6, Prec 11, Enc 5, CS 12, MM 14, TM +2, Ldr 60, MagLdr 30, Mag: F1E1?1, Wpn: Fist
Oppressor General	Gold 185, Res 21, Rec 2 HP 12, Prot 14, MR 13, Mor 12, Str 11, Att 11, Def 13, Prec 11, Enc 8, CS 9, MM 12, TM +2, Ldr 100, MagLdr 70, Mag: E1?1, Wpn: Broad Sword
Cyclope Smith	Gold 335, Res 3, Rec 2 (can only be recruited in the capital) HP 63, Prot 6, MR 18, Mor 14, Str 26, Att 10, Def 8, Prec 7, Enc 2, CS 14, MM 22, MS, Master Smith 1, FR +15, Resource Bonus 20, Ldr 60, MagLdr 30, Mag: F1E1?1, Wpn: Maul
Oppressor Archon	Gold 470, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 3, MR 13, Mor 9, Str 10, Att 8, Def 3, Prec 11, Enc 8, CS 10, MM 10, Sacr, TM +2, Ldr 60, MagLdr 80, Mag: F1A1W1E1S1H2?2, Wpn: Fist

Phlegra, recruitable units

Helote Archer	Gold 8, Res 5, Rec 4 HP 10, Prot 5, MR 10, Mor 6, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Helote Crossbowman	Gold 8, Res 26, Rec 4 HP 10, Prot 15, MR 10, Mor 6, Str 10, Att 8, Def 7, Prec 10, Enc 5, CS 10, MM 14, Wpn: Short Sword, Crossbow
Helote Soldier	Gold 8, Res 26, Rec 4 HP 10, Prot 15, MR 10, Mor 7, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 11, MM 14, Wpn: Broad Sword
Iron Guard	Gold 15, Res 35, Rec 16 (can only be recruited in the capital) HP 14, Prot 18, MR 9, Mor 9, Str 12, Att 13, Def 12, Prec 10, Enc 8, CS 9, MM 12, Magic, Morale +8, Wpn: Broad Sword
Mouflon Cataphract	Gold 40, Res 33, Rec 16 HP 12, Prot 18, MR 11, Mor 9, Str 11, Att 11, Def 15, Prec 11, Enc 6, CS 12, MM 18, MS, Supply 5, Rider 2, Wpn: Lance, Broad Sword, Mount: Cataphracted Mouflon
Cyclope Soldier	Gold 40, Res 67, Rec 17 (max 4/month) HP 42, Prot 19, MR 9, Mor 13, Str 22, Att 11, Def 12, Prec 7, Enc 5, CS 14, MM 16, Wpn: Cyclope Spear, Javelin

Phlegra, mount stats

Cataphracted Mouflon	HP 25, Prot 19, MR 5, Mor 10, Str 16, Att 9, Def 9, Prec 5, Enc 4, CS 16, MM 18, MS, Supply 5, CR +5, Wpn: Head Butt
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Pangaea, New Era



Pangaea is a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and minotaurs serve the lords of the Sacred Groves deep in the forests. In ancient times, the woods covered much of the world, but that has changed. Civilization has finally reached the forests of Pangaea. The old ways are giving way to new traditions. Archaic weapons are replaced by new ones of tempered steel. Ancient cultic practices have all but disappeared and human females once attracted to the wild dances and songs no longer seek the revelry of the Panic tunes.

Race: Forest beings, stealthy troops, troops will heal battle afflictions
 Military: Infantry composed of minotaurs, centaurs, satyrs and sacred dryads, centaur cataphracts
 Magic: Magical Tunes, Nature, Earth, some Astral, Water and Air
 Priests: Weak
 Buildings: Primitive Forts, temples cost 300

Pangaea, recruitable commanders

Black Harpy	Gold 35, Res 1, Rec 1 HP 8, Prot 0, MR 11, Mor 10, Str 8, Att 9, Def 9, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealth 60, Ldr 10, Wpn: Talons, Talons
Satyr Commander	Gold 60, Res 24, Rec 1 HP 16, Prot 16, MR 13, Mor 12, Str 11, Att 12, Def 15, Prec 10, Enc 6, CS 11, MM 16, FS, Recup, Stealth 40, Ldr 50, Wpn: Spear
Minotaur Commander	Gold 95, Res 34, Rec 1 HP 25, Prot 19, MR 10, Mor 16, Str 17, Att 11, Def 8, Prec 9, Enc 7, CS 11, MM 14, FS, Recup, Trample, Ldr 75, Wpn: Battleaxe
Cataphract Commander	Gold 115, Res 35, Rec 1 HP 21, Prot 20, MR 12, Mor 12, Str 13, Att 11, Def 14, Prec 12, Enc 7, CS 20, MM 16, FS, Recup, Ldr 100, Wpn: Light Lance, Hoof
Keeper of Traditions	Gold 215, Res 34, Rec 1 HP 27, Prot 19, MR 12, Mor 15, Str 17, Att 11, Def 8, Prec 8, Enc 7, CS 11, MM 14, FS, Sacr, Recup, Trample, Berserker +3, Ldr 100, Mag: H1, Wpn: Battleaxe
Centaur Sage	Gold 125, Res 1, Rec 2 HP 23, Prot 3, MR 16, Mor 13, Str 14, Att 11, Def 17, Prec 13, Enc 3, CS 30, MM 22, FS, Recup, Research +2, Ldr 10, MagLdr 30, Mag: S1?1, Wpn: Quarterstaff, Hoof
Dryad	Gold 225, Res 1, Rec 2 HP 11, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 15, MM 18, FS, Sacr, Recup, Stealth 60, Awe +3, Seduction, Ldr 50, MagLdr 10, Mag: N1H1, Wpn: Hoof
Pan	Gold 355, Res 1, Rec 4 HP 27, Prot 4, MR 17, Mor 16, Str 16, Att 9, Def 12, Prec 9, Enc 3, CS 15, MM 18, FS, Recup, Stealth 40, Animal Awe +1, Ldr 100, MagLdr 50, Mag: E2N3, Wpn: Quarterstaff

Pangaea, recruitable units

Harpy	Gold 7, Res 1, Rec 3 HP 7, Prot 0, MR 11, Mor 8, Str 8, Att 8, Def 10, Prec 8, Enc 3, CS 4, MM 34, FS, Fly, Recup, Stealth 40, Wpn: Talons, Talons
Stymphalian Bird	Gold 8, Res 15, Rec 3 HP 7, Prot 13, MR 11, Mor 9, Str 8, Att 9, Def 9, Prec 8, Enc 6, CS 2, MM 26, FS, Fly, Recup, Wpn: Copper Feathers, Talons, Talons
Satyr Sneak	Gold 9, Res 3, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 60, Wpn: Bronze Spear
Satyr	Gold 9, Res 4, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 11, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 40, Wpn: Bronze Spear, Javelin
Satyr	Gold 9, Res 4, Rec 6 HP 12, Prot 6, MR 13, Mor 9, Str 11, Att 10, Def 13, Prec 10, Enc 4, CS 13, MM 18, FS, Recup, Stealth 40, Wpn: Bronze Spear
Satyr Sniper	Gold 12, Res 24, Rec 19 HP 14, Prot 16, MR 12, Mor 9, Str 11, Att 10, Def 10, Prec 12, Enc 5, CS 12, MM 16, FS, Recup, Wpn: Hoof, Crossbow
Satyr Hoplite	Gold 14, Res 25, Rec 24 HP 14, Prot 16, MR 12, Mor 10, Str 11, Att 12, Def 14, Prec 10, Enc 6, CS 11, MM 16, FS, Recup, Wpn: Spear
Centauride Crossbow	Gold 30, Res 32, Rec 17 HP 18, Prot 16, MR 13, Mor 11, Str 12, Att 11, Def 13, Prec 13, Enc 6, CS 29, MM 16, FS, Recup, Wpn: Short Sword, Hoof, Crossbow
Centaur Cataphract	Gold 35, Res 35, Rec 21 HP 20, Prot 20, MR 12, Mor 11, Str 13, Att 11, Def 13, Prec 12, Enc 7, CS 20, MM 16, FS, Recup, Wpn: Light Lance, Hoof
Minotaur Soldier	Gold 40, Res 27, Rec 12 HP 23, Prot 17, MR 10, Mor 14, Str 16, Att 9, Def 8, Prec 8, Enc 5, CS 13, MM 16, FS, Recup, Trample, Wpn: Battleaxe
Grove Guard	Gold 50, Res 34, Rec 18 HP 25, Prot 19, MR 11, Mor 15, Str 17, Att 10, Def 8, Prec 8, Enc 7, CS 11, MM 14, FS, Recup, Trample, Berserker +3, Wpn: Battleaxe
Dryad Hoplite	Gold 30, Res 21, Rec 12 (can only be recruited in the capital) HP 13, Prot 14, MR 13, Mor 10, Str 10, Att 12, Def 16, Prec 10, Enc 7, CS 11, MM 16, FS, Sacr, Recup, Awe +2, Wpn: Bronze Spear

Pythium, Serpent Cult



The Emerald Empire of Pythium was a splinter empire of the great Empire of Ermor. As dark arts were practiced in the heart of the Empire, the stars warned the Theurgis of Pythia to flee the impending doom. They led Pythia away from the falling Empire and formed an imperial theocracy under their wise rule. As Ermor slowly crumbled, the Emerald Empire struggled to keep the old Ermorian provinces under their rule. From these provinces came strange cults and foreign beliefs. Just as Ermor was seduced by the C'tissian cults of Death, the Pythians were fascinated by the exotic practices of the lizardmen. With shadows lingering near, the C'tissian cults were particularly seductive. No other people had such knowledge of Death and the dead. The popularity of the Theurgis diminished and the Serpent Cult gradually replaced the old state cult. But the Serpent Cult was not the only foreign cult that got a foothold in the Empire. Heretical mystery cults flourish and threaten to cast the Empire into disorder. Pythium uses a reformed legionnaire army with frontier soldiers and mobile field troops. The Serpent Cataphracts have received special status and they have become the most respected force in the Empire.

Race: Humans
 Military: Heavy legionnaires, sacred serpent cataphracts, gladiators, sacred hydras
 Magic: Access to weak mages of all paths, with stronger mages of Nature
 Priests: Weak, one available priest of average level. Heretical mystics who lower Dominion.
 Bless bonuses: Poison Resistance +10
 Scales & Blesses: Order limit +1
 Buildings: Standard Forts

Pythium, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Serpent Assassin	Gold 105, Res 1, Rec 2 HP 10, Prot 0, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 3, CS 12, MM 16, Sacr, Stealth 60, PR +15, Assassin, Patience +2, Scale Walls, Patrol 25, Wpn: Serpent Kryss
Centurion	Gold 95, Res 22, Rec 1 (can be recruited outside forts as well) HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 11, Prec 10, Enc 5, CS 10, MM 18, Ldr 100, Wpn: Broad Sword
Tribuni	Gold 110, Res 30, Rec 1 HP 15, Prot 18, MR 10, Mor 15, Str 12, Att 13, Def 17, Prec 10, Enc 9, CS 6, MM 16, Inspirational +1, Ldr 100, Wpn: Broad Sword
Magister Militum	Gold 150, Res 22, Rec 2 HP 12, Prot 15, MR 10, Mor 14, Str 10, Att 11, Def 9, Prec 10, Enc 7, CS 9, MM 14, Ldr 150, Wpn: Broad Sword
Battle Deacon	Gold 90, Res 19, Rec 1 HP 11, Prot 15, MR 12, Mor 12, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 10, MM 14, Sacr, PR +5, Ldr 50, Mag: H1, Wpn: Mace
Serpent Acolyte	Gold 100, Res 1, Rec 2 HP 10, Prot 0, MR 12, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, Sacr, PR +5, Ldr 10, MagLdr 10, Mag: N1H1, Wpn: Bronze Dagger
Renata	Gold 210, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 10, Str 8, Att 8, Def 7, Prec 11, Enc 4, CS 8, MM 16, Sacr, Ldr 10, UndLdr 50, MagLdr 20, Mag: W1D1?1, Wpn: Sacred Pitcher, Fist
Renatus	Gold 210, Res 1, Rec 2 HP 10, Prot 1, MR 14, Mor 10, Str 8, Att 8, Def 10, Prec 11, Enc 3, CS 8, MM 16, Sacr, Ldr 10, UndLdr 50, MagLdr 30, Mag: W1D1?1, Wpn: Quarterstaff
Serpent Lord	Gold 130, Res 27, Rec 1 (can only be recruited in the capital) HP 15, Prot 18, MR 11, Mor 15, Str 13, Att 14, Def 17, Prec 10, Enc 6, CS 12, MM 16, SS, Sacr, PR +5, Rider 3, Ldr 50, Wpn: Light Lance, Mount: Armored Serpent
Theurg	Gold 190, Res 2, Rec 2 (can only be recruited in the capital) HP 9, Prot 0, MR 15, Mor 13, Str 10, Att 11, Def 10, Prec 10, Enc 3, CS 10, MM 16, Sacr, Ldr 10, MagLdr 30, Mag: S1H1?1, Wpn: Mace
Serpent Priest	Gold 370, Res 1, Rec 2 (can only be recruited in the capital) HP 9, Prot 1, MR 15, Mor 12, Str 10, Att 9, Def 11, Prec 10, Enc 3, CS 9, MM 16, Sacr, PR +15, Ldr 50, MagLdr 40, Mag: W1N2H2?1, Wpn: Quarterstaff

Heliodromus	Gold 125, Res 1, Rec 2 (can be recruited in all non-fort provinces) HP 10, Prot 0, MR 13, Mor 13, Str 10, Att 11, Def 11, Prec 10, Enc 3, CS 10, MM 16, Research -2, Heat pow 1, FR +5, Heretic 2, MagLdr 20, Mag: F1?1, Wpn: Dagger
Mystes	Gold 55, Res 1, Rec 1 (can be recruited in all non-fort provinces) HP 9, Prot 0, MR 12, Mor 10, Str 8, Att 8, Def 7, Prec 10, Enc 3, CS 8, MM 16, Research -2, Ldr 10, MagLdr 20, Mag: N1, Wpn: Fist
Reveler	Gold 70, Res 1, Rec 1 (can be recruited in all non-fort provinces) HP 10, Prot 0, MR 13, Mor 11, Str 10, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Research -4, Heretic 3, Ldr 50, MagLdr 10, Mag: N1, Wpn: Fist
Leo	Gold 110, Res 22, Rec 1 (can be recruited in all non-fort provinces) HP 14, Prot 15, MR 11, Mor 14, Str 12, Att 13, Def 11, Prec 10, Enc 5, CS 10, MM 18, Research -2, Heat pow 1, FR +5, Heretic 1, Ldr 110, MagLdr 10, Mag: F1, Wpn: Broad Sword
Epoptes	Gold 155, Res 1, Rec 2 (can be recruited in all non-fort provinces) HP 9, Prot 0, MR 13, Mor 10, Str 8, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Research -2, Supply 30, Disease Healing 1, Heretic 2, Ldr 10, MagLdr 30, Mag: N1?1, Wpn: Twig

Pythium, recruitable units

Milite	Gold 8, Res 9, Rec 5 (can be recruited outside forts as well) HP 10, Prot 7, MR 10, Mor 8, Str 10, Att 9, Def 14, Prec 10, Enc 5, CS 10, MM 16, Wpn: Spear, Javelin
Limitane	Gold 8, Res 26, Rec 5 (can be recruited outside forts as well) HP 10, Prot 15, MR 10, Mor 9, Str 10, Att 9, Def 14, Prec 10, Enc 7, CS 8, MM 12, Wpn: Broad Sword, Javelin
Retiarius	Gold 10, Res 1, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 12, Prec 10, Enc 4, CS 9, MM 14, Wpn: Net, Trident
Gladiator	Gold 10, Res 6, Rec 9 HP 12, Prot 12, MR 10, Mor 14, Str 12, Att 11, Def 9, Prec 10, Enc 4, CS 9, MM 14, Wpn: Flail
Limitane Primani	Gold 10, Res 30, Rec 9 (can be recruited outside forts as well) HP 10, Prot 18, MR 10, Mor 11, Str 10, Att 10, Def 14, Prec 10, Enc 9, CS 6, MM 10, Wpn: Broad Sword
Comitatense	Gold 15, Res 26, Rec 21 HP 12, Prot 15, MR 10, Mor 12, Str 11, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Broad Sword, Javelin
Palatine	Gold 20, Res 30, Rec 31 HP 13, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 16, Prec 10, Enc 9, CS 8, MM 16, Wpn: Broad Sword
Limitane Standard	Gold 20, Res 26, Rec 21 (can be recruited outside forts as well) HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 15, Prec 10, Enc 7, CS 8, MM 12, Wpn: Broad Sword, Javelin
Standard	Gold 30, Res 26, Rec 21 HP 12, Prot 15, MR 10, Mor 12, Str 11, Att 11, Def 16, Prec 11, Enc 7, CS 8, MM 18, Wpn: Broad Sword, Javelin
Hydra Hatchling	Gold 35, Res 1, Rec 15 (can only be recruited in the capital) HP 25, Prot 4, MR 12, Mor 11, Str 12, Att 12, Def 9, Prec 5, Enc 3, CS 7, MM 12, SS, Sacr, Recup, BIR, PiR, Regen 10%, FR -10, PR +25, Wpn: Lesser Heads, Great Head
Serpent Cataphract	Gold 55, Res 27, Rec 21 (can only be recruited in the capital) HP 12, Prot 18, MR 10, Mor 12, Str 12, Att 12, Def 16, Prec 10, Enc 6, CS 12, MM 16, SS, Sacr, PR +5, Rider 2, Wpn: Light Lance, Mount: Armored Serpent
Hydra	Gold 210, Res 1, Rec 50 (max 1/month) (can only be recruited in the capital) HP 80, Prot 8, MR 14, Mor 15, Str 16, Att 14, Def 12, Prec 5, Enc 3, CS 7, MM 12, SS, Sacr, Recup, BIR, PiR, Regen 10%, FR -10, PR +25, Fear +5, Wpn: Lesser Head, Lesser Head, Lesser Head, Lesser Head, Great Head
Limitane Solaris	Gold 14, Res 26, Rec 18 (can be recruited in all non-fort provinces) HP 11, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 15, Prec 10, Enc 7, CS 8, MM 12, FR +5, Wpn: Broad Sword, Javelin
Primani Solaris	Gold 18, Res 30, Rec 27 (can be recruited in all non-fort provinces) HP 12, Prot 18, MR 10, Mor 13, Str 11, Att 12, Def 14, Prec 10, Enc 9, CS 6, MM 10, FR +5, Wpn: Broad Sword

Pythium, mount stats

Armored Serpent	HP 28, Prot 19, MR 6, Mor 13, Str 13, Att 13, Def 8, Prec 5, Enc 5, CS 16, MM 16, SS, Sacr, PR +5, Smart 100, Wpn: Poisonous Bite
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Lemuria, Soul Gates

With the second fall of Ermor, hope finally came to the Scelerian remnants of the ancient empire. The fear of the dead faded and undead legions were no longer needed. Instead the soulless were put to menial labor. But the Thaumaturgs turned their attention elsewhere. The common people became ever more dissatisfied. Some soulless slaves still toiled the land, but with the Thaumaturgs less interested in reanimating slaves for the populace, the common men felt abandoned. Demands were made that the Thaumaturgs should provide slaves to keep the kingdom going. The conflict escalated and finally, in an act of remarkable hubris, the Thaumaturgs decided to settle the problem once and for all. In a great ceremony every Thaumaturg in the kingdom joined a communion and poured their lower souls into a ritual that would open a gate to the underworld, so that the dead willingly might return to the land of the living as workers and farmers. The ritual succeeded, in a way. The gate opened, but the lower souls of the Thaumaturgs were ripped apart and swallowed by the gate. And from the gate emerged, not dead servants, but a spectral host of legionnaires and shadows. Now the land is slowly withering and falling under the dominion of a God of darkness. Ghosts and spectral legions reclaim a land once theirs and the shattered souls of the former Thaumaturgs are mustering the shadows and memories of a glorious past.

Race: Ghosts and shadows. Do not need supplies, can enter water. Do not recruit regular armies, but summons or reanimates spirits of the dead.

Military: Spectral legionnaires, ghosts, shadows and hordes of dispossessed spirits.

Magic: Death, Astral, and some Air and Water. Increased research in magic lands.

Priests: Powerful. Immortal. All priests can call shadows and spirits.

Dominion: Summons ghosts and shadows. Kills population.

Scales & Blesses: Death limit +2, Magic limit +1

Buildings: Primitive Forts, starts with a Fortified City, temples produce death gems

Man, Towers of Chelms



The realm of Man is a feudal kingdom. Their kingdom was established by conquering a race of tall and magically powerful beings known as the Tuatha. When the Tuatha were destroyed, their magic was taken by the Witches of Man. They helped Man to grow in power and influence, but with the great magic came a great Curse and the Witches dwindled in number and magic left the kingdom. To contain the Curse, the Old Magic was banned and a scholarly order of Magisters replaced the Witches of Avalon and their wild ways. The infantry of Man has evolved since the Age of Avalon and the crossbow is common, but knights and longbowmen still make up a large part of the armies. The Wardens of Avalon have escaped the Curse and are the only remnant of the Old Ways.

Race: Humans
 Military: Infantry, longbowmen, crossbow-equipped heavy infantry, knights, Wardens of Avalon
 Magic: Air, Earth, Astral, some Fire and Glamour, rarely Death. Mages' research not affected by Drain scales.
 Priests: Average, inquisitors
 Scales & Blesses: Drain limit +1
 Buildings: Standard Forts, starts with a Grand Citadel (Magisters can build better forts)

Man, recruitable commanders

Royal Forester	Gold 55, Res 8, Rec 1 HP 12, Prot 8, MR 10, Mor 11, Str 10, Att 11, Def 8, Prec 13, Enc 5, CS 11, MM 14, FS, Stealth 55, Ambidex 1, Patrol 5, Ldr 10, Wpn: Axe, Axe, Short Bow
Castellan	Gold 95, Res 22, Rec 1 HP 12, Prot 16, MR 10, Mor 12, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 100, Wpn: Broad Sword
Judge	Gold 100, Res 1, Rec 1 HP 10, Prot 0, MR 10, Mor 12, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Unhindered Researcher, Patrol 20, Ldr 50, Wpn: Dagger
Magister of Theology	Gold 85, Res 1, Rec 1 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacr, Inquisitor, Ldr 10, Mag: H1, Wpn: Dagger
Bishop	Gold 100, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 10, Str 10, Att 8, Def 10, Prec 10, Enc 4, CS 10, MM 14, Sacr, Ldr 10, Mag: H2, Wpn: Quarterstaff
Magister	Gold 135, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 8, Def 7, Prec 10, Enc 5, CS 10, MM 14, Stealth 40, Unhindered Researcher, Siege Strength +15, Spy, Mason, Ldr 10, MagLdr 30, Mag: ?1, Wpn: Dagger
Magister Arcane	Gold 240, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 11, Str 10, Att 8, Def 5, Prec 10, Enc 6, CS 9, MM 10, Unhindered Researcher, Ldr 20, MagLdr 60, Mag: A2E1S1, Wpn: Dagger
Lord Warden	Gold 200, Res 31, Rec 2 (can only be recruited in the capital) HP 14, Prot 18, MR 12, Mor 15, Str 12, Att 12, Def 9, Prec 13, Enc 7, CS 11, MM 12, FS, Sacr, Stealth 40, Ldr 100, MagLdr 10, Mag: G1H1, Wpn: Great Sword, Crossbow

Man, recruitable units

Spearman	Gold 10, Res 9, Rec 9 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 18, Wpn: Spear
Longspear	Gold 10, Res 13, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 16, Wpn: Long Spear
Axeman	Gold 10, Res 11, Rec 9 HP 11, Prot 11, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Axe
Heavy Axeman	Gold 10, Res 19, Rec 9 HP 11, Prot 15, MR 10, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 6, CS 9, MM 12, Wpn: Axe
Light Archer	Gold 10, Res 4, Rec 9 HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Crossbowman	Gold 10, Res 9, Rec 9 HP 10, Prot 9, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 12, MM 16, Wpn: Dagger, Crossbow

Tower Guard	Gold 12, Res 23, Rec 14
	HP 11, Prot 13, MR 10, Mor 12, Str 10, Att 11, Def 15, Prec 11, Enc 6, CS 9, MM 14, Wpn: Broad Sword, Crossbow
Forester	Gold 12, Res 7, Rec 14
	HP 10, Prot 8, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 12, Enc 5, CS 11, MM 14, FS, Stealth 55, Ambidex 1, Patrol 1, Wpn: Axe, Dagger, Short Bow
Longbowman	Gold 12, Res 11, Rec 14
	HP 11, Prot 9, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 12, Enc 3, CS 12, MM 16, Wpn: Short Sword, Long Bow
Defender	Gold 16, Res 27, Rec 23
	HP 13, Prot 16, MR 10, Mor 13, Str 11, Att 12, Def 15, Prec 12, Enc 7, CS 8, MM 12, Wpn: Broad Sword, Crossbow
Tower Knight	Gold 45, Res 32, Rec 25
	HP 12, Prot 18, MR 10, Mor 14, Str 12, Att 12, Def 16, Prec 10, Enc 6, CS 12, MM 16, Rider 2, Wpn: Lance, Broad Sword, Mount: Destrier
Warden	Gold 26, Res 31, Rec 31 (can only be recruited in the capital)
	HP 13, Prot 18, MR 11, Mor 14, Str 12, Att 12, Def 10, Prec 12, Enc 6, CS 11, MM 14, FS, Sacr, Stealth 40, Wpn: Great Sword, Crossbow
Man, mount stats	
Destrier	HP 22, Prot 20, MR 5, Mor 11, Str 15, Att 11, Def 8, Prec 5, Enc 5, CS 20, MM 16, Wpn: Hoof

Ulm, Black Forest



After years of civil war, the Iron Kingdom crumbled. During the Night of Treason a great Malediction was placed upon the kingdom. The forests became dark and hostile. Wolves and creatures even worse stalked the land. Slowly the kingdom recovered, but it was not what it once was. The knightly order was all but destroyed and the Master Smiths had disappeared. The secrets of blacksteel were forgotten. An order of Black Priests emerged in Ulm in the last days before the civil war. They formed an Iron Cult, consolidated their position and forbade the use of magic. Magic outside religion was announced to be sacrilegious and the few surviving Master Smiths were put to the flames. Although magery is forbidden, there are some fortune tellers and members of the Order of the Illuminated Ones who secretly ply their trade in the arcane.

Race: Stocky humans, production bonus in all castles
 Military: Medium infantry, stealthy rangers, knights, ghoul guardians
 Magic: Astral, Blood, Earth, some Air, Death, Fire and Glamour.
 Priests: Weak, inquisitors
 Scales & Blesses: Turmoil limit +1, Magic limit +1
 Buildings: Standard Forts, forts produce 25% more resources

Ulm, recruitable commanders

Ranger Captain	Gold 60, Res 8, Rec 1 HP 12, Prot 7, MR 9, Mor 10, Str 11, Att 10, Def 8, Prec 12, Enc 3, CS 11, MM 14, FS, Stealth 40, Ldr 50, Wpn: Axe, Crossbow
Commander of Ulm	Gold 95, Res 24, Rec 1 HP 12, Prot 14, MR 9, Mor 10, Str 11, Att 10, Def 15, Prec 10, Enc 6, CS 8, MM 14, Ldr 100, Wpn: Broad Sword
Black Acolyte	Gold 65, Res 1, Rec 1 HP 12, Prot 0, MR 12, Mor 10, Str 11, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 16, Sacr, Inquisitor, Ldr 10, Mag: H1, Wpn: Dagger
Illuminated One	Gold 105, Res 1, Rec 2 (can be recruited outside forts as well) HP 10, Prot 0, MR 12, Mor 10, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Stealth 65, Spy, Ldr 10, MagLdr 20, Mag: S1, Wpn: Fist
Member of the Second Tier	Gold 210, Res 1, Rec 2 (can be recruited outside forts as well) HP 10, Prot 0, MR 14, Mor 10, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Stealth 75, Spy, Ldr 10, UndLdr 10, MagLdr 50, Mag: S2B1, Wpn: Fist
Black Priest	Gold 225, Res 2, Rec 2 HP 12, Prot 0, MR 15, Mor 11, Str 11, Att 8, Def 7, Prec 10, Enc 4, CS 8, MM 16, Sacr, Forge Bonus 1, Inquisitor, Ldr 50, MagLdr 30, Mag: E1H2?1, Wpn: Maul
Wolfherd	Gold 75, Res 2, Rec 1 (can only be recruited in the capital) HP 10, Prot 4, MR 9, Mor 12, Str 10, Att 11, Def 12, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 40, Animal Awe +2, Inspirational -1, Ldr 50, Wpn: Quarterstaff, Sling
Ghoul Commander	Gold 150, Res 44, Rec 1 (can only be recruited in the capital) HP 18, Prot 22, MR 13, Mor 18, Str 14, Att 12, Def 10, Prec 10, Enc 0, CS 6, MM 19, Und, NNEat, PR +25, DV 50, Ldr 50, UndLdr 100, Wpn: Black Halberd
Hochmeister	Gold 195, Res 46, Rec 1 (can only be recruited in the capital) HP 17, Prot 23, MR 12, Mor 16, Str 14, Att 13, Def 13, Prec 10, Enc 6, CS 12, MM 10, Sacr, Inquisitor, Rider 2, Ldr 100, Mag: H1, Wpn: Lance, Morningstar, Mount: Black Destrier
Fortune Teller	Gold 135, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 13, Mor 8, Str 8, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Fortune Teller 15, Ldr 10, MagLdr 40, Mag: S1?1, Wpn: Dagger

Ulm, recruitable units	
Villain	Gold 10, Res 5, Rec 4
	HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 9, Def 9, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 40, Wpn: Mace, Short Bow
Pikeneer	Gold 10, Res 20, Rec 9
	HP 12, Prot 14, MR 9, Mor 10, Str 11, Att 10, Def 8, Prec 10, Enc 4, CS 10, MM 14, Wpn: Pike
Halberdier	Gold 10, Res 22, Rec 9
	HP 12, Prot 14, MR 9, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 4, CS 10, MM 14, Wpn: Halberd
Infantry of Ulm	Gold 10, Res 23, Rec 9
	HP 12, Prot 14, MR 9, Mor 10, Str 11, Att 10, Def 12, Prec 10, Enc 6, CS 8, MM 14, Wpn: Morningstar
Ranger of Ulm	Gold 12, Res 8, Rec 14
	HP 12, Prot 7, MR 9, Mor 10, Str 11, Att 10, Def 8, Prec 12, Enc 3, CS 11, MM 14, FS, Stealth 40, Wpn: Axe, Crossbow
Zweihander	Gold 14, Res 36, Rec 18
	HP 13, Prot 21, MR 9, Mor 12, Str 11, Att 11, Def 9, Prec 10, Enc 7, CS 7, MM 10, Wpn: Great Sword
Ghoul Guardian	Gold 20, Res 44, Rec 47 (can only be recruited in the capital)
	HP 16, Prot 22, MR 12, Mor 18, Str 13, Att 11, Def 9, Prec 10, Enc 0, CS 6, MM 19, Und, NNEat, PR +25, DV 50, Wpn: Black Halberd
Black Templar	Gold 75, Res 46, Rec 31 (can only be recruited in the capital)
	HP 15, Prot 23, MR 10, Mor 15, Str 13, Att 12, Def 13, Prec 10, Enc 6, CS 12, MM 10, Sacr, Rider 2, Wpn: Lance, Morningstar, Mount: Black Destrier

Ulm, mount stats	
Black Destrier	HP 24, Prot 22, MR 6, Mor 13, Str 16, Att 12, Def 8, Prec 5, Enc 5, CS 20, MM 18, Sacr, Wpn: Hoof

Agartha, Ktonian Dead



In dark caverns under the Roots of the Earth a strange kind of one-eyed humanoids once evolved. Untouched by the sun, they became known to humans as the Pale Ones. When humans first met these pale giants, it was in war. With the destruction of the false god of the Pale Ones, an ancient Seal was broken and vast powers of destruction were released.

The Pale Ones were almost wiped out of existence and humans could move down into the caverns of Agartha. Here they found fabulous riches and ancient secrets. The humans replaced the Pale Ones and now all Agarthans are pale-skinned humans with large eyes. Everything left by the Ancients became subject to worship in Agartha. At first, statues of the Ancients were adored and animated by the Golem Crafters, but most of the statues were destroyed during the great war and new forms of worship have evolved. The mummified remains of the now-extinct Pale Ones are worshiped and reanimated by necromancer-priests. While the mummies of Pale Ones are sacred, the human dead are not treated with the same respect. Used for menial tasks and warfare, the dead of Agartha now walk side by side with the living.

Race: Humans with limited darkvision. Extra gold and resources in cave forts.

Military: Light and heavy infantry, steel crossbows, cave drake knights.

Magic: Earth, Death, Fire, some Water and Astral

Priests: Average

Scales & Blesses: Productivity limit +1, Death limit +1

Buildings: Standard Forts

Agartha, recruitable commanders

Agarthan Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 8, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, DV 50, Wpn: Dagger, Short Bow
Cave Captain	Gold 95, Res 22, Rec 1 HP 12, Prot 15, MR 10, Mor 12, Str 11, Att 11, Def 14, Prec 8, Enc 7, CS 8, MM 12, DV 50, Ldr 100, Wpn: Short Sword
Gate Lord	Gold 150, Res 37, Rec 2 HP 14, Prot 21, MR 10, Mor 14, Str 11, Att 11, Def 13, Prec 8, Enc 10, CS 5, MM 10, DV 50, Ldr 150, Wpn: Short Sword
Blindlord	Gold 200, Res 37, Rec 1 HP 16, Prot 21, MR 13, Mor 15, Str 12, Att 14, Def 13, Prec 8, Enc 10, CS 5, MM 10, Sacr, Magic, SpSi, Ldr 100, MagLdr 50, Wpn: Short Sword
Drake Lord	Gold 220, Res 35, Rec 2 HP 14, Prot 18, MR 10, Mor 14, Str 12, Att 12, Def 17, Prec 8, Enc 6, CS 12, MM 10, DV 50, Ldr 150, Wpn: Broad Sword, Mount: Cave Drake
Attendant of the Dead	Gold 140, Res 1, Rec 2 HP 10, Prot 0, MR 12, Mor 9, Str 9, Att 9, Def 9, Prec 8, Enc 3, CS 10, MM 16, Sacr, DV 50, Ldr 10, UndLdr 50, MagLdr 10, Mag: E1D1H1, Wpn: Dagger
Ktonian Reanimator	Gold 185, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 11, Str 9, Att 9, Def 8, Prec 8, Enc 3, CS 10, MM 16, DV 50, Resource Bonus 10, Retinue 1, Ldr 50, UndLdr 150, MagLdr 10, Mag: E1D2, Wpn: Fist
Ktonian Alchemist	Gold 190, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 9, Str 9, Att 9, Def 7, Prec 8, Enc 4, CS 10, MM 14, Alchemy Bonus 50, DV 50, Ldr 20, UndLdr 10, MagLdr 40, Mag: F1W1E1?1, Wpn: Fist, Cave Fire Bottle
Servant of the Oracles	Gold 260, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 12, Str 8, Att 9, Def 12, Prec 8, Enc 3, CS 10, MM 16, Sacr, DV 50, Ldr 60, UndLdr 50, MagLdr 20, Mag: E1D1H2?1, Wpn: Quarterstaff
Ktonian Necromancer	Gold 415, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 3, MR 15, Mor 11, Str 9, Att 9, Def 9, Prec 8, Enc 6, CS 9, MM 10, Sacr, DV 50, Ldr 60, UndLdr 200, MagLdr 40, Mag: F1E2D2H1?1, Wpn: Quarterstaff

Agartha, recruitable units

Agarthan Heavy Infantry	Gold 10, Res 27, Rec 9 HP 10, Prot 18, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 8, Enc 8, CS 7, MM 10, DV 50, Wpn: Short Sword
Agarthan Infantry	Gold 10, Res 22, Rec 9 HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 8, Enc 7, CS 8, MM 12, DV 50, Wpn: Short Sword
Agarthan Light Infantry	Gold 10, Res 10, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 8, Enc 5, CS 10, MM 14, DV 50, Wpn: Short Sword
Agarthan Light Crossbowman	Gold 10, Res 11, Rec 9 HP 10, Prot 7, MR 10, Mor 10, Str 10, Att 8, Def 9, Prec 8, Enc 3, CS 12, MM 16, DV 50, Wpn: Short Sword, Agarthan Steel Crossbow
Agarthan Crossbowman	Gold 10, Res 19, Rec 9 HP 10, Prot 13, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 8, Enc 4, CS 11, MM 14, DV 50, Wpn: Short Sword, Agarthan Steel Crossbow
Agarthan Heavy Crossbowman	Gold 10, Res 27, Rec 9 HP 10, Prot 17, MR 10, Mor 10, Str 10, Att 8, Def 6, Prec 8, Enc 6, CS 9, MM 10, DV 50, Wpn: Short Sword, Agarthan Steel Crossbow
Entrance Guard	Gold 16, Res 37, Rec 23 HP 14, Prot 21, MR 10, Mor 13, Str 11, Att 11, Def 13, Prec 8, Enc 10, CS 5, MM 10, DV 50, Wpn: Short Sword
Agarthan Sapper	Gold 20, Res 18, Rec 31 HP 10, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 7, Prec 8, Enc 4, CS 11, MM 14, DV 50, Siege Strength +7, Wpn: Pick Axe, Cave Fire Bottle
Cave Knight	Gold 75, Res 35, Rec 21 HP 13, Prot 18, MR 10, Mor 13, Str 11, Att 11, Def 16, Prec 8, Enc 6, CS 12, MM 10, DV 50, Wpn: Broad Sword, Mount: Cave Drake
Blindfighter	Gold 26, Res 37, Rec 31 HP 14, Prot 21, MR 13, Mor 14, Str 11, Att 13, Def 13, Prec 8, Enc 10, CS 5, MM 10, Sacr, Magic, SpSi, Wpn: Short Sword

Agartha, mount stats

Cave Drake	HP 58, Prot 22, MR 12, Mor 14, Str 19, Att 8, Def 6, Prec 5, Enc 5, CS 7, MM 10, MS, DV 50, Smart 100, Wpn: Bite
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Marignon, Conquerors of the Sea



Marignon is a feudal theocracy that rose out of the ashes of Ermor. Through religious austerity and fanaticism the young kingdom prevailed when death walked the land. When kingdom after kingdom crumbled under the might of the Ashen Empire, the leaders of Marignon turned to desperate measures. The Grand Masters of the House of Fiery Justice struck a bargain with infernal forces. Devils started to fill the ranks of the human armies and with time Marignon became dependent on devils to survive. Devils and the Holy Knights of the Chalice were all that kept death at bay. In a cataclysmic battle the knights fought a great army of walking dead. Both armies were annihilated, but new Ermorian legions would soon re-emerge from the ashen realm. The Grand Masters called their Infernal Lords and a host of demons was released upon Eldregate. The Holy Chalice was captured and brought to the House of Fiery Justice. Ermor was destroyed, but the Infernal Lords demanded continued sacrifice and devil-worship became part of the faith. Imps are bound as jesters and servants and most noble families have their own imp familiar. Order has returned to the kingdom and Marignon is slowly turning its interests outwards. Recent developments in shipbuilding and navigation have allowed the priests and nobles of Marignon to expand the influence of God to distant shores. To bring the True Faith to the heathens has become more important than hunting heretics at home. Witch Hunters have been replaced by Navigators and Chartmakers who serve under the command of admirals to spread the might of the kingdom to distant shores.

Race: Humans, Ocean sailing, trace income across oceans
 Military: Heavy infantry, crossbows, Flagellants
 Magic: Fire, Blood, Glamour, Astral, Earth, Air, some Water and a little Nature
 Priests: Powerful, Inquisitors, can perform blood sacrifices
 Inquisition: Automatically reduces enemy dominion and spreads own dominion up to 1 in owned provinces
 Scales & Blesses: Order limit +1, Productivity limit +1, Bless points +3
 Buildings: Standard Forts, starts with a Grand Citadel (Architects can build better forts)

Marignon, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Assassin	Gold 85, Res 7, Rec 1 HP 10, Prot 5, MR 11, Mor 13, Str 11, Att 13, Def 14, Prec 13, Enc 4, CS 12, MM 16, Stealth 65, Ambidex 2, Assassin, Patience +1, Army Sail 3 size pnts, Ship Size 3, Wpn: Short Sword, Poison Dagger, Crossbow
Plague Doctor	Gold 110, Res 2, Rec 2 HP 10, Prot 3, MR 16, Mor 14, Str 10, Att 11, Def 14, Prec 10, Enc 3, CS 10, MM 16, Stealth 40, Disease Healing 2, PR +5, Wpn: Quarterstaff
Lieutenant	Gold 55, Res 9, Rec 1 HP 11, Prot 9, MR 10, Mor 12, Str 10, Att 11, Def 12, Prec 10, Enc 3, CS 12, MM 16, Ldr 75, Wpn: Broad Sword
Imp Trainer	Gold 55, Res 6, Rec 1 HP 10, Prot 0, MR 10, Mor 12, Str 9, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, Retinue 1d6 Imp Pets, Ldr 10, UndLdr 10, Wpn: Short Sword, Crossbow
Captain	Gold 75, Res 22, Rec 1 HP 11, Prot 14, MR 10, Mor 12, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 10, MM 14, Army Sail, Ship Size 6, Ldr 75, Wpn: Falchion
Goetic Captain	Gold 90, Res 22, Rec 2 HP 11, Prot 14, MR 11, Mor 12, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 10, MM 14, Army Sail, Ship Size 6, Ldr 75, UndLdr 10, Wpn: Falchion
Troubadour	Gold 110, Res 5, Rec 2 HP 10, Prot 4, MR 12, Mor 10, Str 10, Att 10, Def 11, Prec 11, Enc 3, CS 12, MM 16, Stealth 70, Spy, Seduction, Spell Singer, Ldr 10, Wpn: Broad Sword
Missionary	Gold 75, Res 1, Rec 1 (can be recruited outside forts as well) HP 9, Prot 0, MR 14, Mor 13, Str 9, Att 9, Def 8, Prec 10, Enc 3, CS 10, MM 16, Sacr, Army Sail, Ship Size 6, Ldr 10, Mag: H1, Wpn: Dagger
Diabolist	Gold 90, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 13, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Ldr 20, UndLdr 10, MagLdr 20, Mag: F1B1, Wpn: Dagger
Mirror Mage	Gold 90, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 9, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Ldr 10, MagLdr 20, Mag: G1?1, Wpn: Fist

Chartmaker	Gold 95, Res 2, Rec 2 HP 10, Prot 4, MR 13, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, Army Sail, Ship Size 6, Ldr 10, MagLdr 30, Mag: S1?1, Wpn: Dagger
Inquisitor	Gold 135, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 15, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, Sacr, Inquisitor, Patrol 10, Ldr 100, UndLdr 10, MagLdr 10, Mag: H2?1, Wpn: Dagger
Goetic Adept	Gold 160, Res 1, Rec 2 HP 9, Prot 0, MR 13, Mor 14, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Ldr 30, UndLdr 10, MagLdr 30, Mag: F1B1?1, Wpn: Dagger
Royal Navigator	Gold 225, Res 2, Rec 2 (can only be recruited in coastal forts) HP 10, Prot 4, MR 15, Mor 11, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, Army Sail, Ship Size 10, Ldr 50, MagLdr 60, Mag: A1W1S1?1, Wpn: Dagger
Architect	Gold 75, Res 52, Rec 1 (can only be recruited in the capital) HP 10, Prot 0, MR 10, Mor 11, Str 9, Att 8, Def 8, Prec 8, Enc 3, CS 12, MM 16, Siege Strength +25, Mason, Ldr 10, Wpn: Instrument
Admiral	Gold 140, Res 22, Rec 1 (can only be recruited in the capital) HP 13, Prot 14, MR 10, Mor 14, Str 10, Att 12, Def 12, Prec 10, Enc 5, CS 10, MM 14, Army Sail, Ship Size 10, Ldr 100, Wpn: Falchion
Master of Mirrors	Gold 175, Res 1, Rec 2 (can only be recruited in the capital) HP 8, Prot 0, MR 14, Mor 9, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Ldr 10, MagLdr 40, Mag: G2?1, Wpn: Magic Sceptre
Royal Alchemist	Gold 225, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 13, Mor 10, Str 10, Att 8, Def 6, Prec 10, Enc 6, CS 11, MM 12, Alchemy Bonus 50, Ldr 30, MagLdr 50, Mag: F1E1S1?1, Wpn: Dagger
High Inquisitor	Gold 285, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 16, Str 10, Att 8, Def 6, Prec 11, Enc 6, CS 9, MM 12, Sacr, Inquisitor, Patrol 15, Ldr 160, MagLdr 10, Mag: H3?1, Wpn: Dagger
Goetic Master	Gold 370, Res 1, Rec 4 (can only be recruited in the capital) HP 8, Prot 0, MR 15, Mor 15, Str 9, Att 8, Def 6, Prec 10, Enc 5, CS 8, MM 12, Sacr, Ldr 30, UndLdr 20, MagLdr 50, Mag: F2B2H1?1, Wpn: Dagger
Marignon, recruitable units	
City Guard	Gold 8, Res 10, Rec 5 HP 10, Prot 9, MR 10, Mor 9, Str 10, Att 8, Def 9, Prec 10, Enc 3, CS 12, MM 16, Wpn: Glaive
Crossbowman	Gold 10, Res 10, Rec 9 HP 10, Prot 9, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, Wpn: Mace, Crossbow
Pikeneer	Gold 10, Res 20, Rec 9 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 8, Prec 10, Enc 5, CS 10, MM 14, Wpn: Pike
Halberdier	Gold 10, Res 22, Rec 9 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 5, CS 10, MM 14, Wpn: Halberd
Swordsman	Gold 10, Res 28, Rec 9 HP 10, Prot 17, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 10, Enc 7, CS 8, MM 12, Wpn: Great Sword
Palace Guard	Gold 20, Res 27, Rec 31 HP 13, Prot 17, MR 10, Mor 12, Str 11, Att 12, Def 11, Prec 10, Enc 7, CS 8, MM 12, Wpn: Halberd
Royal Guard	Gold 20, Res 33, Rec 31 HP 14, Prot 20, MR 10, Mor 13, Str 12, Att 12, Def 11, Prec 10, Enc 8, CS 7, MM 10, Wpn: Great Sword
Flagellant	Gold 10, Res 4, Rec 5 (can be recruited outside forts as well) HP 9, Prot 0, MR 10, Mor 14, Str 11, Att 8, Def 6, Prec 8, Enc 3, CS 12, MM 16, Sacr, Wpn: Flail
Deliverer of Justice	Gold 18, Res 23, Rec 18 (can only be recruited in the capital) HP 11, Prot 14, MR 10, Mor 12, Str 10, Att 10, Def 10, Prec 12, Enc 5, CS 10, MM 14, Sacr, Wpn: Short Sword, Crossbow
Hand of Justice	Gold 19, Res 27, Rec 21 (can only be recruited in the capital) HP 12, Prot 17, MR 10, Mor 13, Str 11, Att 11, Def 10, Prec 10, Enc 7, CS 8, MM 12, Sacr, Patrol 3, Wpn: Halberd



Abysia, Blood of Humans

When the Warlocks began their horrible breeding experiments, they unknowingly spelled the doom of Abysia. But it was not the Demonbreds that posed a threat. The real danger came from the Humanbreds, who were multiplying like vermin and swarming the kingdom. Now the heat of the Smouldercone is faltering with the declining number of pure Abysians and magic is seeping from the land. Other sources of magic are needed and the Blood Cult of ancient times is renewed with fervor. Pureblooded Abysians, now rare, serve as priests and sacred warriors.

Race: Humanbred Abysians. Fire resistance, prefers Heat scale +2, wasteland survival. Death and Growth scales have half the standard effect on income and population growth and no effect on supplies.

Military: Light and heavy infantry, axe throwers

Magic: Fire, Blood, Astral, Death, some Earth

Priests: Powerful, can perform blood sacrifices

Scales & Blesses: Heat limit +1, Death limit +1

Buildings: Standard Forts, forts reduce heat scale deaths by 1 step

Abysia, recruitable commanders

Slayer Newt	Gold 110, Res 10, Rec 1 HP 12, Prot 11, MR 11, Mor 13, Str 11, Att 12, Def 11, Prec 11, Enc 5, CS 11, MM 12, WS, Sacr, Stealth 65, Ambidex 2, FR +15, DV 50, Assassin, Patience +2, Wpn: Poison Dagger, Poison Dagger
Abysian Commander	Gold 100, Res 26, Rec 1 HP 14, Prot 17, MR 11, Mor 12, Str 12, Att 11, Def 8, Prec 8, Enc 7, CS 7, MM 10, WS, FR +15, DV 50, Ldr 100, Wpn: Battleaxe
Slayer Worm	Gold 130, Res 10, Rec 1 HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 10, Prec 9, Enc 4, CS 10, MM 12, WS, Sacr, Stealth 60, Ambidex 3, FR +25, DV 50, Heat 3, Assassin, Patience +2, Mag: H1, Wpn: Poison Dagger, Poison Dagger
Newt	Gold 120, Res 1, Rec 2 HP 11, Prot 0, MR 13, Mor 10, Str 13, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 14, WS, Sacr, FR +15, DV 50, Ldr 60, MagLdr 10, Mag: F1H1, Wpn: Dagger
Sanguine Acolyte	Gold 120, Res 1, Rec 2 HP 11, Prot 0, MR 13, Mor 10, Str 11, Att 10, Def 9, Prec 9, Enc 3, CS 11, MM 14, WS, Sacr, FR +15, DV 50, Ldr 50, UndLdr 10, MagLdr 10, Mag: B1H1, Wpn: Dagger
Sanguine Anathemant	Gold 295, Res 1, Rec 2 HP 14, Prot 0, MR 15, Mor 13, Str 13, Att 10, Def 8, Prec 8, Enc 3, CS 9, MM 12, WS, Sacr, FR +25, DV 50, Heat 3, Ldr 60, UndLdr 20, MagLdr 30, Mag: F1B2H2, Wpn: Dagger
Anathemant Salamander	Gold 295, Res 1, Rec 2 HP 14, Prot 0, MR 15, Mor 13, Str 13, Att 10, Def 8, Prec 9, Enc 3, CS 9, MM 12, WS, Sacr, FR +25, DV 50, Heat 3, Ldr 70, UndLdr 50, MagLdr 20, Mag: F2D1H2, Wpn: Dagger
Slayer Anathemant	Gold 270, Res 10, Rec 2 (can only be recruited in the capital) HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 9, Prec 9, Enc 5, CS 10, MM 10, WS, Sacr, Stealth 60, Ambidex 3, FR +25, DV 50, Heat 3, Assassin, Patience +3, UndLdr 50, MagLdr 10, Mag: F1H2?1, Wpn: Poison Dagger, Poison Dagger
Slayer Sanguine	Gold 290, Res 10, Rec 2 (can only be recruited in the capital) HP 17, Prot 11, MR 13, Mor 14, Str 14, Att 13, Def 9, Prec 9, Enc 5, CS 10, MM 10, WS, Sacr, Stealth 60, Temp Blood Slaves 1, Ambidex 3, FR +25, DV 50, Heat 3, Assassin, Patience +3, UndLdr 20, MagLdr 20, Mag: B2H2, Wpn: Athame, Athame
Warlock Apprentice	Gold 190, Res 1, Rec 2 (can only be recruited in the capital) HP 15, Prot 0, MR 14, Mor 10, Str 13, Att 10, Def 8, Prec 8, Enc 3, CS 10, MM 12, WS, FR +25, DV 50, Heat 3, Adept Cross Breeder +2, Ldr 10, UndLdr 20, MagLdr 40, Mag: S1B2, Wpn: Dagger
Warlock	Gold 400, Res 1, Rec 2 (can only be recruited in the capital) HP 15, Prot 0, MR 15, Mor 11, Str 13, Att 11, Def 7, Prec 9, Enc 5, CS 8, MM 8, WS, FR +25, DV 50, Heat 3, Adept Cross Breeder +6, Ldr 10, UndLdr 40, MagLdr 80, Mag: S2B3?1, Wpn: Dagger
Anathemant Dragon	Gold 405, Res 2, Rec 4 (can only be recruited in the capital) HP 13, Prot 0, MR 17, Mor 15, Str 13, Att 11, Def 8, Prec 10, Enc 4, CS 9, MM 10, WS, Sacr, FR +25, DV 50, Heat 3, Ldr 70, UndLdr 100, MagLdr 20, Mag: F2D1H3?1, Wpn: Mace

Abysia, recruitable units	
Abysian Light Infantry	Gold 12, Res 10, Rec 9
	HP 12, Prot 9, MR 11, Mor 10, Str 11, Att 10, Def 14, Prec 8, Enc 5, CS 9, MM 14, WS, FR +15, DV 50, Wpn: Spear
Abysian Light Infantry	Gold 12, Res 10, Rec 9
	HP 12, Prot 9, MR 11, Mor 10, Str 11, Att 10, Def 13, Prec 8, Enc 5, CS 9, MM 14, WS, FR +15, DV 50, Wpn: Axe
Abysian Heavy Infantry	Gold 12, Res 27, Rec 9
	HP 12, Prot 17, MR 11, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 9, CS 5, MM 10, WS, FR +15, DV 50, Wpn: Axe
Abysian Heavy Infantry	Gold 12, Res 28, Rec 9
	HP 12, Prot 17, MR 11, Mor 10, Str 11, Att 10, Def 10, Prec 8, Enc 9, CS 5, MM 10, WS, FR +15, DV 50, Wpn: Morningstar
Abysian Heavy Infantry	Gold 12, Res 26, Rec 9
	HP 12, Prot 17, MR 11, Mor 10, Str 11, Att 10, Def 7, Prec 8, Enc 7, CS 7, MM 10, WS, FR +15, DV 50, Wpn: Battleaxe
Abysian Heavy Infantry	Gold 12, Res 26, Rec 9
	HP 12, Prot 17, MR 11, Mor 10, Str 11, Att 10, Def 5, Prec 8, Enc 7, CS 7, MM 10, WS, FR +15, DV 50, Wpn: Flail
Abysian Axe Thrower	Gold 13, Res 11, Rec 10
	HP 12, Prot 9, MR 11, Mor 10, Str 11, Att 10, Def 11, Prec 9, Enc 4, CS 10, MM 14, WS, FR +15, DV 50, Wpn: Axe, Throwing Axe
Warbred	Gold 30, Res 35, Rec 28
	HP 22, Prot 18, MR 8, Mor 14, Str 15, Att 11, Def 7, Prec 9, Enc 6, CS 9, MM 12, WS, FR +5, Berserker +2, Wpn: Battleaxe
Guardian of the Pyre	Gold 30, Res 28, Rec 14 (can only be recruited in the capital)
	HP 17, Prot 17, MR 12, Mor 13, Str 14, Att 11, Def 11, Prec 7, Enc 8, CS 5, MM 10, WS, Sacr, FR +25, DV 50, Heat 3, Wpn: Morningstar

Ragha, Dual Kingdom



Ragha is a dual kingdom of fire and ice, rage and serenity. Half of the population are Abyssian descendants from the isolated colony of Tur, and half the population are Airyan refugees from Caelum. Tur was a distant and prosperous Abyssian colony founded after a successful military campaign against the giants of Ashdod. But the war with Ashdod had been taxing and the colony was cut off from the kingdom by an Arcoscephalean campaign through the fertile lands previously conquered from the giants. For centuries Tur was left alone and an independent kingdom formed. Then came the Caelians. A great host of iceclad warriors descended upon the Turan armies on the plain of Ragha in the mid of winter. The Turan Shah realized that Tur could not stand up to the Caelians for long. Tur was on the brink of destruction when the attacks suddenly stopped. Civil war had broken out in Caelum and the campaign was aborted. Instead Caelian refugees and deserters settled on the plain of Ragha. Airyan Seraphs approached the Turan Shah and peace was negotiated. When the Harab Seraphs of Caelum attacked, the Airyas were saved by the gryphon riders of Tur. This sealed the truce and a strange alliance was formed. Ragha is now a society of two peoples united out of necessity. During winter the Airyas reign and during summer the Turans reign. Even faith has evolved to mimic the legacy of the two peoples. Two different groups of beings are adored and worshiped. But this is starting to change. The One True God has arisen. The peoples of Ragha suffer less from hot or cold climates than other nations.

Race: Flying, cold resistant, heat resistant, do not suffer as much from heat or cold

Military: Flying units, gryphon riders

Magic: Air, Water, Astral, Fire, Death and Blood

Priests: Average, Guardian spirits, Temples expensive but generate fire gems.

Scales & Blesses: Turmoil limit +1

Buildings: Standard Forts, temples cost 1200, temples produce fire gems

Ragha, recruitable commanders

Airya Scout	Gold 35, Res 13, Rec 1 HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 12, Prec 12, Enc 5, CS 8, MM 22, Fly, Stealth 55, CR +15, Ice Prot 1, Wpn: Ice Blade
Paighan-Salar	Gold 50, Res 18, Rec 1 HP 13, Prot 13, MR 11, Mor 12, Str 12, Att 11, Def 13, Prec 9, Enc 5, CS 9, MM 12, MS, WS, FR +10, DV 50, Ldr 75, Wpn: Broad Sword
Airya Spahbed	Gold 70, Res 38, Rec 1 HP 11, Prot 17, MR 12, Mor 13, Str 10, Att 12, Def 16, Prec 12, Enc 7, CS 6, MM 20, Fly, CR +15, Ice Prot 2, Ldr 75, Wpn: Ice Sword
Turan Spahbed	Gold 150, Res 30, Rec 1 HP 15, Prot 20, MR 11, Mor 13, Str 12, Att 13, Def 15, Prec 10, Enc 6, CS 12, MM 10, MS, WS, FR +15, DV 50, Rider 3, Ldr 100, Wpn: Lance, Broad Sword, Mount: Nisean War Horse
Airya Shah	Gold 180, Res 32, Rec 1 HP 11, Prot 15, MR 12, Mor 13, Str 10, Att 12, Def 16, Prec 12, Enc 7, CS 6, MM 20, Fly, Sacr, CR +15, Ice Prot 2, Ldr 75, Mag: H1, Wpn: Ice Sword
Turan Shah	Gold 240, Res 25, Rec 1 HP 15, Prot 17, MR 11, Mor 13, Str 12, Att 13, Def 16, Prec 11, Enc 6, CS 12, MM 10, MS, WS, Sacr, FR +15, DV 50, Rider 3, Ldr 100, Mag: H1, Wpn: Lance, Broad Sword, Mount: Nisean War Horse
Karapan	Gold 140, Res 1, Rec 2 HP 11, Prot 0, MR 13, Mor 10, Str 13, Att 10, Def 9, Prec 8, Enc 3, CS 11, MM 14, MS, WS, Sacr, FR +15, DV 50, Ldr 20, MagLdr 20, Mag: F1H1?1, Wpn: Dagger
Athravan	Gold 140, Res 2, Rec 2 HP 8, Prot 0, MR 15, Mor 13, Str 8, Att 9, Def 8, Prec 11, Enc 4, CS 8, MM 22, Fly, Sacr, CR +15, Ldr 20, MagLdr 30, Mag: F1H1?1, Wpn: Ice Knife
Zotar	Gold 295, Res 2, Rec 2 HP 8, Prot 0, MR 15, Mor 13, Str 8, Att 9, Def 7, Prec 11, Enc 5, CS 8, MM 20, Fly, Sacr, CR +15, Ldr 60, MagLdr 40, Mag: F1A1W1H2?1, Wpn: Ice Knife
Dastur	Gold 300, Res 1, Rec 2 HP 11, Prot 0, MR 13, Mor 10, Str 13, Att 10, Def 8, Prec 8, Enc 4, CS 11, MM 12, MS, WS, Sacr, FR +15, DV 50, Ldr 60, UndLdr 70, MagLdr 30, Mag: F1D1B1H2?1, Wpn: Dagger
Airya Seraph	Gold 310, Res 2, Rec 4 HP 8, Prot 0, MR 15, Mor 13, Str 8, Att 9, Def 5, Prec 11, Enc 7, CS 7, MM 20, Fly, CR +15, Ldr 60, MagLdr 70, Mag: A3W1S1?1, Wpn: Ice Knife
Turan Sorcerer	Gold 315, Res 1, Rec 4 HP 15, Prot 0, MR 15, Mor 11, Str 13, Att 11, Def 6, Prec 9, Enc 6, CS 8, MM 8, MS, WS, FR +25, DV 50, Heat 3, Ldr 40, UndLdr 70, MagLdr 50, Mag: F3D1B1?1, Wpn: Dagger

Zhayedan Spahbed	Gold 245, Res 60, Rec 1 (can only be recruited in the capital)
	HP 16, Prot 20, MR 12, Mor 15, Str 13, Att 13, Def 15, Prec 9, Enc 6, CS 15, MM 10, MS, WS, Sacr, FR +15, DV 50, Rider 1, Ldr 100, Wpn: Lance, Broad Sword, Mount: Turan Gryphon

Ragha, recruitable units

Paighan	Gold 8, Res 9, Rec 3
	HP 12, Prot 9, MR 11, Mor 9, Str 11, Att 8, Def 11, Prec 8, Enc 4, CS 10, MM 14, MS, WS, FR +10, DV 50, Wpn: Spear
Airy Archer	Gold 10, Res 7, Rec 9
	HP 9, Prot 6, MR 12, Mor 10, Str 9, Att 10, Def 9, Prec 12, Enc 4, CS 9, MM 22, Fly, CR +15, Wpn: Ice Knife, Composite Bow
Airy Light Infantry	Gold 10, Res 11, Rec 9
	HP 9, Prot 8, MR 12, Mor 10, Str 9, Att 10, Def 11, Prec 11, Enc 5, CS 8, MM 22, Fly, CR +15, Ice Prot 1, Wpn: Ice Lance
Airy Infantry	Gold 10, Res 16, Rec 9
	HP 9, Prot 11, MR 12, Mor 10, Str 9, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, CR +15, Ice Prot 1, Wpn: Ice Blade
Turan Infantry	Gold 11, Res 19, Rec 8
	HP 12, Prot 13, MR 11, Mor 11, Str 11, Att 10, Def 12, Prec 9, Enc 5, CS 9, MM 12, MS, WS, FR +10, DV 50, Wpn: Broad Sword, Javelin
Turan Heavy Infantry	Gold 13, Res 22, Rec 10
	HP 13, Prot 16, MR 11, Mor 12, Str 12, Att 10, Def 11, Prec 9, Enc 6, CS 8, MM 10, MS, WS, FR +10, DV 50, Wpn: Broad Sword
Turan Horse Archer	Gold 27, Res 12, Rec 9
	HP 12, Prot 10, MR 11, Mor 11, Str 11, Att 10, Def 14, Prec 9, Enc 3, CS 11, MM 14, MS, WS, FR +10, DV 50, Rider 2, Wpn: Spear, Composite Bow, Mount: Riding Horse
Turan Cavalry	Gold 30, Res 30, Rec 9
	HP 12, Prot 15, MR 11, Mor 11, Str 11, Att 10, Def 14, Prec 9, Enc 5, CS 11, MM 20, MS, WS, FR +10, DV 50, Rider 2, Wpn: Light Lance, Composite Bow, Mount: War Horse
Savaran Cataphract	Gold 55, Res 29, Rec 18
	HP 13, Prot 16, MR 11, Mor 12, Str 12, Att 11, Def 14, Prec 10, Enc 5, CS 12, MM 12, MS, WS, FR +15, DV 50, Rider 2, Wpn: Lance, Broad Sword, Composite Bow, Mount: Nisean War Horse
Savaran Guard	Gold 60, Res 33, Rec 27
	HP 15, Prot 20, MR 11, Mor 13, Str 12, Att 12, Def 14, Prec 10, Enc 6, CS 12, MM 8, MS, WS, FR +15, DV 50, Rider 2, Wpn: Lance, Broad Sword, Composite Bow, Mount: Nisean War Horse
Turan Elephant Rider	Gold 105, Res 19, Rec 9
	HP 12, Prot 14, MR 11, Mor 9, Str 11, Att 10, Def 10, Prec 9, Enc 4, CS 11, MM 12, MS, WS, FR +10, DV 50, Wpn: Small Hammer, Mount: War Elephant, Coriders: 2 * Elephant Spearmen
Iceclad Zhayedan	Gold 19, Res 40, Rec 21 (can only be recruited in the capital)
	HP 9, Prot 17, MR 12, Mor 12, Str 9, Att 11, Def 13, Prec 11, Enc 7, CS 6, MM 20, Fly, Sacr, CR +15, Ice Prot 2, Wpn: Ice Lance
Zhayedan	Gold 125, Res 60, Rec 27 (can only be recruited in the capital)
	HP 15, Prot 20, MR 11, Mor 14, Str 12, Att 12, Def 15, Prec 9, Enc 6, CS 15, MM 10, MS, WS, Sacr, FR +15, DV 50, Rider 1, Wpn: Lance, Broad Sword, Mount: Turan Gryphon

Ragha, mount stats

Riding Horse	HP 18, Prot 3, MR 5, Mor 7, Str 13, Att 8, Def 10, Prec 5, Enc 2, CS 26, MM 22, Wpn: Hoof
War Horse	HP 20, Prot 10, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 3, CS 23, MM 20, Wpn: Hoof
Nisean War Horse	HP 26, Prot 17, MR 7, Mor 13, Str 17, Att 13, Def 9, Prec 5, Enc 4, CS 28, MM 18, FR +5, Wpn: Hoof
War Elephant	HP 64, Prot 18, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 5, CS 16, MM 18, Trample, Wpn: Tusk
Turan Gryphon	HP 44, Prot 19, MR 13, Mor 15, Str 16, Att 13, Def 5, Prec 10, Enc 8, CS 11, MM 16, MS, WS, Fly, Sacr, Smart 100, Wpn: Bite, Talons
Turan Gryphon	HP 47, Prot 19, MR 13, Mor 15, Str 17, Att 13, Def 5, Prec 10, Enc 8, CS 11, MM 16, MS, WS, Fly, Sacr, Smart 100, Wpn: Bite, Talons



Caelum, Return of the Raptors

Caelum is a magocracy of winged humanoids who inhabit the highest mountain peaks. In ancient times, there were three Caelian clans led by semi-divine beings known as Yazatas. Centuries ago the Harab Seraphs of the Raptor clan were accused of polluting the purifying flames and tainting the sacred task of the Seraphines. They were condemned by the High Seraphs of the Airya clan and civil war broke out. The Raptors were banished and scattered across the world. But now a new God is rising and the scattered tribes have gathered. The Raptors have returned to Caelum and overthrown the magocracy. Harab Seraphs, the mage-priests of this new and dark faith, have replaced the High Seraphs and black-winged Raptors have become the ruling elite. Now the Raptors have cast their eyes upon other nations. The Harab Seraphs are skilled in Air, Death and Earth magic. A few of the Airya Seraphs remain, but the ice crafters have been replaced by iron crafters, Raptorian mage-smiths who forge weapons of iron and steel. The secrets of the magical ice of former times are all but forgotten. Caelians are thin and light. The Raptorians are slightly stronger and are martially superior to the other clans. They are not as resistant to the elements as the other Caelians. Airya Clan Caelians are resistant to cold, but few of them remain. Spire Horn Caelians are less resistant to cold but have partial resistance to lightning. They are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops, such as huge Mammoths.

Race: Flying, cold resistant, prefers Cold scale +1
 Military: Flying units, skilled archers, mammoths
 Magic: Air, Death, Earth, some Water and Fire
 Priests: Average
 Scales & Blesses: Cold limit +1
 Buildings: Standard Forts

Caelum, recruitable commanders

Airya Scout	Gold 35, Res 13, Rec 1 HP 9, Prot 8, MR 11, Mor 10, Str 9, Att 10, Def 12, Prec 12, Enc 5, CS 8, MM 22, Fly, Stealth 55, CR +15, Ice Prot 1, Wpn: Ice Blade
Raven Lord	Gold 70, Res 25, Rec 1 HP 12, Prot 14, MR 10, Mor 13, Str 11, Att 13, Def 15, Prec 10, Enc 6, CS 7, MM 20, Fly, Stealth 40, Ambidex 2, Ldr 50, Wpn: Short Sword
Storm General	Gold 95, Res 36, Rec 1 HP 11, Prot 15, MR 11, Mor 14, Str 10, Att 12, Def 16, Prec 11, Enc 6, CS 7, MM 22, Fly, SR +10, CR +10, Ice Prot 2, Storm Immunity, Ldr 100, Wpn: Ice Blade
Iron Crafter	Gold 65, Res 3, Rec 2 HP 9, Prot 0, MR 13, Mor 12, Str 9, Att 8, Def 6, Prec 12, Enc 4, CS 8, MM 22, Fly, Forge Bonus 1, Resource Bonus 10, Ldr 10, MagLdr 10, Mag: E1, Wpn: Hammer
Caretaker	Gold 140, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 12, Str 9, Att 8, Def 10, Prec 12, Enc 4, CS 8, MM 22, Fly, Sacr, Ldr 10, UndLdr 50, MagLdr 10, Mag: E1D1H1, Wpn: Quarterstaff
Harab Seraph	Gold 175, Res 3, Rec 2 HP 9, Prot 1, MR 14, Mor 12, Str 9, Att 8, Def 8, Prec 12, Enc 4, CS 8, MM 22, Fly, Ldr 50, UndLdr 50, MagLdr 20, Mag: A1D1?1, Wpn: Short Sword
Caelian Seraph	Gold 175, Res 2, Rec 2 (can only be recruited in the capital) HP 9, Prot 0, MR 14, Mor 11, Str 9, Att 8, Def 7, Prec 12, Enc 4, CS 8, MM 22, Fly, CR +15, Ldr 10, MagLdr 30, Mag: A2W1, Wpn: Ice Knife
Harab Elder	Gold 430, Res 3, Rec 4 (can only be recruited in the capital) HP 9, Prot 1, MR 16, Mor 13, Str 9, Att 8, Def 6, Prec 12, Enc 7, CS 6, MM 20, Fly, Sacr, Ldr 50, UndLdr 100, MagLdr 40, Mag: A2E1D2H2?1, Wpn: Short Sword

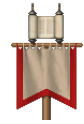
Caelum, recruitable units

Spire Horn Militia	Gold 8, Res 5, Rec 5 HP 10, Prot 6, MR 11, Mor 8, Str 10, Att 8, Def 7, Prec 11, Enc 4, CS 9, MM 20, Fly, SR +5, CR +5, Wpn: Ice Spear
Raptorian Militia	Gold 8, Res 4, Rec 5 HP 11, Prot 6, MR 10, Mor 9, Str 10, Att 9, Def 8, Prec 10, Enc 4, CS 9, MM 20, Fly, Wpn: Spear
Airy Light Infantry	Gold 10, Res 11, Rec 9 HP 9, Prot 8, MR 12, Mor 10, Str 9, Att 10, Def 11, Prec 11, Enc 5, CS 8, MM 22, Fly, CR +15, Ice Prot 1, Wpn: Ice Lance
Airy Infantry	Gold 10, Res 16, Rec 9 HP 9, Prot 11, MR 12, Mor 10, Str 9, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, CR +15, Ice Prot 1, Wpn: Ice Blade
Raptorian Warrior	Gold 10, Res 12, Rec 9 HP 11, Prot 12, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Light Lance
Raptorian Warrior	Gold 10, Res 24, Rec 9 HP 11, Prot 14, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Light Lance
Raptorian Warrior	Gold 10, Res 26, Rec 9 HP 11, Prot 14, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Broad Sword
Spire Horn Archer	Gold 10, Res 7, Rec 9 HP 9, Prot 6, MR 11, Mor 10, Str 9, Att 10, Def 9, Prec 12, Enc 4, CS 9, MM 22, Fly, SR +5, CR +5, Storm Immunity, Wpn: Ice Knife, Composite Bow
Spire Horn Warrior	Gold 10, Res 7, Rec 9 HP 10, Prot 6, MR 11, Mor 10, Str 10, Att 10, Def 12, Prec 11, Enc 5, CS 8, MM 22, Fly, SR +5, CR +5, Storm Immunity, Wpn: Ice Lance
Iron Crow	Gold 14, Res 26, Rec 18 HP 12, Prot 14, MR 10, Mor 12, Str 11, Att 12, Def 14, Prec 10, Enc 6, CS 7, MM 20, Fly, Wpn: Broad Sword
Storm Guard	Gold 15, Res 31, Rec 21 HP 10, Prot 14, MR 11, Mor 11, Str 10, Att 11, Def 14, Prec 11, Enc 6, CS 7, MM 22, Fly, SR +10, CR +10, Ice Prot 2, Storm Immunity, Wpn: Ice Lance
Iceclad	Gold 15, Res 40, Rec 21 (can only be recruited in the capital) HP 9, Prot 17, MR 12, Mor 12, Str 9, Att 11, Def 13, Prec 11, Enc 7, CS 6, MM 20, Fly, CR +15, Ice Prot 2, Wpn: Ice Lance
Raven Guard	Gold 16, Res 23, Rec 23 HP 12, Prot 14, MR 10, Mor 13, Str 11, Att 12, Def 11, Prec 10, Enc 6, CS 8, MM 20, Fly, Stealth 40, Ambidex 1, Wpn: Short Sword, Dagger
Mammoth Rider	Gold 120, Res 5, Rec 9 HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 12, MM 22, Fly, SR +5, CR +20, Storm Immunity, Wpn: Small Hammer, Mount: Mammoth, Coriders: 2 * Mammoth Archers
Iron Hail Archer	Gold 16, Res 9, Rec 16 (can only be recruited in the capital) HP 12, Prot 8, MR 11, Mor 12, Str 10, Att 10, Def 9, Prec 12, Enc 4, CS 11, MM 14, Sacr, Reinvig 2, Wpn: Dagger, Composite Bow
Earthbound	Gold 23, Res 38, Rec 27 (can only be recruited in the capital) HP 14, Prot 20, MR 12, Mor 14, Str 12, Att 12, Def 14, Prec 10, Enc 10, CS 5, MM 10, Sacr, Reinvig 3, Wpn: Short Sword, Crossbow

Caelum, mount stats

Mammoth	HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, CR +15, Wpn: Tusk
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Gath, Last of the Giants



Gath is a dry land that has only recently recovered from the devastation caused by its earlier inhabitants. For ages the land has been dominated by giants, but under constant pressure from human immigrants and the Abyssian Tide of Fire, the original inhabitants of the land were forced to retreat and watch as city after city was destroyed. Now there is but one city left: Gath, the City of Giants. The Gittite descendants of the Anakites of Ashdod still dominate the surrounding land and have subjugated several human tribes. While the human tribes comprise much of the population of the kingdom, the Gittites are the undisputed rulers of the land. By keeping iron-working from the human population and through a strictly centralized cult focused around bloody sacrifices at the Great Temple, the Gittites have kept control of the land. The Gittites are small compared to the ancient Rephaim, but still large by human standards.

Race: Gittite giants and humans. Prefers Heat scale +1.

Military: Gittite infantry, several human tribes with different skills.

Magic: Fire, Earth, Astral, Blood, Nature, Death.

Priests: Medium with powerful priest at capital, sacred Gibborite giants, can perform blood sacrifices.

Scales & Blesses: Heat limit +1

Buildings: Giant Forts, temples cost 1200

Gath, recruitable commanders

lassacharite Scout	Gold 35, Res 6, Rec 1 HP 10, Prot 2, MR 10, Mor 7, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, WS, Stealth 55, Wpn: Bronze Dagger, Short Bow
lassacharite Sage	Gold 60, Res 2, Rec 1 HP 9, Prot 2, MR 11, Mor 7, Str 9, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 14, WS, Sacr, Mundane Researcher, Wpn: Bronze Dagger
Benjaminite Commander	Gold 55, Res 11, Rec 1 HP 12, Prot 6, MR 10, Mor 12, Str 10, Att 12, Def 14, Prec 12, Enc 4, CS 12, MM 16, WS, Ambidex 2, Pillage +5, Ldr 50, Wpn: Bronze Sword, Bronze Sword, Sling
Gittite Commander	Gold 115, Res 25, Rec 1 HP 27, Prot 14, MR 12, Mor 13, Str 16, Att 12, Def 15, Prec 12, Enc 6, CS 11, MM 14, WS, FR +5, Ldr 100, Wpn: Broad Sword, Javelin
Levite Priest	Gold 65, Res 2, Rec 1 HP 9, Prot 2, MR 13, Mor 13, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, WS, Sacr, Ldr 10, Mag: H1, Wpn: Dagger
lassacharite Sibyl	Gold 90, Res 2, Rec 2 HP 9, Prot 2, MR 13, Mor 7, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, WS, Fortune Teller 10, MagLdr 30, Mag: S1N1, Wpn: Fist
Abba	Gold 245, Res 2, Rec 2 HP 23, Prot 3, MR 15, Mor 10, Str 15, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, Stealth 50, Healing 1, FR +5, Heretic 1, MagLdr 30, Mag: N2?1, Wpn: Quarterstaff
Kohen	Gold 180, Res 2, Rec 2 HP 23, Prot 3, MR 14, Mor 10, Str 15, Att 9, Def 9, Prec 10, Enc 3, CS 14, MM 18, WS, Sacr, FR +5, Ldr 10, UndLdr 10, MagLdr 20, Mag: B1H2?1, Wpn: Dagger
Yeddeoni	Gold 180, Res 2, Rec 2 HP 23, Prot 3, MR 14, Mor 10, Str 15, Att 9, Def 12, Prec 10, Enc 3, CS 14, MM 18, WS, FR +5, Ldr 10, UndLdr 100, MagLdr 10, Mag: E1D1?1, Wpn: Quarterstaff
Seren	Gold 280, Res 79, Rec 2 (can only be recruited in the capital) HP 42, Prot 18, MR 14, Mor 14, Str 21, Att 13, Def 18, Prec 11, Enc 6, CS 13, MM 16, WS, Sacr, FR +5, Ldr 150, Wpn: Anakite Sword
Kohen Gadol	Gold 540, Res 33, Rec 4 (can only be recruited in the capital) HP 55, Prot 11, MR 18, Mor 16, Str 20, Att 12, Def 11, Prec 10, Enc 2, CS 14, MM 18, WS, Sacr, FR +5, Ldr 100, UndLdr 20, MagLdr 50, Mag: B2H3?2, Wpn: Censer

Gath, recruitable units	
Naphtali Spearman	Gold 10, Res 11, Rec 9
	HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 11, MM 16, WS, Wpn: Bronze Spear, Javelin
Reubenite Archer	Gold 10, Res 7, Rec 9
	HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 16, WS, Wpn: Bronze Dagger, Short Bow
Benjaminite Slinger	Gold 11, Res 11, Rec 12
	HP 10, Prot 6, MR 10, Mor 10, Str 10, Att 11, Def 13, Prec 12, Enc 4, CS 12, MM 16, WS, Ambidex 2, Pillage +2, Wpn: Bronze Sword, Bronze Sword, Sling
Gadite Swordsman	Gold 12, Res 28, Rec 14
	HP 12, Prot 16, MR 10, Mor 11, Str 11, Att 10, Def 12, Prec 10, Enc 9, CS 6, MM 12, WS, FR +5, Wpn: Bronze Sword, Javelin
Zebulunite Soldier	Gold 13, Res 15, Rec 16
	HP 10, Prot 12, MR 10, Mor 13, Str 10, Att 11, Def 14, Prec 10, Enc 6, CS 9, MM 12, WS, Wpn: Bronze Spear
Asherite Soldier	Gold 15, Res 27, Rec 21
	HP 11, Prot 17, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 10, Enc 8, CS 7, MM 10, Wpn: Broad Sword
Zebulunite Horn Blower	Gold 20, Res 16, Rec 21
	HP 10, Prot 12, MR 10, Mor 13, Str 10, Att 8, Def 8, Prec 10, Enc 6, CS 7, MM 12, WS, Wpn: Dagger
Gittite Soldier	Gold 25, Res 22, Rec 15
	HP 24, Prot 14, MR 12, Mor 12, Str 15, Att 11, Def 13, Prec 10, Enc 6, CS 11, MM 14, WS, FR +5, Wpn: Spear, Javelin
Levite Zealot	Gold 15, Res 17, Rec 14
	HP 11, Prot 12, MR 10, Mor 14, Str 10, Att 10, Def 13, Prec 10, Enc 6, CS 9, MM 12, WS, Sacr, Patrol 2, Wpn: Bronze Sword
Gibbor	Gold 70, Res 43, Rec 23 (can only be recruited in the capital)
	HP 38, Prot 14, MR 13, Mor 13, Str 19, Att 12, Def 16, Prec 10, Enc 6, CS 13, MM 14, WS, Sacr, FR +5, Wpn: Anakite Sword



Patala, Reign of the Nagas

In the dense forests of the Bandar realm, apes of uncanny brightness have emerged. Under the influence of semi-divine beings, the apes evolved intelligence and culture. When the former rulers of Bandar Log returned to their Celestial Realms, the apes were left without leadership and innovation in the nation ground to a halt. A warlike hierarchical society was formed with the large Bandar apes at the top. Later, Nagas arrived from the Nether Realm of Patala, from where all rivers spring. The Nagas are divine beings of the Underworld and its rivers and are to the apes what the Yakshas had been in ages past. With mesmerizing stares and dancing serpentine bodies, they entranced the Bandar Log and claimed their empire as their own. Patala is a divided society. Small Markatas are at the bottom of the society. Vanara apes of human size are the most common. Large Bandar apes rule most of the society and form the military. Above all are the sacred Nagas and their kings.

Race: Nagas and apes, prefers Heat scale +2
 Military: A multitude of missile weapons, light and medium infantry, sacred naga warriors
 Magic: Water, Earth, Nature, Astral and Glamour
 Priests: Average
 Scales & Blesses: Order limit +1, Heat limit +1
 Buildings: Standard Forts

Patala, recruitable commanders

Markata Scout	Gold 25, Res 1, Rec 1 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, MS, Stealth 60, Wpn: Dagger, Sticks and Stones
Vanara Captain	Gold 50, Res 17, Rec 1 HP 13, Prot 14, MR 8, Mor 12, Str 12, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Ldr 75, Wpn: Falchion
Atavi Chieftain	Gold 60, Res 8, Rec 1 (can also be recruited in all forests) HP 12, Prot 4, MR 8, Mor 10, Str 11, Att 11, Def 13, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Ldr 50, Wpn: Falchion, Sticks and Stones
Bandar Commander	Gold 105, Res 22, Rec 1 HP 23, Prot 15, MR 8, Mor 14, Str 17, Att 13, Def 11, Prec 9, Enc 5, CS 8, MM 10, FS, Ldr 100, Wpn: Falchion
Brahmin	Gold 60, Res 2, Rec 1 HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, FS, Sacr, Ldr 10, Mag: H1, Wpn: Mace
Yogi	Gold 80, Res 1, Rec 2 HP 9, Prot 1, MR 14, Mor 7, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, FS, Sacr, Ldr 10, MagLdr 20, Mag: S1, Wpn: Fist
Guru	Gold 225, Res 1, Rec 2 HP 9, Prot 1, MR 15, Mor 13, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 2, MM 10, FS, Sacr, Ldr 10, MagLdr 50, Mag: S2N1, Wpn: Fist
Nagaraja	Gold 245, Res 31, Rec 2 (can only be recruited in the capital) HP 25, Prot 16, MR 17, Mor 14, Str 14, Att 12, Def 12, Prec 12, Enc 9, CS 8, MM 8, SS, Sacr, Magic, Amph, Water Magic +1, PR +10, SpSi, Ldr 100, MagLdr 50, Mag: W1E1G1H2, Wpn: Hypnotize, Falchion, Venomous Bite, Poison Spit
Nagini	Gold 310, Res 1, Rec 2 (can only be recruited in the capital) HP 18, Prot 5, MR 17, Mor 13, Str 12, Att 11, Def 11, Prec 12, Enc 4, CS 8, MM 12, SS, Sacr, Magic, Amph, Water Magic +1, PR +10, SpSi, Ldr 50, MagLdr 60, Mag: W1E1G1H1?1, Wpn: Hypnotize, Fist, Venomous Bite, Poison Spit
Nagarishi	Gold 485, Res 2, Rec 4 (can only be recruited in the capital) HP 22, Prot 5, MR 18, Mor 13, Str 13, Att 11, Def 12, Prec 12, Enc 4, CS 10, MM 12, SS, Sacr, Magic, Amph, Water Magic +1, PR +10, SpSi, Ldr 10, MagLdr 120, Mag: W2E2S1N1G1H1?1, Wpn: Hypnotize, Kryss, Venomous Bite, Poison Spit
Naga Chief	Gold 80, Res 7, Rec 1 (can be recruited in all caves) HP 18, Prot 5, MR 13, Mor 12, Str 13, Att 11, Def 14, Prec 10, Enc 4, CS 10, MM 12, SS, Sacr, Magic, Amph, PR +10, SpSi, Ldr 50, MagLdr 10, Wpn: Hypnotize, Falchion, Venomous Fangs, Poison Spit

Patala, recruitable units	
Markata	Gold 5, Res 1, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 14, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Club, Sticks and Stones
Markata Archer	Gold 5, Res 2, Rec 3 HP 5, Prot 0, MR 7, Mor 7, Str 5, Att 10, Def 13, Prec 8, Enc 2, CS 14, MM 16, FS, Wpn: Fist, Short Bow
Atavi Archer	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Wpn: Dagger, Short Bow
Atavi Infantry	Gold 7, Res 3, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Stealth 40, Wpn: Mace, Sticks and Stones
Vanara Archer	Gold 8, Res 14, Rec 5 HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Dagger, Short Bow
Vanara Chakram Thrower	Gold 8, Res 15, Rec 5 HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Mace, Chakram
Vanara Infantry	Gold 8, Res 14, Rec 5 HP 10, Prot 14, MR 8, Mor 9, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Mace
Vanara Swordsman	Gold 11, Res 17, Rec 12 HP 11, Prot 14, MR 8, Mor 10, Str 10, Att 11, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Wpn: Falchion
Light Bandar Archer	Gold 16, Res 6, Rec 8 HP 18, Prot 3, MR 8, Mor 12, Str 15, Att 11, Def 9, Prec 9, Enc 3, CS 10, MM 14, FS, Wpn: Mace, Long Bow
Bandar Archer	Gold 16, Res 21, Rec 8 HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 8, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace, Long Bow
Bandar Warrior	Gold 16, Res 18, Rec 8 HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 8, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Iron Cudgel
Bandar Warrior	Gold 16, Res 18, Rec 8 HP 18, Prot 15, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 5, CS 8, MM 10, FS, Wpn: Mace
Light Bandar Warrior	Gold 16, Res 11, Rec 8 HP 18, Prot 10, MR 8, Mor 12, Str 15, Att 11, Def 10, Prec 9, Enc 4, CS 9, MM 12, FS, Wpn: Mace, Sticks and Stones
Elephant Rider	Gold 90, Res 2, Rec 3 HP 10, Prot 1, MR 8, Mor 8, Str 10, Att 10, Def 12, Prec 10, Enc 3, CS 10, MM 16, FS, Wpn: Small Hammer, Mount: War Elephant, Coriders: 2 * Elephant Archers
Naga	Gold 20, Res 2, Rec 17 (can be recruited in the capital and in all caves) HP 16, Prot 5, MR 13, Mor 11, Str 12, Att 10, Def 11, Prec 10, Enc 4, CS 10, MM 12, SS, Sacr, Magic, Amph, PR +10, SpSi, Wpn: Hypnotize, Bronze Spear, Venomous Fangs, Poison Spit
Naga Warrior	Gold 27, Res 31, Rec 22 (can only be recruited in the capital) HP 19, Prot 16, MR 13, Mor 12, Str 13, Att 11, Def 12, Prec 10, Enc 9, CS 8, MM 8, SS, Sacr, Magic, Amph, PR +10, SpSi, Wpn: Hypnotize, Falchion, Venomous Fangs, Poison Spit
Patala, mount stats	
War Elephant	HP 64, Prot 11, MR 6, Mor 9, Str 20, Att 10, Def 8, Prec 10, Enc 3, CS 18, MM 22, Trample, Wpn: Tusk

T'ien Ch'i, Barbarian Kings



The Celestial Empire is crumbling. Constant invasions from the barbaric khans have all but destroyed the Imperial Bureaucracy. The Imperial family has been replaced by Barbarian Kings. The Imperial Guard is no more and the cavalry of old has been replaced by skilled barbarian horsemen. Ancestral worship is popular once more and priest-mages of barbarian heritage who lead the Ancestor Cult are replacing the priests of the Bureaucracy. With the displacement of the eunuchs from power, conscription has fallen out of use.

Race: Humans
 Military: Cavalry, heavy infantry, archers.
 Magic: Water, Earth, Death, Nature, Air, Astral and some Glamour, Summon Celestial Beings
 Priests: Weak
 Buildings: Standard Forts

T'ien Ch'i, recruitable commanders

Mounted Scout	Gold 35, Res 9, Rec 1 HP 12, Prot 8, MR 10, Mor 12, Str 10, Att 10, Def 14, Prec 11, Enc 4, CS 12, MM 14, Stealth 50, Rider 2, Wpn: Light Lance, Composite Bow, Mount: Steppe Horse
General	Gold 110, Res 41, Rec 1 HP 10, Prot 15, MR 10, Mor 13, Str 10, Att 12, Def 16, Prec 10, Enc 7, CS 22, MM 16, Rider 2, Ldr 100, Wpn: Lance, Falchion, Composite Bow, Mount: Armored Steppe Horse
Khan	Gold 190, Res 41, Rec 2 (can be recruited outside forts as well) HP 14, Prot 15, MR 10, Mor 13, Str 12, Att 13, Def 17, Prec 10, Enc 5, CS 12, MM 10, Pillage +5, Rider 4, Ldr 150, Wpn: Lance, Falchion, Composite Bow, Mount: Cataphracted Steppe Horse
Ceremonial Master	Gold 65, Res 3, Rec 1 HP 9, Prot 2, MR 13, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacr, Ldr 10, Mag: H1, Wpn: Yak Tail Fly Whisk
Master of the Way	Gold 190, Res 1, Rec 2 HP 9, Prot 0, MR 15, Mor 10, Str 9, Att 8, Def 8, Prec 10, Enc 3, CS 8, MM 16, Sacr, NNEat, Ldr 10, MagLdr 30, Mag: W1H1?1, Wpn: Dagger
Ancestor Smith	Gold 310, Res 16, Rec 2 HP 13, Prot 14, MR 15, Mor 15, Str 12, Att 15, Def 12, Prec 10, Enc 9, CS 8, MM 6, Sacr, Forge Bonus 1, Ldr 10, UndLdr 100, MagLdr 20, Mag: E2D1H1?1, Wpn: Ancestor Sword
Spirit Master	Gold 310, Res 11, Rec 2 HP 15, Prot 11, MR 15, Mor 15, Str 15, Att 13, Def 10, Prec 10, Enc 7, CS 9, MM 10, Sacr, SpSi, Ldr 10, UndLdr 50, MagLdr 30, Mag: D1N2H1?1, Wpn: Spirit Club
Ancestor Guide	Gold 310, Res 11, Rec 2 HP 15, Prot 11, MR 15, Mor 15, Str 12, Att 12, Def 11, Prec 10, Enc 8, CS 9, MM 8, Sacr, SpSi, Ldr 10, UndLdr 100, MagLdr 20, Mag: A1D2H1?1, Wpn: Quarterstaff
Celestial Master	Gold 310, Res 5, Rec 4 (can only be recruited in the capital) HP 10, Prot 3, MR 15, Mor 10, Str 10, Att 8, Def 8, Prec 11, Enc 3, CS 8, MM 16, Sacr, NNEat, Ldr 10, MagLdr 70, Mag: A1W2S1H1?1, Wpn: Yak Tail Fly Whisk

T'ien Ch'i, recruitable units

Footman	Gold 10, Res 9, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Pike
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive
Footman	Gold 10, Res 11, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Archer	Gold 10, Res 12, Rec 9 HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, Wpn: Short Sword, Composite Bow
Heavy Footman	Gold 10, Res 20, Rec 9 HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 6, CS 9, MM 10, Wpn: Glaive

Heavy Footman	Gold 10, Res 20, Rec 9
	HP 10, Prot 15, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 8, CS 7, MM 10, Wpn: Spear
Medium Footman	Gold 10, Res 14, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 4, CS 11, MM 14, Wpn: Glaive
Medium Footman	Gold 10, Res 14, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 14, Prec 10, Enc 6, CS 9, MM 14, Wpn: Spear
Barbarian Horseman	Gold 25, Res 12, Rec 9 (can be recruited outside forts as well)
	HP 12, Prot 10, MR 10, Mor 11, Str 10, Att 11, Def 15, Prec 10, Enc 4, CS 12, MM 14, Pillage +2, Rider 2, Wpn: Light Lance, Composite Bow, Mount: Armored Steppe Horse
Barbarian Heavy Horseman	Gold 25, Res 27, Rec 9 (can be recruited outside forts as well)
	HP 12, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 15, Prec 10, Enc 5, CS 12, MM 10, Pillage +2, Rider 2, Wpn: Lance, Falchion, Composite Bow, Mount: Armored Steppe Horse
Ancestor Vessel	Gold 50, Res 32, Rec 31 (can only be recruited in the capital)
	HP 14, Prot 17, MR 14, Mor 15, Str 12, Att 13, Def 16, Prec 11, Enc 5, CS 12, MM 12, Sacr, SpSi, Pillage +2, Rider 3, Wpn: Lance, Falchion, Howling Bow, Mount: Cataphracted Steppe Horse

T'ien Ch'i, mount stats	
Cataphracted Steppe Horse	
	HP 20, Prot 16, MR 5, Mor 10, Str 14, Att 11, Def 9, Prec 5, Enc 4, CS 23, MM 22, Wpn: Hoof
Armored Steppe Horse	
	HP 20, Prot 7, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 25, MM 26, Wpn: Hoof
Armored Steppe Horse	
	HP 20, Prot 10, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 3, CS 24, MM 24, Wpn: Hoof
Cataphracted Steppe Horse	
	HP 20, Prot 16, MR 6, Mor 12, Str 14, Att 11, Def 9, Prec 5, Enc 4, CS 23, MM 22, Sacr, Wpn: Hoof
Steppe Horse	
	HP 18, Prot 3, MR 5, Mor 7, Str 13, Att 8, Def 10, Prec 5, Enc 2, CS 26, MM 26, Wpn: Hoof

Jomon, Human Daimyos



The rice fields of Jomon were the first to be attacked by the Bakemono onslaught. After years of slavery and mistreatment, the human inhabitants rebelled as the Bakemono had once rebelled against their Oni masters. One by one the Bakemono tribes were replaced by human Daimyos and their sworn warriors. A strict, feudal warrior society replaced the disorganized rule of the Bakemono Kings. Even war has become ritualized and peasants are left largely in peace. With the coming of the new God, the Daimyos have joined forces and look for other realms to conquer.

Race: Humans
 Military: Light infantry, samurai archers, samurai infantry, samurai cavalry, ninja assassins
 Magic: Weak. Astral, Earth, Nature, Fire, Air, Water. Many national summons
 Priests: Average
 Buildings: Primitive Forts

Jomon, recruitable commanders

Ninja	Gold 80, Res 14, Rec 1 HP 9, Prot 10, MR 11, Mor 14, Str 10, Att 14, Def 13, Prec 14, Enc 4, CS 11, MM 14, Stealth 70, DV 50, Assassin, Patience +2, Scale Walls, Wpn: Ninjato, Shuriken
Gokenin	Gold 55, Res 26, Rec 1 HP 11, Prot 17, MR 10, Mor 13, Str 11, Att 13, Def 12, Prec 11, Enc 7, CS 8, MM 10, Ldr 75, Wpn: Katana
Mounted Gokenin	Gold 75, Res 28, Rec 1 HP 11, Prot 17, MR 10, Mor 13, Str 11, Att 13, Def 15, Prec 10, Enc 5, CS 12, MM 10, Ldr 75, Wpn: Light Lance, Katana, Mount: War Horse
Hatamoto	Gold 115, Res 28, Rec 1 HP 12, Prot 17, MR 10, Mor 14, Str 11, Att 12, Def 14, Prec 10, Enc 5, CS 12, MM 10, Rider 1, Ldr 100, Wpn: Light Lance, Katana, Mount: War Horse
Daimyo	Gold 170, Res 26, Rec 2 HP 11, Prot 17, MR 10, Mor 15, Str 11, Att 13, Def 15, Prec 11, Enc 5, CS 12, MM 10, Rider 1, Ldr 150, Wpn: Katana, Mount: War Horse
Kannushi	Gold 100, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 8, Str 9, Att 7, Def 6, Prec 10, Enc 4, CS 10, MM 14, Sacr, Ldr 10, Mag: H2, Wpn: Dagger
Monk of the Fivefold Path	Gold 95, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 12, Str 9, Att 8, Def 7, Prec 10, Enc 3, CS 10, MM 16, Sacr, MagLdr 10, Mag: H1?1, Wpn: Fist
Shugenja	Gold 135, Res 1, Rec 2 (can also be recruited in all highlands & mountains) HP 9, Prot 0, MR 14, Mor 9, Str 9, Att 8, Def 11, Prec 11, Enc 3, CS 10, MM 16, MS, NNEat, Ldr 10, MagLdr 20, Mag: E1?1, Wpn: Quarterstaff
Onmyo-ji	Gold 200, Res 1, Rec 4 HP 9, Prot 0, MR 16, Mor 8, Str 8, Att 7, Def 10, Prec 11, Enc 5, CS 10, MM 16, MS, SpSi, Fortune Teller 10, Retinue 1, Ldr 10, MagLdr 60, Mag: S2?2, Wpn: Quarterstaff
Master Shugenja	Gold 230, Res 1, Rec 2 (can also be recruited in all highlands & mountains) HP 9, Prot 0, MR 16, Mor 8, Str 8, Att 8, Def 11, Prec 11, Enc 3, CS 10, MM 16, MS, NNEat, Ldr 10, MagLdr 40, Mag: E1N1?2, Wpn: Quarterstaff
Crab General	Gold 70, Res 32, Rec 1 (can only be recruited in underwater forts) HP 25, Prot 23, MR 9, Mor 14, Str 15, Att 10, Def 7, Prec 7, Enc 6, CS 7, MM 10, Amph, DV 100, Void Sanity 10, Ldr 50, Wpn: Metal Glaive, Pincer
Ryujin	Gold 400, Res 6, Rec 4 (can only be recruited in underwater forts) HP 23, Prot 12, MR 18, Mor 15, Str 14, Att 12, Def 11, Prec 12, Enc 2, CS 12, MM 34, Fly, Sacr, Magic, Amph, FR +5, SR +5, PR +15, SpSi, Ldr 30, MagLdr 60, Mag: W2?2, Wpn: Venomous Fangs, Claw, Tail Sweep, Drake Gas

Jomon, recruitable units

Ashigaru	Gold 8, Res 11, Rec 5
	HP 9, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 9, Prec 10, Enc 5, CS 10, MM 12, Wpn: Yari
Samurai	Gold 10, Res 19, Rec 9
	HP 10, Prot 15, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 11, Enc 6, CS 9, MM 10, Wpn: Naginata
Samurai	Gold 10, Res 22, Rec 9
	HP 10, Prot 15, MR 10, Mor 11, Str 10, Att 10, Def 11, Prec 11, Enc 6, CS 9, MM 10, Wpn: Katana
Samurai Archer	Gold 11, Res 25, Rec 12
	HP 10, Prot 15, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 11, Enc 6, CS 9, MM 10, Wpn: Katana, Long Bow
O-ban	Gold 12, Res 26, Rec 14
	HP 11, Prot 17, MR 10, Mor 13, Str 10, Att 12, Def 11, Prec 11, Enc 7, CS 8, MM 10, Wpn: Katana
Go-Hatamoto	Gold 14, Res 25, Rec 18
	HP 11, Prot 17, MR 10, Mor 13, Str 11, Att 13, Def 11, Prec 11, Enc 7, CS 8, MM 10, Wpn: No-Dachi
Aka-Oni Samurai	Gold 15, Res 22, Rec 21
	HP 11, Prot 15, MR 10, Mor 14, Str 11, Att 13, Def 13, Prec 11, Enc 6, CS 9, MM 10, Wpn: Katana
Samurai Cavalry	Gold 35, Res 35, Rec 21
	HP 11, Prot 17, MR 10, Mor 14, Str 11, Att 12, Def 13, Prec 10, Enc 5, CS 12, MM 10, Wpn: Light Lance, Katana, Mount: War Horse
Sohei	Gold 19, Res 19, Rec 21 (can only be recruited in the capital)
	HP 11, Prot 15, MR 10, Mor 15, Str 11, Att 12, Def 11, Prec 11, Enc 6, CS 9, MM 10, Sacr, Wpn: Naginata
Yamabushi	Gold 19, Res 22, Rec 10 (can only be recruited in the capital)
	HP 11, Prot 15, MR 12, Mor 11, Str 11, Att 14, Def 13, Prec 11, Enc 6, CS 9, MM 10, MS, Sacr, Wpn: Katana
Shrimp Soldier	Gold 10, Res 20, Rec 9 (can only be recruited in underwater forts)
	HP 14, Prot 17, MR 8, Mor 10, Str 10, Att 10, Def 12, Prec 7, Enc 6, CS 11, MM 10, Aqua, DV 100, Void Sanity 10, Wpn: Metal Glaive
Shark Warrior	Gold 45, Res 33, Rec 31 (can only be recruited in underwater forts)
	HP 28, Prot 19, MR 9, Mor 14, Str 17, Att 12, Def 7, Prec 8, Enc 6, CS 9, MM 10, Amph, DV 50, Wpn: Metal Yari, Bite

Jomon, mount stats

War Horse	HP 20, Prot 7, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 24, MM 22, Wpn: Hoof
War Horse	HP 20, Prot 10, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 3, CS 23, MM 20, Wpn: Hoof

Mictlan, Blood and Rain



When Atlantis was destroyed by R'Iyeh and the Atlantians scattered, some fled into the deep swamps and jungles of Mictlan. Here they found a people who worshiped the Rain as one aspect of their God. The Atlantian Kings became Kings of Rain and reshaped the faith to their needs. They found the secrets of the long abandoned Blood Cult and reinstated the foul practices of ancient times. Then the New God rose, hungry for blood. Now Mictlan is once again expanding its territories to feed the hunger of its Lord. Isolation has made Mictlan a backward nation and its warriors use archaic weaponry and armor. The armies are mainly composed of slaves from newly conquered lands. The mage-priests of Mictlan celebrate the two Faces and the two Dominions of the Hungry God, namely the Sun and the Moon, the Rain and the Forest.

Race: Humans and Atlantians, prefers Heat scale +1

Military: Light infantry with slings and javelins, tribal kings can levy slaves, sacred Jaguar and Eagle Warriors. Sacred Atlantians that can enter the sea.

Magic: Water, Blood, Fire, Astral, Nature

Priests: Powerful, can perform blood sacrifices, Dominion does not spread unless blood is sacrificed

Scales & Blesses: Turmoil limit +1, Sloth limit +1, Heat limit +1, Bless points +3

Buildings: Primitive Fortified Cities

Mictlan, recruitable commanders

Scout	Gold 35, Res 1, Rec 1 HP 10, Prot 1, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Stone Spear, Sling
Tribal King	Gold 125, Res 15, Rec 1 HP 13, Prot 12, MR 10, Mor 14, Str 11, Att 12, Def 11, Prec 10, Enc 6, CS 9, MM 10, FS, Sacr, TM +1, Ldr 100, Wpn: Obsidian Club Sword, Javelin
Mictlan Priest	Gold 90, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, Ldr 10, UndLdr 10, MagLdr 10, Mag: B1H1, Wpn: Stone Dagger
Nahualli	Gold 175, Res 1, Rec 2 HP 10, Prot 0, MR 13, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, SpSi, Ldr 10, MagLdr 40, Mag: S1N2, Wpn: Stone Dagger
Rain Priest	Gold 190, Res 1, Rec 2 (can only be recruited in the capital) HP 12, Prot 2, MR 15, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Sacr, Amph, DV 50, Ldr 50, UndLdr 10, MagLdr 30, Mag: W2B1H2, Wpn: Stone Dagger
Moon Priest	Gold 245, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, DV 50, Ldr 10, UndLdr 20, MagLdr 60, Mag: S2B2H2, Wpn: Stone Dagger
Sun Priest	Gold 285, Res 1, Rec 2 (can only be recruited in the capital) HP 10, Prot 0, MR 15, Mor 12, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 12, MM 14, FS, Sacr, Ldr 30, UndLdr 20, MagLdr 40, Mag: F2B2H2, Wpn: Stone Dagger
Priest King	Gold 325, Res 5, Rec 2 (can only be recruited in the capital) HP 15, Prot 3, MR 15, Mor 14, Str 11, Att 12, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Sacr, TM +1, Ldr 150, UndLdr 20, MagLdr 40, Mag: N2B2H2, Wpn: Obsidian Club Sword
King of Rain	Gold 650, Res 1, Rec 4 (can only be recruited in the capital) HP 27, Prot 10, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, SS, Sacr, Amph, DV 50, Gift of Water Breathing 120 size points, Ldr 150, UndLdr 30, MagLdr 60, Mag: W3B2H3?1, Wpn: Quarterstaff
Lord of the Deep	Gold 200, Res 7, Rec 1 (can only be recruited in underwater forts) HP 25, Prot 14, MR 10, Mor 15, Str 15, Att 12, Def 14, Prec 8, Enc 5, CS 9, MM 14, Sacr, Amph, DV 50, Ldr 100, Mag: H1, Wpn: Stone Spear
Priest of All Waters	Gold 245, Res 1, Rec 2 (can only be recruited in underwater forts) HP 12, Prot 2, MR 15, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Sacr, Amph, DV 50, Ldr 50, MagLdr 20, Mag: W2H2, Wpn: Coral Knife
Mother of All Waters	Gold 415, Res 5, Rec 4 (can only be recruited in underwater forts) HP 22, Prot 9, MR 16, Mor 13, Str 14, Att 9, Def 8, Prec 8, Enc 3, CS 11, MM 16, Sacr, Amph, DV 50, Ldr 50, MagLdr 30, Mag: W3H2, Wpn: Mace

Mictlan, recruitable units	
Warrior	Gold 9, Res 1, Rec 7 HP 10, Prot 0, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 3, CS 12, MM 16, FS, Wpn: Stone Spear, Sling
Warrior	Gold 9, Res 8, Rec 7 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 14, FS, Wpn: Bronze Spear, Sling
Warrior	Gold 9, Res 10, Rec 7 HP 10, Prot 9, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 4, CS 11, MM 14, FS, Wpn: Bronze Spear, Javelin
Warrior	Gold 9, Res 13, Rec 7 HP 10, Prot 12, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Mace, Javelin
Feathered Warrior	Gold 18, Res 13, Rec 21 HP 10, Prot 12, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 5, CS 10, MM 12, FS, Wpn: Mace, Javelin
Eagle Warrior	Gold 15, Res 3, Rec 14 (can only be recruited in the capital) HP 12, Prot 7, MR 10, Mor 11, Str 10, Att 11, Def 10, Prec 10, Enc 5, CS 11, MM 16, FS, Sacr, Ambidex 3, Wpn: Bronze Lance, Stone Dagger
Rain Warrior	Gold 23, Res 20, Rec 27 (can only be recruited in the capital) HP 15, Prot 12, MR 11, Mor 13, Str 12, Att 12, Def 11, Prec 8, Enc 5, CS 7, MM 12, SS, Sacr, Amph, DV 50, Wpn: Bronze Glaive
Jaguar Warrior	Gold 26, Res 4, Rec 31 HP 12, Prot 7, MR 10, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 16, FS, Sacr, Wpn: Obsidian Club Sword
Warrior of the Deep	Gold 10, Res 4, Rec 9 (can only be recruited in underwater forts) HP 12, Prot 8, MR 10, Mor 10, Str 11, Att 10, Def 12, Prec 8, Enc 5, CS 8, MM 12, Amph, DV 50, Wpn: Stone Spear
Returned	Gold 25, Res 5, Rec 34 (can only be recruited in underwater forts) HP 24, Prot 10, MR 10, Mor 14, Str 15, Att 11, Def 13, Prec 8, Enc 5, CS 10, MM 14, Amph, DV 50, Wpn: Stone Spear

Xibalba, Return of the Zotz



Xibalba is a vast realm of dark caverns beneath the forests of Mictlan. Living in the caverns were the bat people, Zotz, but that changed when the cavernous realm was struck by a great disaster. A star fell into the ocean and a great deluge flooded the caves of Xibalba. The Zotz were almost wiped out and their realm was conquered by atlantian refugees. For a long time the toad people ruled Xibalba and became powerful. Eventually the Bacabob left the caverns to conquer the sun-lit world. There they met Mictlan and the Lawgiver. The humans were more numerous and while the Xibalban Bacabob were mighty, they could not prevent the death of their kin. Slowly the Xibalbans were decimated and the Bacabob withdrew into the flooded city and fell into a centennial torpor. When the caves began to dry up the Zotz started to return in numbers. In the still waterfilled depths of Xibalba the Zotz priests found and unwittingly awoke the Bacabob. Now the Zotz once more inhabit their ancestral home, but serve the divinities of subterranean waters and the Awakening God.

Race: Swarms of cheap, flying, stealthy cave dwellers, a few Muuch toad men remain. Prefers Heat scale +1

Military: Flying, stealthy light infantry, amphibious infantry

Magic: Water, Death, Earth, Blood, Nature and some Air

Priests: Powerful, can perform blood sacrifices

Scales & Blesses: Sloth limit +1, Heat limit +1

Buildings: Very Primitive Forts

Xibalba, recruitable commanders

Batab	Gold 60, Res 5, Rec 1 (can also be recruited in all forests) HP 7, Prot 8, MR 11, Mor 12, Str 7, Att 10, Def 11, Prec 5, Enc 4, CS 9, MM 18, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 75, MagLdr 10, Wpn: Bronze Hatchet
Ajaw	Gold 145, Res 2, Rec 1 HP 7, Prot 0, MR 12, Mor 12, Str 7, Att 10, Def 11, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Sacr, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 100, MagLdr 10, Mag: H1, Wpn: Obsidian Club Sword
Ajaw Kan Ek'	Gold 240, Res 1, Rec 2 HP 7, Prot 1, MR 13, Mor 13, Str 7, Att 10, Def 9, Prec 5, Enc 4, CS 10, MM 20, FS, Fly, Sacr, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 150, MagLdr 10, Mag: H2, Wpn: Bronze Hatchet
Ah Ha'	Gold 140, Res 1, Rec 2 HP 12, Prot 2, MR 13, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, SS, Sacr, Amph, DV 100, Ldr 10, MagLdr 20, Mag: W1E1H1, Wpn: Stone Dagger
Ah Itz	Gold 165, Res 1, Rec 2 HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 10, UndLdr 110, MagLdr 20, Mag: D1B1?1, Wpn: Stone Dagger
Way	Gold 200, Res 1, Rec 2 (can also be recruited in all forests) HP 7, Prot 0, MR 15, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Research -4, Blood Searcher 1, Patrol -1, Ldr 10, UndLdr 10, MagLdr 40, Mag: N2B1, Wpn: Stone Dagger
Chilan	Gold 250, Res 1, Rec 2 (can also be recruited in all caves) HP 7, Prot 0, MR 14, Mor 9, Str 7, Att 9, Def 8, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Sacr, Stealth 40, Blood Searcher 1, Patrol -1, Fortune Teller 10, Ldr 10, UndLdr 50, MagLdr 30, Mag: E1D1H2?1, Wpn: Stone Dagger
Camazotz	Gold 280, Res 1, Rec 2 (can only be recruited in the capital) HP 7, Prot 0, MR 15, Mor 9, Str 7, Att 9, Def 10, Prec 5, Enc 4, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Ldr 10, UndLdr 120, MagLdr 40, Mag: E1D2B1?1, Wpn: Quarterstaff
Bacab	Gold 685, Res 1, Rec 4 (can only be recruited in the capital) HP 27, Prot 10, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, SS, Sacr, Amph, DV 100, Resource Bonus 5, Gift of Water Breathing 120 size points, Ldr 150, UndLdr 60, MagLdr 60, Mag: W3E2D1H3?1, Wpn: Quarterstaff
Lakam Ha' Batab	Gold 55, Res 5, Rec 1 (can only be recruited in underwater forts) HP 16, Prot 8, MR 11, Mor 10, Str 13, Att 11, Def 12, Prec 8, Enc 6, CS 8, MM 12, SS, Amph, DV 50, Ldr 50, Wpn: Stone Spear

Xibalba, recruitable units	
Zotz Warrior	Gold 8, Res 1, Rec 6 HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Wpn: Stone Lance
Zotz Warrior	Gold 8, Res 2, Rec 6 HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 10, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Wpn: Obsidian Club Sword
Zotz Dart Thrower	Gold 8, Res 2, Rec 6 HP 7, Prot 0, MR 11, Mor 9, Str 7, Att 10, Def 9, Prec 5, Enc 3, CS 10, MM 20, FS, Fly, Stealth 40, Blood Searcher 1, Patrol -1, Wpn: Mace, Obsidian Dart
Zotz Guard	Gold 10, Res 5, Rec 12 HP 8, Prot 8, MR 11, Mor 11, Str 7, Att 11, Def 9, Prec 5, Enc 4, CS 9, MM 18, FS, Fly, Blood Searcher 1, Patrol -1, Wpn: Stone Lance
Zotz Guard	Gold 10, Res 6, Rec 12 HP 8, Prot 8, MR 11, Mor 11, Str 7, Att 11, Def 10, Prec 5, Enc 4, CS 9, MM 18, FS, Fly, Blood Searcher 1, Patrol -1, Wpn: Obsidian Club Sword
Sak Muuch Dart Thrower	Gold 10, Res 4, Rec 9 HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 9, Prec 8, Enc 4, CS 10, MM 14, SS, Amph, DV 100, Wpn: Stone Dagger, Obsidian Dart
Sak Muuch Warrior	Gold 10, Res 10, Rec 9 HP 14, Prot 11, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, DV 100, Wpn: Bronze Spear
Sak Muuch Warrior	Gold 10, Res 11, Rec 9 HP 14, Prot 11, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 10, SS, Amph, DV 100, Wpn: Obsidian Club Sword
Obsidian Warrior	Gold 18, Res 19, Rec 24 (can only be recruited in the capital) HP 9, Prot 12, MR 12, Mor 13, Str 8, Att 13, Def 11, Prec 5, Enc 5, CS 8, MM 18, FS, Fly, Sacr, FR +5, Blood Searcher 1, Patrol -1, Wpn: Obsidian Shard Blade
Wo' Muuch	Gold 35, Res 34, Rec 39 (can only be recruited in the capital) HP 26, Prot 16, MR 10, Mor 14, Str 16, Att 11, Def 12, Prec 8, Enc 6, CS 9, MM 14, SS, Sacr, Amph, DV 100, Wpn: Obsidian Blade
Lakam Ha' Warrior	Gold 10, Res 5, Rec 9 (can only be recruited in underwater forts) HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 8, Prec 8, Enc 5, CS 9, MM 12, SS, Amph, DV 50, Wpn: Net, Stone Spear
Lakam Ha' Warrior	Gold 10, Res 5, Rec 9 (can only be recruited in underwater forts) HP 14, Prot 8, MR 10, Mor 10, Str 12, Att 10, Def 11, Prec 8, Enc 6, CS 8, MM 12, SS, Amph, DV 50, Wpn: Stone Spear

C'tis, Desert Tombs



C'tis is a river valley surrounded by sandy deserts. Once the valley was fertile and great swamps surrounded the great river. Now the deserts spread and the swamps grow fewer and smaller each passing year. The valley is the home of an ancient sacral kingdom of lizard-like humanoids. In ancient times, the High Priests of C'tis mastered the craft of embalming to preserve the remains of their kings. Since the dawn of the kingdom, tombs have been constructed in the desert to contain the mummified kings and priests. With the Awakening of the God, the Sauromancers, great mages of death and rebirth, have re-emerged and taken the place of the Marshmasters. Through studies of ancient lore they have perfected dark rituals that awaken the kings of old to lead the stirring dead as the Lizard Kings lead the kingdom of the living. At the top of the C'tissian society is the Lizard King. The King is the highest priest of C'tis. Under the King are the High Priests and the enigmatic Sauromancers. After a great rebellion most of the carnivorous lizardmen were slain or fled to distant lands. There is a widespread fear that the predators and their Sobek masters will return as foreseen in their Seventh Book. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. The lizardmen are cold-blooded and become exhausted very quickly when fighting in cold provinces. They have partial resistance to poison. The inhabitants of C'tis prefer to live in warm provinces. The Tomb Kings and Tomb Priests are able to reanimate the dead.

Race: Thick hides, cold-blooded, poison resistance, prefers Heat scale +2. Reanimated dead

Military: Infantry, undead

Magic: Death, Fire, some Nature, Astral and Earth

Priests: Powerful, undead priests can reanimate the dead.

Scales & Blesses: Heat limit +1, Death limit +1

Buildings: Standard Forts

C'tis, recruitable commanders

Commander of C'tis	Gold 55, Res 15, Rec 1 HP 13, Prot 16, MR 12, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 7, CS 7, MM 10, SS, PR +5, Ldr 75, Wpn: Spear
Lizard Lord	Gold 95, Res 21, Rec 1 HP 14, Prot 18, MR 13, Mor 13, Str 11, Att 12, Def 13, Prec 10, Enc 8, CS 6, MM 8, SS, PR +5, Ldr 100, Wpn: Falchion
Hierodule	Gold 40, Res 1, Rec 1 HP 10, Prot 4, MR 14, Mor 9, Str 9, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, Sacr, PR +5, Mag: H1, Wpn: Claw
High Priest of C'tis	Gold 115, Res 1, Rec 2 HP 11, Prot 7, MR 16, Mor 11, Str 10, Att 9, Def 8, Prec 10, Enc 4, CS 9, MM 14, SS, Sacr, PR +5, Ldr 50, UndLdr 10, Mag: H2, Wpn: Claw
Lizard King	Gold 340, Res 5, Rec 4 HP 17, Prot 5, MR 18, Mor 14, Str 12, Att 13, Def 14, Prec 10, Enc 4, CS 11, MM 14, SS, Sacr, PR +5, Ldr 150, Mag: H3, Wpn: Falchion
Reborn	Gold 175, Res 1, Rec 2 HP 11, Prot 5, MR 16, Mor 8, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 16, SS, Sacr, PR +5, Ldr 10, UndLdr 50, MagLdr 20, Mag: D1?1, Wpn: Claw
Sauromancer	Gold 400, Res 1, Rec 4 HP 11, Prot 6, MR 17, Mor 10, Str 10, Att 8, Def 5, Prec 10, Enc 7, CS 8, MM 8, SS, WS, Sacr, PR +10, Ldr 20, UndLdr 250, MagLdr 10, Mag: F1D3H1?1, Wpn: Claw
Empoisoner	Gold 125, Res 6, Rec 2 (can only be recruited in the capital) HP 11, Prot 6, MR 17, Mor 11, Str 10, Att 11, Def 11, Prec 12, Enc 4, CS 9, MM 14, SS, Stealth 55, PR +15, Assassin, Patience +2, Ldr 10, UndLdr 50, MagLdr 10, Mag: D1N1, Wpn: Poison Dagger, Poison Sling
Keeper of the Tombs	Gold 155, Res 1, Rec 2 (can only be recruited in the capital) HP 11, Prot 5, MR 15, Mor 9, Str 10, Att 9, Def 9, Prec 10, Enc 4, CS 9, MM 14, SS, WS, Sacr, PR +5, Ldr 20, UndLdr 90, MagLdr 10, Mag: F1D1H2, Wpn: Claw

C'tis, recruitable units	
Militia	Gold 7, Res 2, Rec 5
	HP 11, Prot 5, MR 12, Mor 7, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 10, MM 10, SS, PR +5, Wpn: Spear
Heavy Infantry	Gold 10, Res 15, Rec 11
	HP 11, Prot 16, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 7, CS 7, MM 10, SS, PR +5, Wpn: Spear
City Guard	Gold 10, Res 10, Rec 11
	HP 11, Prot 12, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 6, CS 8, MM 12, SS, PR +5, Wpn: Spear
Light Infantry	Gold 10, Res 5, Rec 11
	HP 11, Prot 5, MR 12, Mor 9, Str 10, Att 10, Def 13, Prec 10, Enc 5, CS 9, MM 14, SS, PR +5, Wpn: Spear, Javelin
Heavy Infantry	Gold 10, Res 18, Rec 11
	HP 11, Prot 16, MR 12, Mor 9, Str 10, Att 10, Def 12, Prec 10, Enc 7, CS 7, MM 10, SS, PR +5, Wpn: Falchion
Crossbowman	Gold 10, Res 12, Rec 11
	HP 11, Prot 15, MR 12, Mor 9, Str 10, Att 8, Def 7, Prec 10, Enc 5, CS 9, MM 12, SS, PR +5, Wpn: Claw, Crossbow
Falchioneer	Gold 13, Res 26, Rec 18
	HP 11, Prot 17, MR 12, Mor 10, Str 10, Att 11, Def 10, Prec 10, Enc 7, CS 8, MM 12, SS, Ambidex 2, PR +5, Wpn: Falchion, Falchion
Halberdier	Gold 14, Res 22, Rec 20
	HP 12, Prot 17, MR 12, Mor 10, Str 11, Att 12, Def 10, Prec 10, Enc 6, CS 8, MM 12, SS, PR +5, Wpn: Halberd
Poison Slinger	Gold 24, Res 6, Rec 32 (can only be recruited in the capital)
	HP 11, Prot 5, MR 12, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 14, SS, PR +10, Wpn: Dagger, Poison Sling
Tomb Guard	Gold 23, Res 29, Rec 28 (can only be recruited in the capital)
	HP 15, Prot 21, MR 12, Mor 12, Str 12, Att 12, Def 12, Prec 10, Enc 9, CS 6, MM 10, SS, WS, Sacr, PR +5, Wpn: Falchion
Tomb Flame Wielder	Gold 24, Res 17, Rec 36 (can only be recruited in the capital)
	HP 11, Prot 15, MR 13, Mor 11, Str 10, Att 10, Def 7, Prec 11, Enc 7, CS 9, MM 8, SS, Sacr, PR +5, Wpn: Claw, Banefire Crossbow
Desert Ranger	Gold 13, Res 16, Rec 18 (can be recruited in all wastes)
	HP 12, Prot 15, MR 12, Mor 10, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, SS, WS, PR +5, Patrol 2, Wpn: Falchion, Javelin

Midgård, Age of Men



Once Midgård was called Vanheim, home of the Vanir. But since the coming of man, the Vanir have dwindled in number. At first, the Vanir were the undisputed rulers of the land, but the growing human population has taken over the land and renamed it Midgård. Only a few Vanir survive, but their magic has not yet departed the land. The Vanir are sacred to the human population and the few surviving Vanjarls carry great influence. The humans of Midgård themselves have become altered by the ancient magic of the Vanir and skinshifters are more common than they once were.

Race: Ocean sailing, trace income across oceans, illusions, prefers Cold scale +1
 Military: Heavy infantry, skinshifters, berserkers, Vanir
 Magic: Air, Astral, Blood, Earth, Death and some Glamour
 Priests: Average, can perform blood sacrifices
 Scales & Blesses: Cold limit +1
 Buildings: Standard Forts

Midgård, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Herse	Gold 75, Res 22, Rec 1 HP 12, Prot 15, MR 11, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Army Sail, Ship Size 4, Ldr 75, Wpn: Broad Sword, Javelin
Jarl	Gold 180, Res 13, Rec 1 HP 12, Prot 10, MR 11, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 14, Sacr, Army Sail, Ship Size 4, Ldr 100, Wpn: Broad Sword
Gode	Gold 65, Res 5, Rec 1 HP 12, Prot 6, MR 11, Mor 11, Str 11, Att 11, Def 10, Prec 10, Enc 3, CS 12, MM 16, Sacr, Ldr 10, Mag: H1, Wpn: Axe
Völva	Gold 145, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 10, Str 8, Att 8, Def 11, Prec 10, Enc 4, CS 8, MM 14, SpSi, Fortune Teller 10, MagLdr 40, Mag: S2, Wpn: Quarterstaff
Galderman	Gold 265, Res 2, Rec 2 HP 13, Prot 6, MR 14, Mor 12, Str 10, Att 9, Def 11, Prec 10, Enc 4, CS 9, MM 16, FS, Regen 10%, Ldr 10, UndLdr 60, MagLdr 30, Mag: A2?2, Wpn: Quarterstaff
Vanherse	Gold 235, Res 16, Rec 2 (can only be recruited in the capital) HP 14, Prot 13, MR 16, Mor 13, Str 12, Att 14, Def 19, Prec 13, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, Army Sail, Ship Size 5, Rider 4, Ldr 75, MagLdr 20, Mag: A1G1H1, Wpn: Light Lance, Javelin, Mount: Fay Horse
Vanjarl	Gold 440, Res 18, Rec 2 (can only be recruited in the capital) HP 15, Prot 13, MR 17, Mor 14, Str 13, Att 14, Def 22, Prec 14, Enc 5, CS 13, MM 14, Glamour, Sacr, Stealth 65, Army Sail, Ship Size 5, Rider 5, Ldr 100, UndLdr 10, MagLdr 40, Mag: A2G1B1H2, Wpn: Broad Sword, Javelin, Mount: Fay Horse

Midgård, recruitable units

Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Axe, Javelin
Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Wpn: Spear, Javelin
Archer	Gold 10, Res 5, Rec 9 HP 10, Prot 6, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 12, MM 14, Wpn: Dagger, Short Bow
Hirdman	Gold 12, Res 20, Rec 14 HP 10, Prot 16, MR 10, Mor 11, Str 10, Att 11, Def 12, Prec 10, Enc 6, CS 9, MM 12, Wpn: Spear
Hirdman	Gold 12, Res 22, Rec 14 HP 10, Prot 16, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Wpn: Broad Sword
Einhere	Gold 25, Res 21, Rec 31 HP 12, Prot 16, MR 10, Mor 13, Str 12, Att 11, Def 9, Prec 10, Enc 6, CS 11, MM 12, Ambidex 1, Berserker +5, Wpn: Broad Sword, Axe
Skinshifter	Gold 25, Res 7, Rec 31 HP 13, Prot 6, MR 10, Mor 12, Str 12, Att 10, Def 11, Prec 10, Enc 3, CS 12, MM 16, FS, Regen 10%, Wpn: Great Sword
Van	Gold 60, Res 16, Rec 21 (can only be recruited in the capital) HP 13, Prot 13, MR 14, Mor 12, Str 11, Att 12, Def 19, Prec 12, Enc 4, CS 13, MM 14, Glamour, Sacr, Stealth 65, Rider 3, Wpn: Light Lance, Javelin, Mount: Fay Horse

Midgård, mount stats

Fay Horse	HP 22, Prot 4, MR 12, Mor 11, Str 14, Att 12, Def 14, Prec 5, Enc 1, CS 30, MM 28, Glamour, Sacr, Stealth 65, PR +10, TrSi, Smart 100, Wpn: Hoof
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Bogarus, Age of Heroes



Bogarus is a land of harsh winters and short summers. When the Vanir claimed this cold and bitter land of the north, they named it Vanarus and carved a kingdom out of the frozen land. Now humans have replaced the last of the Vanjarls and the kingdom is guided by Eparchs and Exarchs of the religious order. Mighty cities under the rule of warring princes have united under a few Grand Princes and a reformed faith. Bogatyrs of heroic stature and prowess, defenders and champions of the faith, occasionally emerge to lead and protect the people from the wicked. The Grand Princes use infantry as well as elite cavalry forces. Mages of various traditions ply their trade in the palaces of the Grand Princes. The people of Bogarus prefer a cold climate.

Race: Humans with partial cold resistance, prefers Cold scale +2
 Military: Heavy cavalry, mounted archers, infantry
 Magic: Fire, Astral, Blood, some Air and Death, Summonable beings of earlier eras
 Priests: Powerful
 Scales & Blesses: Cold limit +1, Misfortune limit +1
 Buildings: Standard Forts

Bogarus, recruitable commanders

Bogarusian Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, CR +5, Wpn: Dagger, Short Bow
Voivode	Gold 40, Res 14, Rec 1 HP 12, Prot 11, MR 10, Mor 11, Str 11, Att 11, Def 11, Prec 10, Enc 4, CS 11, MM 14, CR +5, Ldr 75, Wpn: Broad Sword
Knyaz	Gold 135, Res 14, Rec 1 HP 14, Prot 11, MR 10, Mor 13, Str 12, Att 12, Def 15, Prec 10, Enc 4, CS 12, MM 14, CR +5, Inspirational +1, Rider 2, Ldr 100, Wpn: Broad Sword, Mount: Cataphracted War Horse
Veliki Knyaz	Gold 190, Res 26, Rec 2 HP 16, Prot 17, MR 10, Mor 15, Str 13, Att 13, Def 15, Prec 11, Enc 5, CS 12, MM 12, CR +5, Inspirational +1, Rider 3, Ldr 150, Wpn: Broad Sword, Mount: Cataphracted War Horse
Skopets	Gold 95, Res 2, Rec 1 HP 9, Prot 0, MR 12, Mor 16, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 12, MM 16, Sacr, Stealth 40, CR +5, Ldr 50, Mag: H1, Wpn: Whip
Exarch	Gold 100, Res 2, Rec 2 HP 9, Prot 2, MR 13, Mor 8, Str 9, Att 9, Def 9, Prec 10, Enc 3, CS 10, MM 16, Sacr, CR +5, Ldr 10, Mag: H2, Wpn: Dagger
Occultist	Gold 140, Res 2, Rec 2 HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 7, Prec 10, Enc 5, CS 12, MM 14, CR +5, Ldr 10, UndLdr 60, MagLdr 30, Mag: S1D1B1, Wpn: Dagger
Kalendologist	Gold 145, Res 2, Rec 2 HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, CR +5, Fortune Teller 10, Ldr 10, MagLdr 40, Mag: S2, Wpn: Dagger
Alchemist	Gold 155, Res 2, Rec 2 HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 7, Prec 10, Enc 5, CS 12, MM 14, CR +5, Alchemy Bonus 50, Ldr 20, MagLdr 40, Mag: F1E1S1, Wpn: Dagger
Astrapelagist	Gold 175, Res 2, Rec 2 HP 10, Prot 2, MR 13, Mor 9, Str 10, Att 8, Def 8, Prec 10, Enc 4, CS 12, MM 16, CR +5, Fortune Teller 5, Ldr 10, MagLdr 40, Mag: A2S1, Wpn: Dagger
Master of Names	Gold 215, Res 2, Rec 2 HP 10, Prot 2, MR 14, Mor 9, Str 10, Att 8, Def 7, Prec 10, Enc 5, CS 12, MM 14, Research +6, CR +5, Ldr 10, UndLdr 10, MagLdr 50, Mag: S2?1, Wpn: Dagger
Fivefold Angel	Gold 315, Res 1, Rec 2 HP 8, Prot 0, MR 15, Mor 18, Str 9, Att 7, Def 5, Prec 10, Enc 4, CS 12, MM 14, Sacr, Stealth 50, Temp Blood Slaves 1, CR +5, Spy, Damage Reversal 1 v MR, Ldr 100, UndLdr 20, MagLdr 20, Mag: B2H2, Wpn: Stump
Eparch	Gold 245, Res 2, Rec 2 (can only be recruited in the capital) HP 9, Prot 2, MR 14, Mor 8, Str 9, Att 9, Def 7, Prec 10, Enc 5, CS 9, MM 12, Sacr, CR +5, Mag: H3, Wpn: Dagger

Starets	Gold 360, Res 2, Rec 4 (can only be recruited in the capital)
	HP 10, Prot 2, MR 16, Mor 8, Str 10, Att 8, Def 4, Prec 10, Enc 8, CS 10, MM 10, Research +6, CR +5, Ldr 30, UndLdr 10, MagLdr 90, Mag: F2A1S2B1?1, Wpn: Dagger

Bogarus, recruitable units

Voi Spearman	Gold 8, Res 8, Rec 5
	HP 10, Prot 8, MR 10, Mor 8, Str 10, Att 9, Def 12, Prec 9, Enc 4, CS 11, MM 14, CR +5, Wpn: Spear, Javelin
Voi Axeman	Gold 8, Res 7, Rec 5
	HP 10, Prot 8, MR 10, Mor 8, Str 10, Att 9, Def 11, Prec 9, Enc 4, CS 11, MM 14, CR +5, Wpn: Axe
Voi Archer	Gold 8, Res 5, Rec 5
	HP 10, Prot 5, MR 10, Mor 8, Str 10, Att 8, Def 8, Prec 9, Enc 3, CS 12, MM 14, CR +5, Wpn: Dagger, Short Bow
Peshtsi Axeman	Gold 10, Res 18, Rec 9
	HP 10, Prot 14, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 7, CS 8, MM 12, CR +5, Wpn: Axe
Peshtsi Spearman	Gold 10, Res 15, Rec 9
	HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 6, CS 10, MM 16, CR +5, Wpn: Spear
Peshtsi City Guard	Gold 11, Res 20, Rec 12
	HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 14, Prec 10, Enc 7, CS 8, MM 12, CR +5, Wpn: Broad Sword
Grid Druzhina	Gold 27, Res 19, Rec 14
	HP 11, Prot 13, MR 10, Mor 11, Str 10, Att 11, Def 14, Prec 10, Enc 4, CS 12, MM 14, CR +5, Rider 1, Wpn: Broad Sword, Composite Bow, Mount: War Horse
Malaia Druzhina	Gold 40, Res 28, Rec 31
	HP 13, Prot 18, MR 10, Mor 13, Str 11, Att 12, Def 16, Prec 10, Enc 5, CS 12, MM 10, CR +5, Rider 1, Wpn: Lance, Broad Sword, Mount: Cataphracted War Horse
Khlyst	Gold 10, Res 3, Rec 5
	HP 9, Prot 0, MR 11, Mor 15, Str 9, Att 8, Def 6, Prec 8, Enc 3, CS 12, MM 16, Sacr, Stealth 40, CR +5, Wpn: Morningstar
Black Hood	Gold 18, Res 12, Rec 5 (can be recruited in all non-fort provinces)
	HP 10, Prot 10, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 12, Enc 3, CS 12, MM 16, CR +5, Rider 2, Wpn: Mace, Composite Bow, Mount: Steppe Horse
Styag	Gold 35, Res 23, Rec 21 (can be recruited in all non-fort provinces)
	HP 10, Prot 14, MR 10, Mor 13, Str 10, Att 11, Def 12, Prec 10, Enc 5, CS 23, MM 18, CR +5, Rider 2, Wpn: Light Lance, Composite Bow, Mount: Armored Steppe Horse

Bogarus, mount stats

Cataphracted War Horse	HP 20, Prot 16, MR 5, Mor 10, Str 14, Att 11, Def 9, Prec 5, Enc 4, CS 23, MM 18, Wpn: Hoof
War Horse	HP 20, Prot 7, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 2, CS 24, MM 22, Wpn: Hoof
Armored Steppe Horse	HP 20, Prot 10, MR 5, Mor 9, Str 14, Att 10, Def 10, Prec 5, Enc 3, CS 24, MM 24, Wpn: Hoof
Steppe Horse	HP 18, Prot 3, MR 5, Mor 7, Str 13, Att 8, Def 10, Prec 5, Enc 2, CS 26, MM 26, Wpn: Hoof

Utgård, Well of Urd



Utgård is a land of bitter winters and cool summers. It was once Jotunheim, the home of giants. But with the coming of man, the giant population has dwindled. After man ventured to the icy lands of Jotunheim, the giants of Jotun discovered the humans to be resourceful allies. With the Awakening God, all grudges have been cast aside and men and giants fight side by side. The alliance with the humans has estranged the Gygjas and their Vaetti servants, who no longer aid the giants. Instead, human seeresses have become influential. In the heart of Utgård lies the magical Well of Urd where the Norns gather and divine the future of the world. The giants of Utgård are immensely strong and resilient. They are born in the cold and do not suffer from cold climates. The people of Utgård prefer to live in cool provinces.

Race: Cold resistant, prefers Cold scale +1
 Military: Giant infantry, human infantry
 Magic: Water, Astral, Death, Glamour, Blood and some Nature
 Priests: Average
 Scales & Blesses: Cold limit +1, Luck limit +1
 Buildings: Giant Forts

Utgård, recruitable commanders

Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 5, MR 10, Mor 9, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Jotun Scout	Gold 60, Res 7, Rec 1 HP 36, Prot 12, MR 13, Mor 13, Str 22, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, MS, Stealth 40, SR -5, CR +15, Wpn: Spear, Javelin
Herse	Gold 55, Res 22, Rec 1 HP 12, Prot 16, MR 11, Mor 11, Str 11, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Ldr 75, Wpn: Broad Sword
Jotun Herse	Gold 105, Res 41, Rec 1 HP 36, Prot 18, MR 12, Mor 13, Str 21, Att 12, Def 13, Prec 10, Enc 6, CS 13, MM 14, Sacr, SR -5, CR +15, Ldr 75, Wpn: Broad Sword
Gode	Gold 65, Res 11, Rec 1 HP 12, Prot 10, MR 11, Mor 11, Str 11, Att 11, Def 9, Prec 10, Enc 4, CS 11, MM 14, Sacr, Ldr 10, Mag: H1, Wpn: Axe
Jotun Gode	Gold 150, Res 19, Rec 2 HP 36, Prot 13, MR 14, Mor 13, Str 22, Att 11, Def 14, Prec 10, Enc 5, CS 14, MM 16, FS, Sacr, SR -5, CR +15, Ldr 50, Mag: H2, Wpn: Broad Sword
Jotun Jarl	Gold 180, Res 41, Rec 1 HP 40, Prot 18, MR 13, Mor 14, Str 23, Att 13, Def 14, Prec 10, Enc 6, CS 13, MM 14, Sacr, SR -5, CR +15, Ldr 100, Mag: H1, Wpn: Broad Sword
Seithkona	Gold 120, Res 1, Rec 2 HP 9, Prot 0, MR 14, Mor 9, Str 8, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 14, Fortune Teller 5, Ldr 10, UndLdr 50, MagLdr 30, Mag: S1D1G1, Wpn: Dagger
Jotun Skratti	Gold 310, Res 3, Rec 4 HP 37, Prot 10, MR 17, Mor 12, Str 22, Att 11, Def 13, Prec 10, Enc 4, CS 15, MM 18, FS, SR -5, CR +15, Ldr 10, UndLdr 20, MagLdr 40, Mag: W1B2?1, Wpn: Quarterstaff
Norna	Gold 295, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 16, Mor 10, Str 8, Att 8, Def 7, Prec 10, Enc 4, CS 10, MM 14, SpSi, Fortune Teller 20, Ldr 10, UndLdr 100, MagLdr 60, Mag: S2D2G1?1, Wpn: Dagger

Utgård, recruitable units	
Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 5, CS 10, MM 14, Wpn: Axe, Javelin
Huskarl	Gold 10, Res 12, Rec 9 HP 10, Prot 11, MR 10, Mor 10, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Wpn: Spear, Javelin
Human Godihuskarl	Gold 10, Res 20, Rec 9 HP 10, Prot 16, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 6, CS 9, MM 12, Wpn: Axe
Human Godihuskarl	Gold 10, Res 20, Rec 9 HP 10, Prot 16, MR 10, Mor 10, Str 10, Att 10, Def 11, Prec 10, Enc 6, CS 9, MM 12, Wpn: Spear
Human Hirdman	Gold 13, Res 22, Rec 16 HP 10, Prot 16, MR 10, Mor 11, Str 10, Att 11, Def 13, Prec 10, Enc 6, CS 9, MM 12, Wpn: Broad Sword
Jotun Bondi	Gold 20, Res 15, Rec 11 HP 31, Prot 13, MR 12, Mor 11, Str 19, Att 9, Def 10, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe
Jotun Javelinist	Gold 30, Res 17, Rec 17 HP 33, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 11, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe, Javelin
Jotun Spearman	Gold 30, Res 39, Rec 17 HP 33, Prot 19, MR 12, Mor 12, Str 21, Att 10, Def 11, Prec 10, Enc 6, CS 12, MM 14, SR -5, CR +15, Wpn: Spear
Jotun Axeman	Gold 30, Res 39, Rec 17 HP 33, Prot 19, MR 12, Mor 12, Str 21, Att 10, Def 10, Prec 10, Enc 6, CS 12, MM 14, SR -5, CR +15, Wpn: Axe
Jotun Hurler	Gold 30, Res 11, Rec 17 HP 33, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 6, Prec 10, Enc 4, CS 13, MM 16, SR -5, CR +15, Siege Strength +5, Wpn: Hand Axe, Boulder
Jotun Huskarl	Gold 35, Res 21, Rec 20 HP 35, Prot 15, MR 12, Mor 13, Str 20, Att 11, Def 12, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Axe
Godihuskarl	Gold 40, Res 31, Rec 24 HP 36, Prot 16, MR 12, Mor 13, Str 21, Att 11, Def 13, Prec 10, Enc 5, CS 13, MM 16, SR -5, CR +15, Wpn: Spear, Javelin
Jotun Hirdman	Gold 50, Res 41, Rec 31 HP 38, Prot 18, MR 12, Mor 13, Str 22, Att 12, Def 14, Prec 10, Enc 6, CS 12, MM 14, SR -5, CR +15, Wpn: Broad Sword
Garmhirding	Gold 55, Res 9, Rec 28 (can only be recruited in the capital) HP 38, Prot 12, MR 13, Mor 13, Str 23, Att 12, Def 10, Prec 10, Enc 4, CS 14, MM 18, FS, Sacr, SR -5, CR +15, Berserker +2, Wpn: Battleaxe

Vaettiheim, Wolf Kin Jarldom



Vaettiheim is a land of bitter winters and cool summers. It is the home of the Vaettir, small and wicked goblins who once dwelled in the icy forests of Jotunheim. When the Jarls of Jotunheim sealed the alliance with humankind the remaining Gygjas and their Vaetti servants retreated to the wild woods. With the guidance of the few remaining Gygjas the Vaettir formed a nation of their own. Vaettiheim is a land of Vaettir and giants centered at the Iron Wood, the ancient home of the Jotun Gygjas. With the coming of the Awakening God the Vaetti Hags of earlier times have been more or less replaced by Vaetti Gygjas trained in the Iron Wood and the Vaettir have adopted the weapons and armaments used by Jotuns and humans.

Race: Cold resistant, prefers Cold scale +2
 Military: Small stealthy Vaettir, Wolf Riders and a few giants
 Magic: Death, Nature, Blood, Water, Astral
 Priests: Weak
 Scales & Blesses: Cold limit +1
 Buildings: Primitive Forts, labs cost 300 in forests

Vaettiheim, recruitable commanders

Vaetti Herse	Gold 65, Res 11, Rec 1 (can also be recruited in all forests) HP 10, Prot 13, MR 12, Mor 10, Str 10, Att 11, Def 18, Prec 10, Enc 4, CS 10, MM 20, FS, Stealth 40, CR +5, Pillage +2, Rider 3, Ldr 50, Wpn: Short Sword, Mount: Wolf
Vaetti Jarl	Gold 70, Res 14, Rec 1 HP 11, Prot 16, MR 12, Mor 12, Str 10, Att 12, Def 15, Prec 11, Enc 7, CS 7, MM 10, FS, Stealth 40, CR +5, Pillage +2, Ldr 75, Wpn: Short Sword
Vaetti Gode	Gold 145, Res 6, Rec 2 HP 10, Prot 9, MR 14, Mor 11, Str 9, Att 11, Def 17, Prec 10, Enc 4, CS 10, MM 20, FS, Sacr, Stealth 40, CR +5, Rider 2, Ldr 50, MagLdr 10, Mag: N1H1, Wpn: Short Sword, Mount: Wolf
Vaetti Gygja	Gold 265, Res 3, Rec 2 HP 7, Prot 7, MR 14, Mor 9, Str 8, Att 8, Def 6, Prec 10, Enc 5, CS 9, MM 10, FS, Sacr, Stealth 40, CR +5, Ldr 10, UndLdr 50, MagLdr 30, Mag: W1D1G1H1?1, Wpn: Slap
Dimvaetti	Gold 140, Res 8, Rec 1 (can only be recruited in the capital) HP 9, Prot 4, MR 13, Mor 12, Str 9, Att 13, Def 14, Prec 10, Enc 4, CS 11, MM 14, FS, Stealth 80, CR +5, Assassin, Patience +2, Wpn: Duskdagger, Poison Dagger
Jotun Gygja	Gold 405, Res 3, Rec 2 (can only be recruited in the capital) HP 36, Prot 9, MR 17, Mor 12, Str 18, Att 8, Def 6, Prec 10, Enc 8, CS 11, MM 12, FS, Sacr, SR -5, CR +15, Fortune Teller 10, Ldr 50, UndLdr 80, MagLdr 40, Mag: D1G1B1H1?2, Wpn: Slap, Quarterstaff
Vaetti Hag	Gold 60, Res 3, Rec 2 (can be recruited in all forests) HP 7, Prot 7, MR 14, Mor 9, Str 8, Att 8, Def 5, Prec 10, Enc 7, CS 9, MM 8, FS, Stealth 40, Research -2, CR +5, Ldr 10, MagLdr 10, Mag: ?1, Wpn: Slap, Dagger

Vaettiheim, recruitable units

Vaetti Archer	Gold 6, Res 4, Rec 8 HP 8, Prot 8, MR 12, Mor 7, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 12, FS, Stealth 40, CR +5, Wpn: Dagger, Short Bow
Light Vaetti Infantry	Gold 7, Res 5, Rec 9 HP 8, Prot 8, MR 12, Mor 9, Str 9, Att 10, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Stealth 40, CR +5, Wpn: Hatchet
Vaetti Spearman	Gold 7, Res 10, Rec 9 HP 8, Prot 13, MR 12, Mor 9, Str 9, Att 10, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Stealth 40, CR +5, Wpn: Spear
Vaetti Crossbowman	Gold 7, Res 10, Rec 9 HP 8, Prot 13, MR 12, Mor 7, Str 9, Att 10, Def 9, Prec 10, Enc 4, CS 9, MM 12, FS, Stealth 40, CR +5, Wpn: Dagger, Crossbow
Light Vaetti Infantry	Gold 7, Res 5, Rec 9 HP 8, Prot 8, MR 12, Mor 9, Str 9, Att 10, Def 12, Prec 10, Enc 5, CS 8, MM 12, FS, Stealth 40, CR +5, Wpn: Spear
Hirdvaetti	Gold 10, Res 14, Rec 17 HP 10, Prot 15, MR 12, Mor 11, Str 9, Att 11, Def 13, Prec 10, Enc 6, CS 7, MM 10, FS, Stealth 40, CR +5, Wpn: Broad Sword

Vaetti Berserker	Gold 12, Res 10, Rec 23 HP 8, Prot 13, MR 12, Mor 10, Str 10, Att 11, Def 9, Prec 10, Enc 4, CS 9, MM 12, FS, Stealth 40, CR +5, Berserker +2, Wpn: Battleaxe
Wolf Rider	Gold 15, Res 5, Rec 9 HP 8, Prot 8, MR 12, Mor 9, Str 9, Att 10, Def 15, Prec 10, Enc 4, CS 10, MM 20, FS, Stealth 40, CR +5, Pillage +1, Rider 1, Wpn: Spear, Mount: Wolf
Wolf Brother	Gold 20, Res 10, Rec 23 HP 8, Prot 13, MR 12, Mor 11, Str 9, Att 11, Def 17, Prec 10, Enc 4, CS 10, MM 20, FS, Stealth 40, CR +5, Pillage +1, Rider 2, Wpn: Spear, Mount: Wolf
Moose Rider	Gold 30, Res 10, Rec 9 HP 8, Prot 13, MR 12, Mor 7, Str 9, Att 10, Def 12, Prec 10, Enc 4, CS 10, MM 20, FS, Stealth 40, CR +5, Wpn: Dagger, Crossbow, Mount: Moose, Corider: Vaetti Archer
Jotun Hurler	Gold 30, Res 11, Rec 17 (can only be recruited in the capital) HP 33, Prot 13, MR 12, Mor 12, Str 21, Att 10, Def 6, Prec 10, Enc 4, CS 13, MM 16, SR -5, CR +15, Siege Strength +5, Wpn: Hand Axe, Boulder
Jotun Axeman	Gold 30, Res 39, Rec 17 (can only be recruited in the capital) HP 33, Prot 19, MR 12, Mor 12, Str 21, Att 10, Def 10, Prec 10, Enc 6, CS 12, MM 14, SR -5, CR +15, Wpn: Axe
Rimvaetti	Gold 24, Res 17, Rec 36 (can only be recruited in the capital) HP 10, Prot 14, MR 13, Mor 12, Str 10, Att 12, Def 15, Prec 10, Enc 5, CS 8, MM 14, FS, Sacr, Stealth 40, Cold pow 1, CR +25, Ice Prot 2, Chill 2, Wpn: Ice Blade

Vaettiheim, mount stats

Wolf	HP 8, Prot 2, MR 5, Mor 12, Str 9, Att 11, Def 10, Prec 5, Enc 2, CS 26, MM 22, FS, MS, Stealth 40, Wpn: Bite
Moose	HP 38, Prot 6, MR 5, Mor 9, Str 16, Att 9, Def 9, Prec 5, Enc 3, CS 24, MM 22, FS, Stealth 40, CR +5, Wpn: Kick, Antlers

Feminie, Sage-Queens



Feminie is a hidden queendom in a faraway land ruled by women. It was once an amazon queendom subservient to Magnificent Ind, but when the Khans of T'ien Ch'i defeated the sacred armies of Ind and killed the Prester King himself, the dominion of Ind was broken and the subservient tribes and kingdoms found themselves free from the yoke of the Magnificent Kingdom. The sorceresses of Feminie salvaged the esoteric knowledge of the sage-priests of Ind and have become keepers of their hidden lore. Throughout the queendom monasteries filled with ancient texts can be found. Abesses and their servants search the books for arcane secrets to further the magical might of Feminie. The queendom is now ruled by wise and able Sage-Queens who hide their lands from outside threats.

Race: Humans. Prefers Heat scale +1
 Military: Human infantry and knights. Sacred human infantry.
 Magic: Astral, Glamour, Fire and some Water and Nature.
 Priests: Medium, divinely inspired researchers.
 Dominion: Dominion hides province ownership.
 Scales & Blesses: Magic limit +1
 Buildings: Standard Forts, temples cost 300

Feminie, recruitable commanders

Feminie Scout	Gold 35, Res 4, Rec 1 HP 10, Prot 4, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 11, Enc 3, CS 12, MM 16, FS, MS, Stealth 50, Wpn: Dagger, Short Bow
Feminie Commander	Gold 60, Res 24, Rec 1 HP 12, Prot 15, MR 10, Mor 13, Str 11, Att 12, Def 15, Prec 11, Enc 6, CS 9, MM 14, Ldr 75, Wpn: Broad Sword
Lady Commander	Gold 145, Res 40, Rec 1 HP 13, Prot 21, MR 10, Mor 15, Str 12, Att 13, Def 18, Prec 11, Enc 7, CS 12, MM 10, Rider 3, Ldr 100, Wpn: Lance, Broad Sword, Mount: Destrier
Cloistered Lady	Gold 65, Res 1, Rec 1 (can be recruited outside forts as well) HP 10, Prot 0, MR 13, Mor 12, Str 8, Att 8, Def 7, Prec 12, Enc 3, CS 10, MM 16, Sacr, Ldr 10, Mag: H1, Wpn: Fist
Feminie Abbess	Gold 115, Res 1, Rec 2 (can be recruited outside forts as well) HP 10, Prot 0, MR 14, Mor 12, Str 8, Att 8, Def 7, Prec 12, Enc 3, CS 10, MM 16, Sacr, Ldr 50, Mag: H2, Wpn: Fist
Feminie Savant	Gold 120, Res 1, Rec 2 HP 10, Prot 0, MR 15, Mor 12, Str 8, Att 8, Def 8, Prec 12, Enc 3, CS 10, MM 16, Research +4, Ldr 10, MagLdr 30, Mag: S1?1, Wpn: Dagger
Lozemistress	Gold 270, Res 1, Rec 4 HP 10, Prot 1, MR 15, Mor 12, Str 8, Att 8, Def 6, Prec 12, Enc 5, CS 9, MM 12, Research +6, Ldr 20, MagLdr 60, Mag: F1S1G1?2, Wpn: Dagger
Feminie Sorceress	Gold 315, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 12, Str 8, Att 8, Def 11, Prec 12, Enc 3, CS 10, MM 16, Veil Army 25 units, Ldr 30, MagLdr 80, Mag: F2S2G2, Wpn: Quarterstaff
Unseen One	Gold 140, Res 24, Rec 2 (can only be recruited in the capital) HP 13, Prot 15, MR 14, Mor 14, Str 11, Att 13, Def 17, Prec 11, Enc 6, CS 9, MM 14, Glamour, Sacr, Stealth 90, Ldr 50, MagLdr 10, Mag: G1H1, Wpn: Broad Sword
Sage-Queen	Gold 545, Res 1, Rec 4 (can only be recruited in the capital) HP 10, Prot 0, MR 17, Mor 12, Str 8, Att 8, Def 6, Prec 12, Enc 4, CS 10, MM 14, Sacr, Inspirational +1, Veil Army 50 units, Ldr 110, MagLdr 100, Mag: F1S3G3H2, Wpn: Fist

Feminie, recruitable units	
Feminie Militia	Gold 7, Res 4, Rec 3 HP 9, Prot 5, MR 10, Mor 9, Str 9, Att 8, Def 8, Prec 10, Enc 4, CS 11, MM 12, Wpn: Spear
Feminie Archer	Gold 10, Res 5, Rec 9 HP 10, Prot 5, MR 10, Mor 10, Str 10, Att 10, Def 10, Prec 11, Enc 3, CS 12, MM 16, Wpn: Dagger, Short Bow
Feminie City Guard	Gold 10, Res 21, Rec 9 HP 10, Prot 13, MR 10, Mor 11, Str 10, Att 10, Def 10, Prec 11, Enc 5, CS 10, MM 14, Wpn: Glaive
Feminie Soldier	Gold 10, Res 21, Rec 9 HP 10, Prot 14, MR 10, Mor 11, Str 10, Att 10, Def 12, Prec 11, Enc 6, CS 9, MM 14, Wpn: Spear
Feminie Swordswoman	Gold 12, Res 24, Rec 14 HP 10, Prot 15, MR 10, Mor 12, Str 10, Att 11, Def 14, Prec 11, Enc 6, CS 9, MM 14, Wpn: Broad Sword
Lady at Arms	Gold 15, Res 26, Rec 21 HP 11, Prot 15, MR 10, Mor 13, Str 10, Att 12, Def 16, Prec 11, Enc 7, CS 8, MM 14, Wpn: Broad Sword
Lady Knight	Gold 55, Res 40, Rec 31 HP 12, Prot 21, MR 10, Mor 14, Str 11, Att 12, Def 17, Prec 10, Enc 7, CS 12, MM 10, Rider 2, Wpn: Lance, Broad Sword, Mount: Destrier
Veiled One	Gold 22, Res 21, Rec 25 (can only be recruited in the capital) HP 12, Prot 15, MR 12, Mor 13, Str 10, Att 12, Def 12, Prec 11, Enc 5, CS 10, MM 14, Glamour, Sacr, Stealth 90, Wpn: Spetum
Feminie, mount stats	
Destrier	HP 24, Prot 20, MR 5, Mor 12, Str 16, Att 12, Def 8, Prec 5, Enc 5, CS 20, MM 16, Wpn: Hoof

Piconye, Legacy of the Prester King



Piconye is a kingdom of little horned men located in a fabulous land. It was once subservient to Magnificent Ind, but when the Khans of T'ien Ch'i defeated the sacred armies of Ind and killed the Prester King himself, the dominion of Ind was broken and the subservient tribes and kingdoms found themselves free from the yoke of the Magnificent Kingdom. The little men of Piconye had never had a unified kingdom apart from Magnificent Ind and struggled to form a kingdom of their own. Heavily influenced by their former masters Piconye turned into a theocratic monarchy with priest-soldiers and religious potentates ever present. But where Ind had hidden their virtue from the outside world, Piconye has instead turned itself outwards in an attempt to spread the faith of the awakening God.

Race: Little horned men. Prefers Heat scale +1

Military: Small sized infantry, Bird Knights, sacred infantry and crossbowmen.

Magic: Astral, Earth, some Fire, Water and Nature.

Priests: Powerful. Most commanders are priests. Every temple adds one to the sacred recruit limit.

Scales & Blesses: Order limit +1, Bless points +1

Buildings: Standard Forts, temples cost 300

Piconye, recruitable commanders

Piconye Scout	Gold 45, Res 6, Rec 1 HP 7, Prot 7, MR 13, Mor 9, Str 6, Att 10, Def 18, Prec 11, Enc 4, CS 8, MM 10, Stealth 75, Rider 2, Wpn: Short Sword, Crossbow, Mount: War Bird
Bird Knight Commander	Gold 110, Res 14, Rec 1 HP 9, Prot 14, MR 13, Mor 13, Str 8, Att 13, Def 21, Prec 10, Enc 6, CS 8, MM 8, Rider 3, Ldr 100, Wpn: Light Lance, Mount: War Bird
Piconye Bishop	Gold 85, Res 1, Rec 1 HP 8, Prot 0, MR 14, Mor 12, Str 7, Att 12, Def 15, Prec 10, Enc 4, CS 8, MM 10, Sacr, Inquisitor, Ldr 50, Mag: H1, Wpn: Dagger
Piconye Bishop General	Gold 140, Res 15, Rec 1 HP 7, Prot 14, MR 15, Mor 12, Str 7, Att 11, Def 17, Prec 10, Enc 7, CS 5, MM 8, Sacr, Ldr 100, Mag: H1, Wpn: Short Sword
Piconye Arch Bishop	Gold 155, Res 5, Rec 2 HP 8, Prot 1, MR 15, Mor 12, Str 7, Att 12, Def 18, Prec 10, Enc 4, CS 8, MM 10, Sacr, Inquisitor, Ldr 100, Mag: H2, Wpn: Baculus
Piconye Sage	Gold 100, Res 1, Rec 2 HP 8, Prot 0, MR 14, Mor 8, Str 7, Att 12, Def 15, Prec 10, Enc 4, CS 8, MM 10, Research +2, Ldr 10, MagLdr 30, Mag: E1?1, Wpn: Dagger
Piconye Sage-Priest	Gold 260, Res 1, Rec 2 (can be recruited outside forts as well) HP 8, Prot 0, MR 16, Mor 9, Str 7, Att 12, Def 17, Prec 10, Enc 5, CS 8, MM 8, Sacr, Ldr 20, MagLdr 50, Mag: F1E1S1H1?1, Wpn: Quarterstaff
Piconye Pope	Gold 245, Res 5, Rec 2 (can only be recruited in the capital) HP 8, Prot 1, MR 16, Mor 12, Str 7, Att 12, Def 17, Prec 10, Enc 5, CS 8, MM 8, Sacr, Inquisitor, Ldr 100, Mag: H3, Wpn: Baculus
Prester King	Gold 400, Res 13, Rec 4 (can only be recruited in the capital) HP 8, Prot 12, MR 17, Mor 14, Str 7, Att 12, Def 18, Prec 10, Enc 7, CS 5, MM 8, Sacr, Inspirational +3, Ldr 50, MagLdr 60, Mag: E1S2H3?1, Wpn: Short Sword

Piconye, recruitable units

Piconye Militia	Gold 6, Res 2, Rec 9 HP 5, Prot 5, MR 13, Mor 7, Str 6, Att 8, Def 12, Prec 11, Enc 4, CS 8, MM 10, Stealth 40, Wpn: Pitchfork
Piconye Slinger	Gold 6, Res 3, Rec 9 HP 5, Prot 7, MR 13, Mor 7, Str 6, Att 10, Def 13, Prec 11, Enc 4, CS 8, MM 10, Wpn: Dagger, Sling
Piconye Crossbowman	Gold 7, Res 14, Rec 11 HP 5, Prot 14, MR 13, Mor 8, Str 6, Att 10, Def 12, Prec 11, Enc 6, CS 6, MM 8, Wpn: Dagger, Crossbow
Piconye Spearman	Gold 7, Res 14, Rec 11 HP 6, Prot 14, MR 13, Mor 9, Str 6, Att 10, Def 15, Prec 11, Enc 7, CS 5, MM 8, Wpn: Spear
Piconye Soldier	Gold 8, Res 15, Rec 14 HP 6, Prot 14, MR 13, Mor 10, Str 6, Att 11, Def 17, Prec 10, Enc 7, CS 5, MM 8, Wpn: Short Sword
Piconye Defender	Gold 9, Res 19, Rec 17 HP 7, Prot 17, MR 13, Mor 11, Str 7, Att 11, Def 19, Prec 10, Enc 10, CS 2, MM 6, Wpn: Short Sword
Bird Knight	Gold 25, Res 14, Rec 20 HP 8, Prot 14, MR 13, Mor 11, Str 7, Att 12, Def 20, Prec 10, Enc 6, CS 8, MM 8, Rider 2, Wpn: Light Lance, Mount: War Bird
Crosswielder	Gold 10, Res 14, Rec 14 (can only be recruited in the capital) HP 6, Prot 14, MR 14, Mor 11, Str 6, Att 11, Def 13, Prec 11, Enc 6, CS 6, MM 8, Sacr, Wpn: Dagger, Crossbow
Soldier Priest	Gold 11, Res 15, Rec 17 (can only be recruited in the capital) HP 7, Prot 14, MR 14, Mor 11, Str 7, Att 12, Def 18, Prec 10, Enc 7, CS 5, MM 8, Sacr, Wpn: Short Sword
Baculite	Gold 13, Res 17, Rec 20 (can only be recruited in the capital) HP 8, Prot 14, MR 14, Mor 12, Str 8, Att 12, Def 17, Prec 10, Enc 6, CS 5, MM 8, Sacr, Wpn: Baculus

Piconye, mount stats

War Bird	HP 9, Prot 0, MR 7, Mor 11, Str 7, Att 9, Def 12, Prec 9, Enc 3, CS 4, MM 34, FS, MS, Fly, Wpn: Dive attack, Talons
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Andramania, Dog Republic



Andramania is a republic of Calystrii, civilized and culturally advanced Cynocephalians. The Cynocephalian clans of Gog and Magog once served Magnificent Ind and their barking hordes were released upon the enemies of the Prester King. But when the Khans of T'ien Ch'i defeated the sacred armies of Ind and killed the Prester King himself, the dominion of Ind was broken and all subservient tribes and kingdoms found themselves free from the yoke of the Magnificent Kingdom. The Cynocephalians had become increasingly more civilized under the benevolent rule of the Prester King and when Ind fell cynocephalian magistrates replaced the viceroys of Ind and united the cynocephalian tribes in a nation of virtue far beyond that of the kingdoms of men. They called themselves Calystrii and promised never to fall back into the barbarism and gruesome practices of old. Now most Calystrii regard men with disdain as the inferior beings they are.

Race: Cynocephalian dog-men. Prefers Heat scale +1.
 Military: Skilled and disciplined infantry and crossbowmen. Conscription.
 Magic: Fire, Astral, Nature, Earth and some Water. Rarely Blood or Death.
 Priests: Mostly weak.
 Scales & Blesses: Order limit +1
 Buildings: Standard Forts

Andramania, recruitable commanders

Calystri Scout	Gold 55, Res 5, Rec 1 HP 19, Prot 9, MR 10, Mor 12, Str 13, Att 12, Def 11, Prec 11, Enc 2, CS 14, MM 18, FS, MS, WS, Stealth 60, DV 50, Wpn: Dagger, Bite, Short Bow
Calystri Magistrate	Gold 95, Res 1, Rec 1 HP 16, Prot 3, MR 10, Mor 10, Str 12, Att 11, Def 9, Prec 10, Enc 2, CS 14, MM 18, Sacr, DV 50, Ldr 50, Wpn: Fist, Bite
Calystri Commander	Gold 115, Res 29, Rec 1 HP 21, Prot 17, MR 10, Mor 14, Str 14, Att 13, Def 12, Prec 10, Enc 4, CS 12, MM 16, DV 50, Ldr 100, Wpn: Broad Sword, Bite
Calystri General	Gold 175, Res 29, Rec 2 HP 22, Prot 17, MR 10, Mor 14, Str 14, Att 13, Def 13, Prec 10, Enc 4, CS 12, MM 16, DV 50, Ldr 150, Wpn: Broad Sword, Bite
Calystri Presbyter	Gold 90, Res 1, Rec 1 HP 16, Prot 3, MR 12, Mor 11, Str 12, Att 11, Def 9, Prec 10, Enc 2, CS 14, MM 18, Sacr, DV 50, Ldr 10, Mag: H1, Wpn: Fist, Bite
Apprentice Magus	Gold 110, Res 2, Rec 2 HP 16, Prot 5, MR 13, Mor 11, Str 12, Att 11, Def 9, Prec 10, Enc 2, CS 14, MM 18, DV 50, Ldr 10, MagLdr 20, Mag: N1?1, Wpn: Fist, Bite
Calystri Magus	Gold 275, Res 2, Rec 2 HP 16, Prot 5, MR 15, Mor 10, Str 12, Att 11, Def 13, Prec 10, Enc 2, CS 14, MM 18, DV 50, Ldr 30, MagLdr 60, Mag: F1S1N2?1, Wpn: Quarterstaff, Bite
Presbyter Magistrate	Gold 145, Res 11, Rec 2 (can only be recruited in the capital) HP 16, Prot 5, MR 14, Mor 10, Str 12, Att 11, Def 12, Prec 10, Enc 3, CS 14, MM 16, Sacr, DV 50, Ldr 50, Mag: H2, Wpn: Baculus, Bite
Serene Master	Gold 260, Res 31, Rec 2 (can only be recruited in the capital) HP 20, Prot 17, MR 14, Mor 14, Str 13, Att 14, Def 15, Prec 10, Enc 6, CS 12, MM 16, Sacr, DV 50, Ldr 150, Mag: H1, Wpn: Great Sword, Bite
Magistrate Magus	Gold 370, Res 2, Rec 2 (can only be recruited in the capital) HP 16, Prot 5, MR 15, Mor 12, Str 12, Att 11, Def 12, Prec 10, Enc 3, CS 14, MM 16, Sacr, DV 50, Ldr 70, MagLdr 60, Mag: F2E1S1?1, Wpn: Quarterstaff, Bite
Calystri Senator	Gold 465, Res 2, Rec 4 (can only be recruited in the capital) HP 16, Prot 5, MR 16, Mor 10, Str 12, Att 11, Def 12, Prec 10, Enc 3, CS 14, MM 16, Sacr, DV 50, Ldr 70, MagLdr 80, Mag: F2E1S1N2H2?1, Wpn: Quarterstaff, Bite
Howler Champion	Gold 95, Res 7, Rec 1 (can be recruited in all highlands and mountains) HP 25, Prot 8, MR 8, Mor 15, Str 16, Att 14, Def 11, Prec 10, Enc 3, CS 14, MM 18, MS, WS, Animal Awe +1, DV 50, Pillage +5, Berserker +2, Ldr 50, Wpn: Broad Sword, Hatchet, Bite

Andramania, recruitable units	
Calystri Militia	Gold 20, Res 3, Rec 15
	HP 18, Prot 9, MR 10, Mor 10, Str 13, Att 10, Def 9, Prec 10, Enc 3, CS 14, MM 16, DV 50, Wpn: Spear, Bite
Calystri City Guard	Gold 25, Res 11, Rec 22
	HP 18, Prot 10, MR 10, Mor 13, Str 13, Att 12, Def 12, Prec 10, Enc 2, CS 14, MM 18, DV 50, Patrol 1, Wpn: Glaive, Bite
Calystri Crossbowman	Gold 25, Res 31, Rec 22
	HP 18, Prot 17, MR 10, Mor 12, Str 13, Att 12, Def 11, Prec 10, Enc 4, CS 12, MM 16, DV 50, Wpn: Short Sword, Bite, Crossbow
Calystri Footman	Gold 25, Res 13, Rec 22
	HP 18, Prot 12, MR 10, Mor 12, Str 13, Att 12, Def 13, Prec 10, Enc 4, CS 12, MM 16, DV 50, Wpn: Spear, Bite
Calystri Soldier	Gold 25, Res 29, Rec 22
	HP 18, Prot 17, MR 10, Mor 12, Str 13, Att 12, Def 13, Prec 10, Enc 5, CS 11, MM 16, DV 50, Wpn: Spear, Bite
Calystri Pikeneer	Gold 25, Res 27, Rec 22
	HP 18, Prot 17, MR 10, Mor 12, Str 13, Att 12, Def 9, Prec 10, Enc 4, CS 12, MM 16, DV 50, Wpn: Pike, Bite
Calystri Man at Arms	Gold 30, Res 31, Rec 29
	HP 20, Prot 17, MR 10, Mor 13, Str 14, Att 13, Def 12, Prec 10, Enc 4, CS 12, MM 16, DV 50, Wpn: Great Sword, Bite
Calystri Senatorial Guard	Gold 35, Res 30, Rec 29
	HP 22, Prot 17, MR 10, Mor 14, Str 15, Att 13, Def 12, Prec 10, Enc 4, CS 12, MM 16, DV 50, Wpn: Halberd, Bite
Serene One	Gold 35, Res 31, Rec 29 (can only be recruited in the capital)
	HP 18, Prot 17, MR 12, Mor 14, Str 12, Att 14, Def 14, Prec 10, Enc 6, CS 12, MM 16, Sacr, DV 50, Wpn: Great Sword, Bite
Howler	Gold 40, Res 7, Rec 14 (can be recruited in all highlands and mountains)
	HP 22, Prot 8, MR 8, Mor 15, Str 15, Att 13, Def 11, Prec 10, Enc 3, CS 14, MM 18, MS, WS, Animal Awe +1, DV 50, Pillage +2, Berserker +2, Wpn: Broad Sword, Hatchet, Bite

Erytheia, Kingdom of Two Worlds



Trade and contacts with dry land have increased to the point where Pelagian mermen have established colonies in coastal lands. A former Arcoscephalian colony and the Pelagian colony of Erytheia, the Red Land, were joined through marriage. When the Triton Kings of the deeps succumbed to a strange slumber the former capital of Pelagia was almost abandoned. The mermen had become more numerous and those Tritons who did not succumb to sleep gradually became a privileged minority ruling the scattered Pelagian seas. Eventually civil war between the Triton princes broke out. While the Tritons battled in the seas, the mermen withdrew and formed a new coastal kingdom of mermen, Tritons and humans in Erytheia. When the Triton principalities isolated themselves the Pelagian traditions and legacy were carried on by the mystics of the Red Land. Under the rule of the mermen 'Kings of Both Worlds' the former colony thrived and expanded on land and in the seas. Now Erytheia is a coastal kingdom with some under-water provinces governed by a marginalized Triton nobility unable to visit the high court of the merman king. The Tritons resent the current situation and some fear this might lead to another civil war. Triton nobles and generals have started to gather armies to reclaim the deeps once theirs to gain wealth, or fiefdoms, or simply to prove their worth to the Kings of Both Worlds.

Race: Land and underwater, prefers Heat scale +1

Military: Amphibious mermen, aquatic Tritons and some humans. Light infantry, heavy infantry

Magic: All Elements, Astral and some Nature. Triton mages can convert water gems into astral pearls

Priests: Strong, but possibly insane.

Scales & Blesses: Heat limit +1

Buildings: Standard Forts

Erytheia, recruitable commanders

Erytheian Scout	Gold 35, Res 6, Rec 1 HP 12, Prot 8, MR 12, Mor 10, Str 11, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, PAmph, Stealth 50, Wpn: Bronze Spear, Javelin
Machimos Commander	Gold 55, Res 16, Rec 1 HP 10, Prot 12, MR 10, Mor 11, Str 10, Att 10, Def 12, Prec 10, Enc 5, CS 10, MM 14, Ldr 75, Wpn: Short Sword
Erytheian Commander	Gold 95, Res 31, Rec 1 (can be recruited in underwater and coastal forts) HP 12, Prot 18, MR 12, Mor 12, Str 11, Att 11, Def 12, Prec 10, Enc 9, CS 4, MM 14, PAmph, Ldr 100, Wpn: Pearl Blade
Nomarch	Gold 105, Res 2, Rec 2 HP 10, Prot 1, MR 14, Mor 10, Str 10, Att 8, Def 7, Prec 9, Enc 3, CS 9, MM 16, Sacr, PAmph, Inspirational -1, Patrol 15, Ldr 50, Mag: H2, Wpn: Sceptre
Mystic	Gold 125, Res 1, Rec 2 HP 10, Prot 0, MR 14, Mor 10, Str 10, Att 8, Def 8, Prec 10, Enc 3, CS 10, MM 16, Research +1, Ldr 10, MagLdr 40, Mag: S1?1, Wpn: Bronze Dagger
Mermage	Gold 135, Res 1, Rec 2 (can be recruited in underwater and coastal forts) HP 10, Prot 1, MR 15, Mor 10, Str 10, Att 8, Def 10, Prec 9, Enc 3, CS 9, MM 16, PAmph, Ldr 10, MagLdr 20, Mag: W1?1, Wpn: Quarterstaff
Daduchos	Gold 255, Res 2, Rec 2 (can be recruited in underwater and coastal forts) HP 10, Prot 1, MR 16, Mor 10, Str 10, Att 8, Def 4, Prec 9, Enc 6, CS 8, MM 10, Sacr, PAmph, Research +2, Ldr 30, MagLdr 70, Mag: F1S1?2, Wpn: Torch
Prince of the Setting Sun	Gold 300, Res 2, Rec 4 (can only be recruited in the capital) HP 12, Prot 1, MR 16, Mor 10, Str 10, Att 8, Def 8, Prec 9, Enc 3, CS 9, MM 16, Sacr, PAmph, Sun Awe +2, Ldr 110, MagLdr 70, Mag: F1S1H2?3, Wpn: Sceptre
Princess of the Setting Sun	Gold 300, Res 1, Rec 4 (can only be recruited in the capital) HP 11, Prot 1, MR 16, Mor 10, Str 10, Att 8, Def 8, Prec 9, Enc 3, CS 9, MM 16, Sacr, PAmph, Sun Awe +2, Ldr 110, MagLdr 70, Mag: F1W1H2?3, Wpn: Fist
Triton Noble	Gold 150, Res 32, Rec 1 (can only be recruited in underwater forts) HP 17, Prot 17, MR 13, Mor 14, Str 13, Att 13, Def 18, Prec 10, Enc 6, CS 20, MM 14, Recup, Aqua, Ldr 100, Wpn: Lance, Bronze Spear, Mount: Armored Sacred Hippocampus
Triton Priest	Gold 90, Res 2, Rec 1 (can only be recruited in underwater forts) HP 12, Prot 1, MR 14, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 18, Sacr, Aqua, Ldr 50, Mag: H1, Wpn: Coral Club

Pearl Mage	Gold 245, Res 1, Rec 2 (can only be recruited in underwater forts)
	HP 12, Prot 1, MR 16, Mor 9, Str 12, Att 9, Def 11, Prec 10, Enc 3, CS 20, MM 18, Aqua, Ldr 10, MagLdr 50, Mag: W2S1?1, Wpn: Quarterstaff

Erytheia, recruitable units

Machimos	Gold 9, Res 9, Rec 7
	HP 10, Prot 7, MR 10, Mor 9, Str 10, Att 10, Def 14, Prec 10, Enc 4, CS 11, MM 16, Wpn: Short Sword, Javelin
Thyreophorite	Gold 10, Res 8, Rec 9 (can be recruited in underwater and coastal forts)
	HP 10, Prot 8, MR 12, Mor 10, Str 10, Att 10, Def 13, Prec 10, Enc 4, CS 10, MM 16, PAmph, Wpn: Bronze Spear, Javelin
Erytheian Crossbowman	Gold 10, Res 7, Rec 9 (can only be recruited in coastal forts)
	HP 10, Prot 8, MR 12, Mor 10, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 11, MM 16, PAmph, Wpn: Bronze Dagger, Gastraphetes
Erytheian Hoplite	Gold 12, Res 29, Rec 14 (can be recruited in underwater and coastal forts)
	HP 10, Prot 18, MR 12, Mor 11, Str 10, Att 10, Def 9, Prec 10, Enc 9, CS 5, MM 12, PAmph, Wpn: Bronze Long Spear
Erytheian Phalangite	Gold 14, Res 20, Rec 18 (can only be recruited in coastal forts)
	HP 11, Prot 15, MR 12, Mor 12, Str 11, Att 11, Def 11, Prec 10, Enc 6, CS 8, MM 12, PAmph, Wpn: Long Spear
Soldier of the Setting Sun	Gold 30, Res 36, Rec 31 (can only be recruited in the capital)
	HP 13, Prot 18, MR 14, Mor 13, Str 11, Att 11, Def 14, Prec 10, Enc 9, CS 5, MM 12, Sacr, PAmph, Sun Awe +1, Wpn: Pearl Blade
Triton Militia	Gold 8, Res 2, Rec 5 (can only be recruited in underwater forts)
	HP 12, Prot 1, MR 12, Mor 9, Str 12, Att 9, Def 8, Prec 10, Enc 3, CS 20, MM 14, Aqua, Wpn: Coral Spear
Triton Soldier	Gold 10, Res 21, Rec 9 (can only be recruited in underwater forts)
	HP 15, Prot 14, MR 12, Mor 11, Str 12, Att 11, Def 12, Prec 10, Enc 7, CS 16, MM 16, Aqua, Wpn: Short Bronze Trident
Triton Hoplite	Gold 13, Res 27, Rec 16 (can only be recruited in underwater forts)
	HP 16, Prot 18, MR 12, Mor 12, Str 12, Att 12, Def 10, Prec 10, Enc 9, CS 14, MM 14, Aqua, Wpn: Coral Long Spear
Triton Knight	Gold 60, Res 25, Rec 23 (can only be recruited in underwater forts)
	HP 16, Prot 17, MR 12, Mor 13, Str 13, Att 12, Def 16, Prec 10, Enc 6, CS 20, MM 14, Recup, Aqua, Wpn: Lance, Bronze Spear, Mount: Armored Sacred Hippocampus

Erytheia, mount stats

Armored Sacred Hippocampus	HP 25, Prot 19, MR 14, Mor 13, Str 15, Att 10, Def 8, Prec 5, Enc 5, CS 27, MM 22, Sacr, Recup, Aqua, Smart 100, Wpn: Alicorn, Tail Flipper
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Atlantis, Frozen Sea



With the Second Fall of Atlantis and the demise of the Coral Queens at the hands of R'Iyeh, the Atlantians were forced to retreat from the seas. A few surviving Kings of the Deep entered a pact with a sleeping God at a forsaken coast of ice and bones. The Atlantian Angakut, Shaman Kings, lead the Bone Cult and practice Death magic previously unheard of in Atlantian history. The Angakut have coerced captured Caelian ice crafters to yield the secrets of their skills and now most of the Atlantians use arms of enchanted ice. Even their great city is built on interlinked ice floes.

Race: Amphibious, ocean sailing, trace income across oceans, prefers Cold scale +2
 Military: Polearms, magical ice armaments, no missile weapons other than harpoons
 Magic: Water, Death, some Air, Earth and Astral
 Priests: Medium
 Scales & Blesses: Cold limit +1, Death limit +1
 Buildings: Ice Forts in coastal provinces

Atlantis, recruitable commanders

Tent Owner	Gold 35, Res 6, Rec 1 HP 14, Prot 10, MR 10, Mor 11, Str 12, Att 11, Def 9, Prec 9, Enc 4, CS 9, MM 12, Amph, Stealth 40, CR +5, DV 50, Ldr 10, Wpn: Spear, Harpoon
Snow Captain	Gold 95, Res 26, Rec 1 HP 14, Prot 15, MR 10, Mor 11, Str 12, Att 11, Def 8, Prec 8, Enc 4, CS 9, MM 14, Amph, CR +5, DV 50, Ice Prot 1, Ldr 100, Wpn: Ice Glaive
Ice Captain	Gold 150, Res 32, Rec 2 HP 15, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 8, Prec 8, Enc 5, CS 8, MM 12, Amph, CR +10, DV 50, Ice Prot 2, Ldr 150, Wpn: Ice Glaive
Tungalik	Gold 150, Res 4, Rec 2 HP 12, Prot 10, MR 14, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 4, CS 9, MM 12, Sacr, Amph, CR +5, DV 50, Ldr 50, UndLdr 50, MagLdr 10, Mag: W1D1H1, Wpn: Quarterstaff
Angakok	Gold 595, Res 1, Rec 4 (can only be recruited in the capital) HP 27, Prot 10, MR 16, Mor 13, Str 16, Att 12, Def 11, Prec 8, Enc 3, CS 12, MM 16, Sacr, Amph, CR +5, DV 50, Army Sail, Ship Size 10, Gift of Water Breathing 120 size points, Ldr 100, UndLdr 150, MagLdr 30, Mag: W3D2H2?1, Wpn: Quarterstaff
Shambler Chief	Gold 70, Res 2, Rec 1 (can only be recruited in underwater forts) HP 22, Prot 6, MR 10, Mor 11, Str 15, Att 10, Def 9, Prec 8, Enc 4, CS 11, MM 16, Amph, DV 50, Ldr 75, Wpn: Coral Club, Claw
Merciful Mother	Gold 135, Res 5, Rec 2 (can only be recruited in underwater forts) HP 22, Prot 9, MR 15, Mor 13, Str 14, Att 9, Def 8, Prec 8, Enc 3, CS 11, MM 16, Sacr, Amph, Undreaming 8, DV 50, Void Sanity 10, Ldr 50, Mag: H2, Wpn: Mace
Unsleeping Consort	Gold 160, Res 23, Rec 1 (can only be recruited in underwater forts) HP 27, Prot 16, MR 13, Mor 15, Str 16, Att 12, Def 13, Prec 8, Enc 7, CS 7, MM 12, Sacr, Amph, Undreaming 8, DV 50, Void Sanity 10, Poison Barbs 5 AN dmg, Ldr 100, Mag: H1, Wpn: Coral Glaive
Forgiving Father	Gold 260, Res 3, Rec 2 (can only be recruited in underwater forts) HP 20, Prot 9, MR 16, Mor 11, Str 14, Att 9, Def 11, Prec 8, Enc 3, CS 11, MM 16, Amph, Undreaming 8, DV 50, Void Sanity 10, Gift of Water Breathing 50 size points, Ldr 10, MagLdr 60, Mag: W2S1?1, Wpn: Quarterstaff

Atlantis, recruitable units

Seal Hunter	Gold 10, Res 5, Rec 9 HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 4, CS 9, MM 14, Amph, CR +5, DV 50, Wpn: Stone Spear, Harpoon
Snow Warrior	Gold 10, Res 22, Rec 9 HP 12, Prot 15, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 4, CS 9, MM 14, Amph, CR +5, DV 50, Ice Prot 1, Wpn: Ice Spear
Snow Warrior	Gold 10, Res 26, Rec 9 HP 12, Prot 15, MR 10, Mor 10, Str 11, Att 10, Def 7, Prec 8, Enc 4, CS 9, MM 14, Amph, CR +5, DV 50, Ice Prot 1, Wpn: Ice Glaive

Ice Warrior	Gold 13, Res 37, Rec 15 HP 13, Prot 18, MR 10, Mor 12, Str 11, Att 11, Def 13, Prec 8, Enc 6, CS 7, MM 12, Amph, CR +10, DV 50, Ice Prot 2, Wpn: Ice Spear
Ice Guard	Gold 16, Res 39, Rec 21 HP 15, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 15, Prec 8, Enc 6, CS 7, MM 12, Amph, CR +10, DV 50, Ice Prot 2, Wpn: Ice Blade
Ice Guard	Gold 16, Res 32, Rec 21 HP 15, Prot 18, MR 10, Mor 13, Str 12, Att 12, Def 8, Prec 8, Enc 5, CS 8, MM 12, Amph, CR +10, DV 50, Ice Prot 2, Wpn: Ice Glaive
Mournful	Gold 25, Res 13, Rec 30 HP 20, Prot 16, MR 10, Mor 9, Str 14, Att 10, Def 12, Prec 8, Enc 5, CS 9, MM 14, Amph, DV 50, Wpn: Halberd
Arssartut	Gold 23, Res 10, Rec 25 (can only be recruited in the capital) HP 16, Prot 13, MR 11, Mor 14, Str 12, Att 13, Def 10, Prec 8, Enc 4, CS 9, MM 12, Sacr, Amph, CR +5, DV 50, Wpn: Bone Glaive
Atlantian Light Infantry	Gold 10, Res 9, Rec 9 (can only be recruited in underwater forts) HP 12, Prot 10, MR 10, Mor 10, Str 11, Att 10, Def 8, Prec 8, Enc 5, CS 8, MM 12, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Atlantian Shield Bearer	Gold 10, Res 3, Rec 9 (can only be recruited in underwater forts) HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 12, Prec 8, Enc 4, CS 9, MM 14, Amph, DV 50, Wpn: Coral Spear
Atlantian Infantry	Gold 10, Res 12, Rec 9 (can only be recruited in underwater forts) HP 12, Prot 12, MR 10, Mor 10, Str 11, Att 10, Def 11, Prec 8, Enc 6, CS 7, MM 12, Amph, DV 50, Poison Barbs 5 AN dmg, Wpn: Coral Spear
Unsleeping	Gold 35, Res 23, Rec 47 (can only be recruited in underwater forts) HP 24, Prot 16, MR 12, Mor 14, Str 15, Att 11, Def 12, Prec 8, Enc 7, CS 7, MM 12, Amph, Undreaming 4, DV 50, Void Sanity 5, Poison Barbs 5 AN dmg, Wpn: Coral Glaive

R'lyeh, Dreamlands



In ages past, a distant star inhabited by a great race of strange, alien beings was struck with an unimaginable catastrophe. The star fell from the heavens, breaking into tiny shards. One such shard fell through the Spheres and down upon the world. The shard came to rest on the ocean floor and there a remnant of this great race adapted and survived. They multiplied and enslaved a race of fishlike humanoids by sheer strength of mind and conquered the underwater realms of the world. In the halls of R'lyeh the Starspawn, the Great Ones who survived the Fall opened a gate into the Void and unleashed its horrors upon the world. But the Void was not to be controlled even by the Starspawn. The very fabric of the Veil was weakened and madness struck the inhabitants of mighty R'lyeh. Only the most powerful of the Starspawn were able to keep their minds intact. The Empire crumbled as insanity took the leaders and the former slaves and servants of the Empire were able to lift the yoke of R'lyeh. But now a God is awakening, and it is a God Dreaming of the Void. The mind-breaking Dreams of the Sleeping God plague the inhabitants of coastal and underwater cities and with the Dreams come the horrors. Strange, cannibalistic cults worshiping the Void call them from Beyond. The Dreamlands of R'lyeh threaten to destroy the world. All coastal forts of R'lyeh have a special well where women can submerge themselves in the hope of being impregnated by a Great One. However, most will be taken by Deep Ones instead and the women's offspring will be strange, fishlike humanoids instead of the noble Starchildren they wanted. These half-human hybrids are usually devoted to the cause of putting mankind below the sea and often join the army of R'lyeh free of charge.

Race: Underwater
 Military: Atlantian and Oceanian slaves, hybrids, Illithids
 Magic: Astral, Water, Glamour, Earth, and some Nature
 Priests: Average, can summon Void Beings, might get additional insane prophets
 Dominion effect: Kills population. Creates dreamers, madmen and Void Beings. Makes all non-Void Beings insane.
 Scales & Blesses: Sloth limit +1, Magic limit +1
 Buildings: Standard Forts

R'lyeh, recruitable commanders

Scout	Gold 35, Res 1, Rec 1 HP 12, Prot 2, MR 10, Mor 10, Str 11, Att 10, Def 9, Prec 8, Enc 3, CS 10, MM 14, Amph, Stealth 50, DV 50, Wpn: Coral Knife
Traitor Prince	Gold 110, Res 43, Rec 1 HP 27, Prot 21, MR 15, Mor 12, Str 16, Att 12, Def 10, Prec 8, Enc 7, CS 7, MM 10, Amph, DV 50, Ldr 100, Wpn: Meteorite Trident
Illithid Lord	Gold 110, Res 42, Rec 1 HP 30, Prot 17, MR 16, Mor 12, Str 15, Att 11, Def 8, Prec 7, Enc 4, CS 7, MM 14, Magic, Amph, BIR, TM +2, SpSi, Void Sanity 10, Ldr 50, MagLdr 50, Wpn: Meteorite Trident, Mind Blast
Slave Priest	Gold 65, Res 1, Rec 1 HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 18, Sacr, Amph, Ldr 10, Mag: H1, Wpn: Quarterstaff
Star Child	Gold 115, Res 1, Rec 2 HP 14, Prot 2, MR 15, Mor 10, Str 11, Att 10, Def 9, Prec 11, Enc 3, CS 10, MM 16, Amph, Stealth 55, BIR, SpSi, Assassin, Patience +2, Void Sanity 5, MagLdr 30, Mag: S1, Wpn: Dagger, Mind Blast
Slave Mage	Gold 245, Res 1, Rec 2 HP 10, Prot 1, MR 15, Mor 7, Str 10, Att 8, Def 11, Prec 9, Enc 3, CS 20, MM 18, Amph, Ldr 10, MagLdr 50, Mag: W2S1?1, Wpn: Quarterstaff
Starspawn	Gold 430, Res 1, Rec 2 HP 30, Prot 5, MR 18, Mor 9, Str 16, Att 11, Def 7, Prec 12, Enc 2, CS 8, MM 16, Sacr, Magic, Amph, BIR, SpSi, Void Sanity 10, Ldr 10, MagLdr 110, Mag: S2G1H2?1, Wpn: Life Drain, Mind Blast
Starspawn	Gold 410, Res 1, Rec 4 (can only be recruited in the capital) HP 26, Prot 5, MR 20, Mor 9, Str 15, Att 9, Def 6, Prec 13, Enc 2, CS 8, MM 16, Magic, Amph, BIR, SpSi, Void Sanity 10, Ldr 10, MagLdr 200, Mag: S3G1?2, Wpn: Life Drain, Mind Blast
Hybrid Commander	Gold 70, Res 19, Rec 1 (can only be recruited in coastal forts) HP 16, Prot 12, MR 13, Mor 10, Str 12, Att 11, Def 10, Prec 11, Enc 5, CS 8, MM 14, Amph, SpSi, Ldr 75, MagLdr 10, Wpn: Bronze Trident, Mind Blast
Void Cultist	Gold 40, Res 1, Rec 1 (can only be recruited in land forts) HP 9, Prot 0, MR 14, Mor 15, Str 9, Att 7, Def 7, Prec 10, Enc 3, CS 10, MM 16, Sacr, Stealth 40, Ldr 50, MagLdr 10, Mag: H1, Wpn: Stone Dagger

R'lyeh, recruitable units	
Lobo Guard	Gold 5, Res 1, Rec 2 HP 13, Prot 2, MR 5, Mor 50, Str 12, Att 9, Def 7, Prec 5, Enc 3, CS 8, MM 14, Magic, Mind, Amph, DV 100, Wpn: Claw
Slave Trooper	Gold 9, Res 2, Rec 6 HP 12, Prot 2, MR 10, Mor 7, Str 11, Att 10, Def 10, Prec 8, Enc 3, CS 9, MM 14, Amph, DV 100, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 11, Rec 6 HP 12, Prot 12, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, DV 100, Wpn: Bone Trident
Slave Trooper	Gold 9, Res 2, Rec 6 HP 10, Prot 1, MR 12, Mor 7, Str 10, Att 10, Def 10, Prec 10, Enc 3, CS 22, MM 18, Amph, Wpn: Net, Stone Spear
Slave Trooper	Gold 9, Res 1, Rec 6 HP 15, Prot 1, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 3, CS 20, MM 16, Aqua, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 10, Rec 6 HP 10, Prot 11, MR 12, Mor 7, Str 10, Att 10, Def 9, Prec 10, Enc 4, CS 21, MM 16, Amph, Wpn: Stone Spear
Slave Guardian	Gold 9, Res 11, Rec 6 HP 15, Prot 11, MR 12, Mor 7, Str 12, Att 11, Def 10, Prec 10, Enc 4, CS 19, MM 14, Aqua, Wpn: Bone Trident
Slave Guardian	Gold 9, Res 10, Rec 6 HP 12, Prot 10, MR 10, Mor 7, Str 11, Att 10, Def 9, Prec 8, Enc 4, CS 8, MM 12, Amph, DV 100, Wpn: Bone Trident
Meteorite Guard	Gold 13, Res 33, Rec 16 HP 14, Prot 19, MR 13, Mor 12, Str 12, Att 11, Def 9, Prec 8, Enc 7, CS 5, MM 8, Amph, DV 100, Wpn: Meteorite Trident
Shambler Thrall	Gold 20, Res 1, Rec 22 HP 24, Prot 7, MR 5, Mor 50, Str 16, Att 9, Def 7, Prec 4, Enc 3, CS 10, MM 16, Magic, Mind, Trample, Amph, DV 50, Wpn: Claw
Crab Hybrid	Gold 35, Res 1, Rec 33 HP 25, Prot 14, MR 10, Mor 14, Str 17, Att 8, Def 9, Prec 8, Enc 3, CS 11, MM 16, Aqua, DV 50, Wpn: Pincer, Pincer
Illithid	Gold 50, Res 1, Rec 37 HP 28, Prot 5, MR 15, Mor 10, Str 15, Att 10, Def 7, Prec 12, Enc 2, CS 8, MM 16, Magic, Amph, BIR, SpSi, Void Sanity 10, Wpn: Life Drain, Mind Blast
Illithid Soldier	Gold 50, Res 42, Rec 37 HP 28, Prot 17, MR 16, Mor 10, Str 15, Att 10, Def 7, Prec 7, Enc 4, CS 7, MM 14, Magic, Amph, BIR, DV 100, SpSi, Void Sanity 10, Wpn: Meteorite Trident, Mind Blast
Hybrid	Gold 12, Res 3, Rec 21 (can only be recruited in coastal forts) HP 13, Prot 5, MR 10, Mor 11, Str 12, Att 10, Def 10, Prec 10, Enc 3, CS 10, MM 16, Amph, SpSi, Wpn: Spear, Tentacle
Hybrid Trooper	Gold 13, Res 6, Rec 24 (can only be recruited in coastal forts) HP 13, Prot 8, MR 10, Mor 11, Str 12, Att 10, Def 13, Prec 10, Enc 5, CS 8, MM 14, Amph, SpSi, Wpn: Spear, Tentacle
Hybrid Soldier	Gold 14, Res 19, Rec 26 (can only be recruited in coastal forts) HP 15, Prot 12, MR 12, Mor 10, Str 11, Att 10, Def 9, Prec 11, Enc 5, CS 8, MM 14, Amph, SpSi, Wpn: Bronze Trident

Launch Options

The following launch options (command line options) can be used to modify the behavior of the game before it starts up. Most players will not need to use this feature, but it can be used to automate things or help if the game doesn't start properly.

The short options can be combined e.g. "-sw" will start without sound and in a window.

```
-v --version      Print version number and exit
-d              Increase debug level
-g --host        Generate new turn and exit
  --verify       Verify all zh-files and exit (creates .chk files)
  --statfile     Create a player info file after each turn (stats.txt)
  --scoredump   Create a score file after each turn (scores.html)
  --finalhost    Generate new turn, send out final score msg and exit
-c --nocredits   Disables the end credits
  --noedgescroll Disables edge scrolling
  --edgescroll  Enables edge scrolling in fullscreen mode
  --winedgescroll Enables edge scrolling always
  --askifplayed Will ask if you want to redo turn if possible
  --noshowscouts Do not show allied scouts on map
  --autoorder   Put new mages on research by default
  --multimove   Enable multiple turn movement
  --maxunits X  Sets max nbr of units in a game (default and max 600000)
  --listnations Prints a list of all nation numbers
  --multiai X   Create up to X processes for AI computations (0=off) (Linux only)
  --nothread    Don't use multithreading
  --nomappopups Don't show popups on the main map
  --nosteam     Do not connect to steam (workshop will be unavailable)
  --nocrashbox  Don't show a dialogue box with crash message on (Windows only)
  --useolddata  Try to preserve battle replays after upgrading
  --gamepad     Enable gamepad/joystick inputs
  --nogamepad   Disable gamepad/joystick inputs
  --backup      Create a tar archive of save before hosting (Linux only)

***** Network Options *****
  --lobby       Enter game lobby
  --lgpasswd XXX Password for lobby game
-C --tcpclient  Connect to a Dominions multiplayer server
-S --tcpserver  Start a Dominions multiplayer server
  --tcpquery    Query Dominions server about game status and exit
  --ipadr XXX   Use this IP-adr when connecting to server
  --port X      Use this port nbr
  --preexec CMD Execute this command before each new turn
  --postexec CMD Execute this command after each new turn
-t --hosttime X Y Host on day X (0=sunday) hour Y (0-23)
  --minutes X   Set host interval in minutes
  --hours X     Set host interval in hours
  --pauseday X  Stop timer on this day (0=sunday)
  --timeleft X  Hours until first host (default = full host interval)
  --noquickhost Don't host just because all turns are done
  --maxholdups X Quickhost disregards players that have stalled last X turns
-n --nonationsel No nation selection when resuming a network game
-o --onserver   I'm playing on the server, don't ask
  --noclientstart Clients cannot start the game during Choose Participants
```

```

--uploadtime X Game is created after this many minutes.
--uploadmaxp X Game is created if this many players join.
--closed X Nation closed X=nation number (5-499)
--easyai X Nation ai controlled X=nation number (5-499)
--normai X Nation ai controlled X=nation number (5-499)
--diffai X Nation ai controlled X=nation number (5-499)
--mightyai X Nation ai controlled X=nation number (5-499)
--masterai X Nation ai controlled X=nation number (5-499)
--impai X Nation ai controlled X=nation number (5-499)
--team X Y Z X=nation, Y=team, Z=type (type: 1=pretender, 2=disciple)
--statuspage XX Create html page that shows who needs to play their turn
--statusdump Continuously create info on players in a parsable format
--nodownmods Don't download mods from game server automatically
--nomaster Disallow download/upload turns using the master password
--timerwarn X Warning sound when less than X seconds left (0=disable)

```

***** New Game Options *****

```

--mapfile XXX Filename of map. E.g. eye.map
--randmap X Make and use a random map with X prov per player (10,15,20)
--research X Research difficulty 0 to 4 (default 2)
--norandres No random start research
--hofsize X Size of Hall of Fame 5-15 (default 10)
--mercsize X Maximum number of Mercs 0-10 (default 5)
--globals X Global Enchantment slots 3-9 (default 5)
--indepstr X Strength of Independents 0-9 (default 5)
--magicsites X Magic site frequency 0-75 (default 40)
--eventrarity X Random event rarity 1-2, 1=common 2=rare
--richness X Money multiple 50-300 (default 100)
--resources X Resource multiple 50-300 (default 100)
--recruitment X Unit recruitment point multiple 50-300 (default 100)
--supplies X Supply multiple 50-300 (default 100)
--masterpass XX Master password. E.g. masterblaster
--startprov X Number of starting provinces (1-9)
--renaming Enable commander renaming
--scoregraphs Enable score graphs during play
--nonationinfo No info at all on other nations
--nocheatdet Turns off cheat detection
--era X New game created in this era (1-3)
--nomods Disable all mods
-M --enablemod XXX Enable the mod with filename XXX
--noartrest Players can create more than one artifact per turn
--nolvl9rest Players research lvl 9 spells as fast as any other spells
--teangame Disciple game, multiple players on same team
--clustered Clustered start positions for team game
--edgestart Edge start positions for team game
--nostoryevents Disable all story events
--storyevents Enable some story events
--allstoryevents Enable all story events
--newgame Create a new game and exit (for scripted game creation)
--newai lvl X AI level for human players who quit (1-6, def 2)
--nonewai Disable become AI controlled

```

***** New Game Victory Condition *****

```

--conqall      Win by eliminating all opponents only
--thrones X Y Z  Number of thrones of level 1, 2 and 3
--requiredap X  Ascension points required for victory (def total-1)
--cataclysm X   Cataclysm will occur on turn X (def off)

```

***** Random Map Options *****

```

--makemap XXX   Generate a random map with filename XXX and exit
--tgapreview    Also make a tga preview for the random map
--blueprint XXX Use this TGA/PNG file as blueprint for random map
--blueacc X     0-9, the blueprint accuracy (default 2)
--nounder caves Don't create a underworld plane with caves
--riverpart X   0-1000, 0=no rivers (default 100)
--bridges X     Bridge chance 0-100, 0=no bridges (default 60)
--extraislands X Chance of extra islands 0-100, (default 0)
--seapart X     Percent of map that is below water level (default 45)
--cavepart X    Percent of under caves plane that is caves (default 20)
--mountpart X   Percent of map that is mountains (default 20)
--forestpart X  Percent of lands that are forests (default 20)
--farmpart X    Percent of lands that are farm lands (default 15)
--wastepart X   Percent of lands that are wastes (default 10)
--swamppart X   Percent of lands that are swamps (default 10)
--kelpart X     Percent of seas that are kelp forests (default 25)
--gorgepart X   Percent of deeps seas that are gorges (default 25)
--mapsize W H   Set width and height of random map (default 3000 2000)
--mapprov X     Set number of provinces (default 150)
--mapscolor R G B A  Sea color 0-255 (default 54 54 130 255)
--mapdscolor R G B A Deep Sea color 0-255 (default depending on mapscolor)
--mapccolor R G B A  Coast color 0-255 (default depending on mapscolor)
--mapbcolor R G B A  Ground border color 0-255
--mapsbcolor R G B A Sea border color 0-255
--mapbtopcolor R G B A Top border color 0-255
--mapnoise X    Ground color noise 0-255 (default 15)
--mapdirt X     Amount of dirt blobs (default 100)
--mapdirtcolor X  Color variance of dirt blobs (default 5)
--mapdirtsize X  Size of dirt blobs (default 100)
--borderwidth X  Border width 0-500 (default 100)
--hills X       Number of Hills/Craters (default 150)
--ruggedness X  Ruggedness 0-100 (default 30)
--seasize X     Sea size, 100=normal land size (default 350)
--mapnospr     Don't draw any sprites on the map
--nowaterprov   Don't put any capitals in the water areas
--vwrap        Make map wrap north/south
--nohwrap      Make map not wrap east/west
--mapbunch X    When making a bunch, make this many maps (default 12)
--quiet        Don't print stuff

```

***** Graphics Options *****

```

-w --window      Run Dominions 6 in a window
-u --fullscreen  Use the entire screen
--borderless    Use a borderless fullscreen window
--bitplanes X   Try to use a color depth of X bits per pixel
--zbuffer X     Try to use a depth buffer of X bits per pixel (default 24)
-T --textonly   Use this with --tcpserver to get graphicless server

```

```

--gamma X      Set gamma function (brightness) 0.1 - 5.0 (default 1.0)
--opacity X    Set gui opacity 0 - 100
-r --res X Y   Set screen resolution / window size
--animback     Use animated backgrounds
-a --noanimback Don't use animated backgrounds
--fade         Use fade effects
-f --nofade    No fade effects
--nopopups     No helpful popups
--maxfps X     Maximum nbr of frames per second (default 60)
--filtering X  Quality of OpenGL filtering 0-3 (default 2)
--maxtexture X Max texture size in pixels 8-4096 (default unlimited)
--texqual X    Texture quality 1-5 (default 3)
--notracers    Visual aid, puts a particle trace after arrows
--nomapcolrit  Don't color map remote ritual dots per path
--nolightfx    No light effects in battles
--partamount X Max nbr of particles 0-9 (0=none, 4=default, 9=max)
--noarcade     Don't draw floating damage numbers
--batflash     Flash units green/magenta when receiving buffs/debuffs
--nonetinfo    Don't draw timer and flags during network play
--glfinish     Flush the graphics pipeline each frame
--noglfinish   Don't flush the graphics pipeline each frame
--noglext      Don't use any OpenGL extensions
-x --fastgrx   Faster and simpler graphics
--simpgui      Use a simple GUI without any background textures
--gfxlevel X   Graphics level 1-20 (default 10, 14 = very high)
--multisample X Use multisampling, X=number of samples (0-16)
--renderpath X Use a different rendering method 0-3 (default 2)
--benchmark    Run a graphics benchmark and exit
--softmouse    Draw a mouse cursor instead of using the standard OS one
--textsize X   Set size of text in percent (small 90, std 100, huge 120)
--battextsize X Set size of floating texts in battles (std 100)
--nowarnings   Disable warnings for bad graphics drivers

***** Audio Options *****
-s --nosound   No sound effects or music
-m --nomusic   No music
--musicvol X  Set music volume, 0-100 (default 100)
--fxvol X     Set sound effect volume, 0-100 (default 100)
--clickvol X  Set mouse click volume, 0-100 (default 25)
--randpitch X Set max sound effect pitch randomness (default 3)
--noturnsound Don't play a sound when a new turn arrives (network only)
--defsound    Use default sound device
--jack        Route sound through JACK sound server (Linux)
--pulseaudio  Route sound through pulse audio (Linux)
--alsa        Use direct alsa sound output (Linux)
--oss         Use direct oss sound output (Linux)
--portaudio   Use portaudio for sound (Linux & OSX)
--directsound Use direct sound (Windows)
--waveout     Use waveout for sound (Windows)
--sdlound     Force usage of default sdl sound device (Windows)

```

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