

GAME MANUAL

MASTER OF

MAGIC



SLITHERINE



MUHA

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1 Imagine yourself looking into an arcane mirror one day and finding the other side calling out to you. As you step through, driven by instinct and a thirst for power and knowledge, you find yourself falling through time and space, your own world, your old life, fading away. Imagine you now see before you a realm where all the mirrors connect, where the very essence of Magic resides and calls upon your service, promising a great reward. This new land is a twofold place, connected by ancient portals. One is Arcanus, inhabited by many fantastic creatures and filled with arcane power. The other, Myrror, its dark twin, beaming with yet more power, but home to many dangers and creatures with dark desires.

You may have had power, renown, or status in your own world, but here, you remain behind the mirror's glass and must begin as if you were a mere fledgling adept of wizardry. Here, you will need to re-learn your magic and prove your worth through the careful mastery of your minions and magical spells. Sparsely equipped with but a spell or two, you begin as the ruler of a tiny hamlet and its people. With these raw materials, you must build a thriving city, explore the two worlds of Arcanus and Myrror, and finally, expand your empire so that you may master the arcane arts. In time, you will meet other Wizards, each rising from equally humble beginnings, each striving for the same prize - victory and the ultimate power promised by the whispers from the mirror. How well you gain magical knowledge, allocate resources, make use of your peoples' potential, or how you seize opportunities and negotiate with other Wizards, will determine your eventual success.

In the end, though, there can be only one Master of Magic!

The Master of Magic?

A question as old as the grand competition itself - who or what exactly is the Master of Magic? A title of the greatest of Wizards? But then who appoints it, and what true meaning does it hold beyond a mere name? What of the magical arena itself? Why here, why Arcanus and Myrror, are there others like it?

Well, my master, I myself, a magical familiar called into the service of the contestants, have few answers for you. A power called me into existence and charged me with your care. But it remains a power unknown.

Over the many years, there were countless contestants and thus, countless Masters that rose to claim the coveted title. But what happens to them afterwards? Why are new contests held? I do not know.

Some say it is a mere game. A fancy of the powers that be, nothing more, nothing less. By becoming the Master of Magic you, the great one, gain the boasting rights to take back to your world. The pure satisfaction of beating worthy rivals is nothing to be scolded, it is a great goal.

There are also darker rumours. Whispers of how magic itself needs its Master to feed off their great power and sustain itself. The common folk oft say how the same Wizards appear and know nothing of their past exploits, is it due to magic's own, sentient meddling?

Some scholarly types say a great, powerful civilisation must have built the portal towers and set up the contest for their own amusement - I fear this to be a mean rumour, oh wisest one, for it would mean the Wizards were mere puppets, played and prodded for entertainment only by even higher master... How dare they even suggest such a thing!

The believers amongst us speculate if it is in fact the grand power of the divine that calls upon this wondrous contest to seek out champions of Magic. There is certainly clear evidence of divine presence through the ruins of old and the power syphoned from religious constructs. But perhaps most of all through the presence of the divine Torin or the very realm of Life with its blessed miracles or indeed Death, providing the ungodly antithesis. But what may this godly design be? Why do they not make themselves seen and heard more directly?

As for the lands themselves, the people who populate them have no more wisdom for us. For them, it is the place where they are born and die, where the Wizards continue to rise and subjugate them, leading them to great glory and abundance or utter ruin. Some speculate other worlds could become connected to the existing portals, but thus far, none such have been found. Perhaps Arcanus and Myrror hold some special connection, which allows for the summoning and anchoring of the Wizards here? Perhaps this was the birthplace of the power that created the great game?

Now, lastly, Master, I shall address your physical form, or the lack of it, as it were. Wherever your body, or true presence resides, it was your Wizard essence that was called upon for this great challenge. The Mirrors act as anchors that have summoned you here and that hold you in their invisible bind, until you fulfil your contract. I am your physical manifestation, a familiar woven from the magic books you have chosen to master. Through me, you can spread your influence on the great arena. If your Mirror is shattered by an enemy, your presence will become weakened and will disappear entirely unless you are able to rebuild it with a spell. What happens when the Mirror is crushed for good? I cannot say, master. You are sucked back into the dark void of the mirror-space. Does it return you to your former world? Or, does it devour your magical essence for its own gain, or that of the Master of Magic? I am afraid I shall have to leave you wondering...

Getting Started

'One day I am hopping from meadow to meadow, wondering about the beauty of the word and my own glamour, when I feel the call. Curious as I am, I have answered. I am here. But what am I actually to do now?'

From the musings of the Wizard Horus

Oh great master, we, the dedicated familiars, will endeavour to tell you all you need to know of how to navigate this strange new world you find yourself in.

Before you begin your journey, you will see the Main Menu screen and here lie your options:



New Game

This, oh great one, is where you begin a new game.

Load

Manually choose which save you wish to load. And please remember, you must have a saved game to use this.

Editor

For the extra involved Wizards, who wish to meddle with the inner working of events. You will be able to edit existing events and even add your own, be warned, meddling in the stuff made by the great wise ones before you, may result in crashing your game!

Settings

Here, you may adjust the game's setting to suit your needs, Those will include Video and Audio setting and Other. You can also remap key bindings.

Hall of Fame

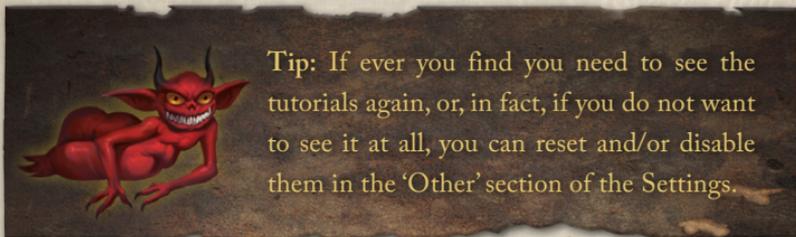
Shows you a leaderboard of your previous games, so you can compare your scores.

Exit

For when you wish to leave Master of Magic and return to your mundane world...

The Flag

Pressing the flag at the bottom right will allow you to change the language.



The New Game Menu

One must always consider carefully the parameters within which one shall operate. This decision, I find, shall determine so much of one's experience within the world. Some prefer spontaneity, some settle for what others have preset for their path, I myself, like to adjust my destiny with precision!

The scholarly notes of Zarlrdron the Sage



If you choose to start a new game in the main menu, you are whisked to this screen. Here you can decide on several parameters that will adjust the game's difficulty settings to suit your playstyle. This will influence the nature of your new game of *Master of Magic*.

On the right side, your magnificence, you can choose a preset level of difficulty.

The choice of difficulty will determine the settings, but also the Score Multiplier - so the points you get after your game is finished (for those who like to keep score of how they did).

But, let us go through the options in detail, for they may indeed weigh heavily on your experience and enjoyment of the game.

Presets

The game provides you with several preset options that you can choose.



Tip: Score multiplier - the multiplier is added to your final score and so it affects your position on the leaderboards.

Easy (100%)

The easy mode is ideal for those new to Master of Magic, or indeed those who enjoy a slower pace and the feeling of ultimate power! The world and the enemy Wizards will pose some danger here, but only enough to keep things interesting while you learn the game.

Normal (150%)

The normal mode is recommended as the default for both new and returning players, as it should offer the most balanced game experience. The world and the enemy Wizards will provide a decent challenge and the settings give you a comfortable start.

Hard (200%)

The hard setting is recommended to seasoned players, who wish to be challenged by their enemy. Here, you begin on a small map and your enemies will be very aggressive from the get go.



Tip: Note, that for a truly hard core experience, you will need to go into custom settings and crank up all the options to the highest!

Custom

The custom mode allows you to set up a tailor made gaming experience. The custom options are all explained below.

Quick Start

The quick start option is set to normal difficulty level, but gives you extra Gold and an additional Hero to begin the game with. This will allow you to begin your world dominion faster, as you can buy buildings/units with the Gold and explore the world using your Hero.

Your Wizard Picks

Here you will choose how many points (picks) you shall have to distribute for your magic books and Wizard traits. Note that the more picks you have the easier the game will be, as it will allow you access to more traits and magic books.

Starting Gold

Gold is a precious resource that may sway the early days of your game. Choose how much you shall have when you begin. Gold can be used in a variety of ways: speed up production of buildings/units, upkeep of buildings/units, purchasing mercenaries, trading with other Wizards, or even alchemy, where you can change it into Mana.

AI Skill

Ah, the invisible hand that guides the inner workings of the magical worlds you shall enter. And it is within your power to adjust here just how smart this power shall be.

The AI difficulty setting scales up and/or activates more systems responsible for AI decisions when it comes to tactics. The scaled up AI will thus consider such things as: In the AI vs Player confrontation, the AI will consider more spells before deciding which one to cast; in

the AI vs Environment - the system runs more parallel simulations and ultimately chooses the one more optimal for the AI (so the lower the AI level, the more likely it will choose a random outcome, not the best); the more advanced AI has increased awareness, so it takes better note of what it has observed, or can partially see from under the fog of war.

Beginner - The AI will try not to kill itself..

Advanced - The standard behaviour of the AI, able to fight back with competence

Skilled - Smarter AI that will pose a greater challenge

Master - The rise of the machines!

Number of AI Wizards

The coveted title of the master has of course attracted other potential arcane specialists. You may decide how many Wizards you shall face in the great tournament of Magic and this choice will impact your game's difficulty too.

Neutral Armies

The worlds that you shall inhabit house not only the other pretenders to the Title, but also the Neutral inhabitants who do not take kindly to being overrun with Wizards who wish to rule them. But, seeing as you are a benevolent creature of power, you may once again decide just how much of a nuisance those forces shall be. In general, the higher the difficulty of the neutral armies, the more they build and the more aggressive they become.

Beginner - They wont send you an invite to take their towns, but only because they can't write...

Advanced - If you leave your cities weak, they will come for them for sure

Skilled - They will build up their defences faster and stronger, and attack you with greater force

Master - They are still not the Wizard, but they will cause you much more than just a nuisance

Lair Defence

There are many places of interest spread throughout the worlds, master, and they are ripe for exploration and conquest. Those lairs can hide many great treasures and rewards, but they typically have some defenders guarding them. This setting allows you to choose the strength of those defenders. Note, that the stronger the lairs, the greater the treasures within.

Beginner - The lairs have some guards, but they should pose very little challenge mid game onwards. Recommended for an easier game.

Advanced - The Standard setting for lairs. They will be strong and pose some challenge, especially in early game.

Skilled - These lairs will be challenging, even the easy ones.

Master - the defenders are likely to chew up a great many of your forces before they fall...

Magic Intensity

This, master, determines how much Power is gained via capturing the Power nodes. Power, sire, is the pure magical essence that can be transformed into Mana or research. The higher the setting you choose here, the more Power you shall gain.

- ◆ Weak x0.5
- ◆ Normal x1.0
- ◆ Powerful x1.5

- ◆ Mighty x2.0
- ◆ Overpowering x2.5

World Size

This setting, oh great one, will allow you to choose the size of the maps upon which you shall play the game. Note that on larger maps you will tend to have more time to grow your territory before encountering enemy Wizards, while the small maps encourage a faster, more deadly playthrough.

Battle Movement Cost

This setting allows you to alter how much movement points it will cost to go over difficult terrain in combat. So, for an easier game, you can set it to 1 and have no penalties.

Initial Economy

The initial economy setting modifies the resources (buildings, units) you will begin your game with.

Easy - You begin with a Shrine (it produced Power and reduces Unrest in the city, it may also allow for some special units to be built by certain races), a Granary (it provides additional Food as well as increases Max Population in the city) and a Settler unit (it allows you to build an outpost, that will become a city).

Normal - You begin with a granary and a settler

Hard - You begin with no extras (you start with only a swordsman unit)

Add Starting Hero

If selected, you will begin your game with a Hero (a special unit, that can equip items and has special skills)

Number of Neutral Towns

Set how many Neutral towns you would like there to be in the world, the choice is between Many, Average and Few.

Special Events

The worlds of magic are by default, an arena for your arcane battles, but, if you allow it, there are forces of chance and natural flow of time that may affect your cities and armies. Forces outside of your direct control. These are called events and here, you may choose to switch them on/off.

The dropdown menu will show you the different types of events available.

The Unaltered MoM events are a direct adaptation from the original game, where an event is simply a notification of something that has happened, with no input from you.

All the other event packs will include events that have 'choices', that is an opportunity for you to take action/prevent/strengthen a given event, depending on the situation.

In all other event modules, including Original MoM Altered - the same event will present you with an option to pay for relief forces that may alleviate the effects of the disaster.



Example: The Earthquake event in the original game will inform you that an earthquake has hit a city and the result is a possible loss of population/units/buildings.

What Wizard are YOU going to be?

And here they come again. Who'll it be this time, eh? One of the fancy celebrity types? The: would be gods? The legendary incarnations or one of the mysterious who-knows-what they-are? Or perhaps an unknown, a new face, even more determined to break our backs proving their grand powers...

Anonymous account from a nomad soldier

The next screen, after the difficulty settings, will be the Wizard Selection. Here, my most magnificent one, YOU shall show me your true colours, literally.

You may decide to choose one of the many premade Wizards. They will have their traits and magic books already selected. They also have a short backstory.

The Wizards

Ariel

Ariel earned the title of High Priestess and mastered the art of Life magic so that she may aid those in need in the name of her gods. Ariel is also a gifted diplomat thanks to her Charismatic nature. With a mere smile and eloquent speech, she can sweeten any diplomatic deal. Traders and mercenaries are equally swayed by Ariel's charm and so, offer their services to her advantage.

Spell Books: Life (10)

Trait: Charismatic

Quote: May the gods guide my path and grant me a swift victory.



Freya

Freya hails from the cold northern lands, where her command of Nature magic elevated her to great power and even worship. Her elven heritage and beauty earned her the nickname of the snow nymph.

Attuned to the land from which she hails, Freya's singular focus allowed her to achieve Nature Mastery, a rare gift that amplifies her command of Nature magic.



Spell Books: Nature (10)

Trait: Nature Mastery

Quote: By the laws of nature and by my blood rights, only the strongest survive

Tlaloc

Tlaloc is the master of rain and storm, some call him Aztec priest, some believe him to be the Rain God incarnate. He is known to accept blood sacrifice and practises blood magic as the source of the most potent power. Tlaloc commands Nature and Death magic but he is also a great Warlord who understands that his common troops may have just as much impact as the magic he wields.



Spell Books: Death (5) Nature (4)

Trait: Warlord

Quote: The skies obey me, blood runs as I command it - now all else must follow.

Tauron

Tauron is a demonic being wearing human-like skin. His mastery lies with Chaos magic as he seeks to bring disorder to all the worlds. Through his singular fascination with disorder and change, Tauron also possesses the special ability of Chaos Mastery, which increases his command of Chaos magic.



Spell Books: Chaos (10)

Trait: Chaos Master

Quote: This mortal coil is but a splendid farce, so let us play!

Sss'ra

Sss'ra is a draconian warlock who specialises in both chaos and life magic. Unlike most of the other wizards, Sss'ra and his draconian kin are native to Myrror, but in order to become more powerful, the warlock has spent decades travelling and gaining power. As Myrran, Sss'ra is able to inhabit the strange other-world and command one of the races who dwell there.



Spell Books: Chaos (5) Life (5)

Trait: Myrran

Quote: Now, all shall witness the might of the old, the power of the dragon blood!

Sharee

Sharee dabbles in the darkest of magical arts, combining Chaos and Death magic. She is an accomplished voodoo priestess and despite her



deceptively young visage, she is said to have cheated death many times over. Sharee is a powerful Conjurer, and thus she can call upon the services of many mystical creatures with ease.

Spell Books: Chaos (5) and Death (5)

Trait: Conjurer

Quote: By the spirit of damballah, I am the true magickian, others are mere dolls.

Raven

Raven is a native shaman whose spirit's journey has taken him to many strange worlds over the years. He is the master of both Nature and Sorcery magic. It is said that as a shaman, Raven's spirit has had many bodies and lives. As such, he does not possess any particular special ability, focusing instead solely on the mastery of pure magic.



Spell Books: Nature (5) Sorcery (6)

Trait: No Trait

Quote: My spirit guide led me here, now it is time I lead all who are lost.

Rjak

Rjak is a warlock who mastered Death magic. Their true nature or origin remains a dark mystery. Some say there is no physical body under that strange cloak. Others whisper of their true connection to death itself. Rjak possesses the fearsome ability of Infernal Power, which amplifies their command over places of worship under their control.



Spell Books: Death (9)

Trait: Infernal Power

Quote: Accept my coming, I am inevitable...

Lo Pan

Lo Pan is a Wushen master who specialises in Chaos and Sorcery magic. Through ancient techniques of his forefathers, Lo Pan seeks knowledge and understanding of the inner self. As a Channeler, Lo Pan has developed the ability to channel magic power directly from his location in the enchanted fortress, to his troops on the battlefield. This ability allows him to bypass paying higher mana rates for casting combat spells outside of his fortress.



Spell Books: Chaos (5) Sorcery (5)

Trait: Channeler

Quote: The temptation to quit will be greatest when you are about to succeed.

Merlin

Merlin is the quintessential great wizard, who specialises in Nature and Life magic. His age and origin are shrouded in legend and fairy tale alike.



Merlin is known for his infinite wisdom and the pursuit of knowledge and understanding of true magic. As a Sage Master, Merlin learns and researches spells with extra haste.

Spell Books: Nature (5) Life (5)

Trait: Sage Master

Quote: I will suffer no fools. Knowledge shall win the day.

Oberic

Oberic is an elemental wizard, who specialises in Chaos and Nature magic. Oberic values his independence and the pursuit of ever greater control and unity with the elements. He dislikes governance, and views it as an unfortunate necessity on his path to power. Oberic has the special ability of Mana Focusing, which significantly increases the amount of magic power he can obtain for his mana reserves.



Spell Books: Nature (5) Chaos (5)

Trait: Mana Focusing

Quote: As the elements obey my call, so shall all who stand in the way of my ascension.

Kali

Kali is a mystical witch who specialises in Death and Sorcery magic. Her true age and potential remain forever shrouded in mystery and obscured by rumours and whispers. Some say her name is a mere homage to the goddess, some fear there may be more to it. To aid her power, Kali learned the special ability of the Artificer, which allows her to forge magic objects with greater efficiency.



Spell Books: Death (5) Sorcery (5)

Trait: Artificer

Quote: Fear me, love me, either way you shall be mine.

Jafar

Jafar is a mysterious nomad wizard, renowned for his intricate illusions and specialising in Sorcery magic. He is also a master Alchemist, which allows him to interconvert gold and magic power at no cost. Jafar's travel-worn visage is thus likely a mere mirage, one of many he chooses to show. This of course begs the question - what is his true face and design?



Spell Books: Sorcery

Trait: Alchemist

Quote: Illusion is the first and last of all pleasures, let us enjoy them now.

Horus

Horus was born with natural talents for magic and soon mastered the arts of Sorcery and Life magic. Despite his clear power, he seems unsure



of his own potential and thus can be unpredictable in his dealings with other wizards. Horus is also an Archmage, which makes him particularly effective at casting spells, as well as making his spells tougher to dispel.

Spell Books: Life (5) Sorcery (5)

Trait: Archmage

Quote: I suppose now that I am here, I will become the strongest. Huh...

Raa'ss

Raa'ss is a powerful draconian Wizard filled with rage and turmoil that can be channelled into conquest with deathly precision. He is master of Chaos and Death magic and a Fantastic Warlord whose summons are of great power. He refuses to parade in humanoid clothes and he abhors his supposed twin, Sss'ra. It is said that Raa'ss' true origin is steeped in malice, that he is in fact a dark reflection of Sss'ra come to life...



Spell Books: Chaos (4) Death (4)

Trait: Myrran and Fantastic Warlord

Quote: Call me a mere reflection once more, I dare you!

Bianka

Bianka rose to the highest ranks of dwarven nobility through her steadfast, unyielding determination and unchallenged mastery of rune magic. As Stonemason, Bianka also shows her almost unnatural affinity to stone. Native to Myrror, the great Wizard seeks to prove her birthright as the Master by wielding three separate magic schools, Sorcery, Chaos and Nature.



Spell Books: Sorcery (3) Nature (2) Chaos (2)

Trait: Myrran, Runemaster and Stonemason

Quote: My power is forged with turmoil, infused with runic force and set in eternal stone. None can crumble it!

Tlachtga

Tlachtga mastered the arts of Nature magic as a mere babe and grew to become one of the greatest druids of her dark lands. Tlachtga's mastery of the less benign face of the circle of life has drawn her to Myrror where nature's malice can be tamed and controlled. She is also a powerful Nature summoner, making Nature summons 50% cheaper and beginning her journey with a unit of War Bears.



Spell Books: Nature (8)

Trait: Myrran and Nature Summoner

Quote: Nature's darker side feeds my power, so stand aside or be devoured by it!

Corax

Corax Whitefeather used to walk the path of darkness and crime in his youth, but he claims to have been inspired by his enlightened father to change his fate. He thus literally changed his feathers and claimed Life as his domain. Corax seeks to bring his wisdom to darkened places, by



force if they refuse. He commands Life magic and as the Lifebringer, he can resurrect his fallen and give them healing skills.

Spell Books: Life (8)

Trait: Myrran and Lifebringer

Quote: Seek the light with me, dark creature, for it will bring you peace and Power.

Choose Your Starting Spells

The number and rarity of the spells will be dependent on the number of magic books the premade Wizards has. Once you have chosen your preferred premade Wizard, you will be able to change the starting spells for them. Once you have played a few games, this will become a very useful tool for tweaking the premade Wizard to your liking.





Tip: don't forget to switch between the different magic realms if you have more than one under your control!

Custom Wizard

Alternatively, you may choose the custom Wizard. First, you can choose any of the available Wizard portraits and any name.



Next, you will decide what kind of Wizard you wish to be. So you can choose your combination of magic books and/or Wizard traits. In the settings (page) you choose the number of 'Your Wizard Picks' and depending on that choice, you will have that number of picks available to distribute between the traits and the books.



By default, it will be 11. You can see the remaining picks at the bottom of the screen. Each book costs one pick, and every trait has its own price, visible in the brackets by the name of the trait. If you hover the mouse cursor over the trait, you will also be able to read a full description.

The Choices Explained: Magic Books, Realms, Traits and Familiars

The choices made in the Wizard selection will impact many aspects of the game. A trait can greatly enhance a chosen playstyle, and the books will guide what spells you have access to.

Magic books belong to specific magic realms. (At launch, these are: Nature, Sorcery, Chaos, Life and Death; more information about magic realms will be given in the Magic section of the manual).

Magic Books and Realms

There are five* main magic realms, or schools, to choose from.

* The sixth one, Arcane, is a default realm, available to all Wizards, no matter what books you will choose. Such spells as Return or the most coveted, Spell of Mastery, are both Arcane spells.

- ◆ **Life** magic is focused on healing, protective and inspirational spells. This magic has healing spells so powerful that the dead can be resurrected. It is also the only type of magic to offer spells that allow creatures to travel between the worlds (planes) of Arcanus and Myrror. This form of magic has elements that strongly oppose Death magic and some that mildly oppose Chaos magic.
- ◆ **Death** magic concentrates on controlling the forces of darkness. This magic provides spells for summoning dead creatures, corrupting enemy Wizards' power bases, instilling fear in the hearts of enemies, blighting land and causing misfortune of all types to befall foes. Because Life and Death magic are so strongly antithetical, no Wizard can specialise in both of these magic types.
- ◆ **Chaos** magic specialises in wreaking havoc on the surrounding world by twisting and warping creatures, weapons and nodes. When change alone is not enough, this magic can call forth the destructive elements of fire and lightning to do its bidding.
- ◆ **Nature** magic claims its domain spells that encourage fertility and growth. Rooted in the land, this magic can call upon the elements of stone and water to smite enemies with earthquakes and ice bolts. This magic may also call upon the earth's wisdom to explore areas of the world and see things that are far beyond the normal range of sight.
- ◆ **Sorcery** magic focuses on creating illusions and controlling the elemental force of air (even to the extent that individual creatures can be endowed with the control of air through flight). When all else fails, however, sorcery magic has another area in which it reigns supreme: meta-magic, or the ability to control and resist other wizards' spells

In addition to the five magic types noted above, there is a sixth type, arcane magic, that requires no spell ranks to learn. Arcane magic is available to all spell casters.

- ◆ Arcane magic is the most basic of all magic on Arcanus and Myrror. Its spells allow wizards to summon heroes (see Heroes), to create amazing objects of great power (see Artifacts) and to cast basic magic spells, such as those that remove spells that have been cast on your wizard by enemies. All arcane magic spells are automatically placed into your spell library to learn when you are ready. These spells, therefore, require no spell books to learn (i.e., you do not choose arcane spell ranks).

Choosing your books



Firstly, master, you must know that a Wizard, as great as they may be, can only in fact cast spells from the realms they have mastered and even more precisely, they may only cast spells they know. A Wizard thus begins their journey with a number of known spells in their spellbook, and this number is determined by how many books and how many realms one has chosen.

In addition to belonging to one of the six magic realms (colours), each spell has a certain degree of rarity (common, uncommon, rare and very rare) associated with it. Rare spells tend to be more powerful than common spells. To be able to learn the rarer spells of a particular magic

type, a Wizard must have a greater degree of knowledge (i.e., more spell books) in that area. The choice of magic books, in both their colour/realm and the number, will therefore determine how many spells you begin with and what spells you will have access to research later.

Tips

- ◆ You may acquire additional books during your adventures, and this would be the only way to gain access to spells from new realms.
- ◆ Arcane magic spells are the only exception; these can be learned by all wizards and, therefore, require no spell books.
- ◆ You cannot have both Life and Death books as the two magics are inherently opposing]

For example, having the full set of a given realm (11 picks), gives you access to research all of that realm's spells. It also gives you access to more powerful spells from the start.



On the other hand, if you choose to mix realms:



You will have limited access to some of the higher tier spells, but of course it does give you the opportunity to play around with different types of magic, which may create some wonderful combos in game.

For example, if your wizard has two Death magic books, they automatically get five common spells, two uncommon spells and one rare

SPELL RANKS

Number of Spell Books	Total Common Spells	Total Uncommon Spells	Total Rare Spells	Total Very Rare Spells	Number and Type of Guaranteed Spells
1	3	1	none	none	none
2	5	2	1	none	1 common
3	4	3	2	1	2 common
4	5	4	3	2	3 common
5	6	5	4	3	4 common
6	7	6	5	4	5 common
7	10	7	6	5	6 common + 5% reduction*
8	10	10	7	6	7 common + 10% reduction*
9	10	10	10	7	8 common +15% reduction*
10	10	10	10	10	9 com. + 1 uncom. + 20% reduction*
11	10	10	10	10	10 com. + 2 uncom. +1 rare +25% reduction*

* At higher levels (i.e. when you choose a greater number of "books") in a particular category, a wizard gains expertise in researching and casting spells. This translates to a reduction in the researching and casting of spells of the category in which your wizard has eight or more spell books.

death magic spell in his or her library. Although you cannot choose all of the death spells in that library (you can only choose one common death magic spell that is definitely there; the rest are randomly chosen by the program), you can be certain of having this many potential death magic spells to research and learn.



The game may also check for an X number of magic books for the purpose of certain events. So a Wizard of mixed realms will be noted as a Synergy Wizard for the purpose of such events.

Familiars

Secondly, and may I say most importantly, oh great one, the dominating magic realm will determine which one of the six wonderful familiars will be your ever faithful servant in the game. The familiar will remain the same, even if the balance of the magic books changes later in the game.



Snake - Nature realm

Cat - Death

Dove - Life

Imp - Chaos

Beetle - Sorcery

Weird lizard - Synergy (mixed realms, with no clear dominant)

Traits



Traits, my liege, are the inherent strengths that you may possess from the very beginning of the tournament. Choosing the right trait to match your desired playstyle may prove vital for the proper enjoyment and efficiency of your playstyle.



Example: Artificer trait is fairly cheap, at one 'pick', and it allows you to craft magical items 50% cheaper. You also begin the game with the two crafting spells of Enchant Item and Create Artefact.

This trait is not powerful in itself, but it does lean towards a playstyle that will favour using heroes and having them well equipped at all times. In such a playstyle, it may prove to be a good tactical advantage.

List of Traits:

Alchemy

Mastery of the ancient art of Alchemy allows the Wizard to change Gold into Mana and Mana into Gold in a 1 to 1 ratio, instead of losing 1/2 in the exchange process. It also gives all units built in cities magic weapons. Alchemy costs 2 picks.

Archmage

Focusing on pure spell power, increases the casting skill of the Wizard by +10, and makes it twice as hard to dispel their spells. There is a 50% bonus to all Mana spent on increasing the skill.

The Wizard must have already selected at least 4 Spellbooks of any single Realm.

Archmage costs 1 pick.

Artificer

Master of the magical forge. An Artificer reduces the cost of making magical items by 50%. Artificers also begin the game with the Enchant Item and Create Artefact spells.

Artificer costs 1 pick.

Channeler

The Channeler masters accuracy and ignores spellcasting range so they do not spend any extra Mana when casting any spell in combat. In addition, a Channeler only pays 50% of the normal spell upkeep.

Channeler costs 2 picks.

Chaos Mastery

Mastery over the realm reduces the spell Research time and casting cost of Chaos spells by 15%, makes it twice as hard to dispel Chaos spells, and doubles the magic Power obtained from Chaos nodes. The Wizard must have already selected at least 4 Chaos Spellbooks.

Chaos Mastery costs 1 pick.

Charismatic

Possesses a magnificent presence that dramatically improves their charm and diplomatic dealings. The Charismatic Wizard pays half for hiring heroes, mercenaries, and purchasing magical items. All diplomatic penalties from negative actions are halved and good effects are doubled.

Charismatic costs 1 pick.

Conjurer

Master of summoning, the Conjurer reduces the spell Research time and casting cost of all summoning spells by 25% and also reduces the upkeep costs of fantastic creatures by 25%.

Conjurer costs 1 pick.

Divine Power

Divine influence increases the Power gain and the pacifying effects, lowering unrest, that the Wizard obtains from religious buildings by 50%. The Wizard must have already selected at least 4 Life Spellbooks.

Divine Power costs 2 picks.

Famous

The Wizard's renown carries over even into these new worlds. They begin the game with extra 25 Fame. Being famous doubles the chance of the Wizard hiring heroes, recruiting mercenaries, and buying magical items.

Famous costs 2 picks.

Infernal Power

Unholy influence dominates the divine and increases the Power gain and the pacifying effects, lowering unrest, that the Wizard obtains from all their religious buildings by 50%. The Wizard must have already selected at least 4 Death Spellbooks.

Infernal Power costs 2 picks.

Mana Focusing

Mastery over the energy that fuels all magic increases the Mana obtained from Power by 25%. The Wizard must have already selected at least 4 Spellbooks of any single Realm. Mana Focusing costs 1 pick.

Myrran

The Wizard hails, or has been accepted as a dweller of Myrror, and so they begin the game there, instead of Arcanus. The Wizard may also rule over a Myrran race: beastmen, dark elves, draconian, dwarves or trolls.

The Wizard's fortress also generates 5 additional Mana. The Myrran costs 2 picks.

Nature Mastery

Mastery over the realm reduces the spell Research time and casting cost of Nature spells by 15%, makes it twice as hard to dispel Nature spells, and doubles the magic power obtained from Nature nodes.

The Wizard must have already selected at least 4 Nature Spellbooks. Nature Mastery costs 1 pick.

Node Mastery

Mastery over the places of power doubles the magical Power obtained from all magic nodes. The Wizard's spells are also immune to the dispelling power of nodes.

The Wizard must have at least 1 Spellbook each, from Nature, Chaos and Sorcery Realms. Node Mastery costs 1 pick.

Runemaster

Enchanted runes carved by the Wizard allow for the power of all dispel magic type spells to be doubled. In addition, this trait reduces the spell Research time and casting cost of Arcane spells by 25%.

The Wizard requires at least 2 Spellbooks in each of 3 different Realms. Runemaster costs 1 pick.

Sage Mastery

Mastery of knowledge and wisdom allows the Wizard to claim 25% more Research Points, from all sources.

The Wizard must have at least 1 Spellbook in two different Realms. Sage Mastery costs 1 pick.

Sorcery Mastery

Mastery over the realm reduces the spell Research time and casting cost of Sorcery spells by 15%, makes it twice as hard to dispel Sorcery spells, and doubles the magic Power obtained from Sorcery nodes.

The Wizard must have already selected at least 4 Sorcery Spellbooks. Sorcery Mastery costs 1 pick.

Warlord

Mastery of the magic of war increases the level of all units (apart from fantastic units) under the Wizard's control by one level.

In addition, the Warlord allows for the units to achieve an additional elite status which is otherwise unattainable. Warlord costs 2 picks.

Fantastic Warlord

Mastery of the fantastic troops allows the Wizard to increase , ,  and  of all summoned creatures under their control by +1.

Fantastic Warlord costs 1 pick.

Stonemason

Mastery of the art of stonemasonry allows the Wizard's capitol and all newly built settlements to begin with a stone wall. In addition, the capitol gains +10  production, and all units of the Wizard's capitol race have the skill engineer, allowing them to build roads.

Stonemason costs 1 pick.

Lifebringer

Mastery of Life allows the Wizard to begin the game with the powerful Resurrect and Heal spells. In addition, all starting race units under the Wizard's control gain the healing skill. The Wizard must have already selected at least 4 Life Spellbooks.

Lifebringer costs 1 pick.

I Need a Hero!

No more holding out for a hero til the end of the night. If you need a hero now, this is the trait for you. Begin the game with the Summon Hero and Summon Champion spell. Additionally, the trait allows for one extra choice when heroes are summoned and/or recruited.

I Need a Hero! costs 1 pick.

Nature Summoner

The power of Nature allows the Wizard to begin the game with a unit of War Bears. In addition, the Wizard begins the game with uncommon and common Nature's summoning spells and all the Nature summons are 50% cheaper to upkeep. You cannot take the Conjurer or Channeler traits at the same time. The Wizard must have already selected at least 4 Nature Spellbooks.

Nature Summoner costs 1 pick.

Select Race

I sometimes feel like our rulers just sit up there and throw the dice to see who plays with us this time... ‘

Anonymous note from a halfling slinger

The final step before beginning your battle for magical supremacy, oh great one, is the choice of your starting subordinated.

As you enter the worlds of the tournament, you will begin with one city where your wizard tower shall reside, and that city will be populated by the type of peoples you now choose.

Each race in our worlds has their own, unique flavour, tier strengths and weaknesses* and those will often dictate your playstyle, master. You can, of course, acquire different races through conquest, so in late game you will have a large variety of different peoples under your command. But, your early game will certainly be influenced by the choice you make at the beginning.



* Click here to see the information table on page 230

The choice of race may determine things like: city bonuses (production, food, gold), building restrictions (only orcs can build everything - or everything within the land requirements), unit restrictions (some races will not be able to build every unit), other racial bonuses (races that have flying, water walking or regeneration can greatly change early game tactics).

The more advanced you become with the game, oh great one, the more you will find how to combine your choice of the Wizard, their magic books and traits and then the race to complement that choice. Below, I shall list the races you may choose from and/or encounter in the game.

Barbarians

'Ruffians, savages, outsiders. Bearing their flesh in battle, foaming at the mouth in a blood rage that ravages the battlefield! Oh how I detest them... And yet, I cannot help but admire their savage nobility, their rude honour and an unquenching thirst for glory in battle and an equal, fierce thirst in, other, aspects of physical endurance...'



From the memoirs of an anonymous
high man lady...

Barbarians are a human faction structured around a long tradition of primal warfare and the cultivation of the warrior's code. Other humans often think of barbarians as primitive and untamed, but while it is true that barbarians prefer the simple lifestyle,

their largest clans build great cities and their diplomats are able to sustain peace just as well as war. Under the right leadership the barbarians will favour aggressive expansion.

Race bonuses and limitations

- ◆ **Production bonuses:** None
- ◆ **Growth rate:** Very fast (base rate of +20 people/turn)
- ◆ **Building restrictions:** Cannot build Animist's Guilds, Cathedrals, or Universities
- ◆ **Other modifiers:**
 - ◆ +1 ◆ resistance and Thrown attack for melee units.
 - ◆ Spearmen, Swordsmen, Halberdiers and Cavalry cost x 1.5 production Ⓢ.
- ◆ **Special unit:** Berserker  - Barbarian blood runs hot and wild and the Berserkers tap into an old rage and channel it in battle. Friend or foe, all should fear them.

Gnolls

'Bah, the gnolls get a bad rep, dogface, dogmeat is what we call 'em, sure. But it's all them stuck up, civilised types that don't appreciate the clarity of a simple life. What they call primitive, we call all that is necessary for a life of a true warrior! Good dogs, they are...'

From a barbarian berserker after a battle with gnolls



Gnolls are bulky, beast-like humanoids with canine features, leading to derogative associations with dogs. Although it is true that gnolls lack intellectual prowess and tend to favour primitive social structures, under the right leadership, they are known to build cities and master the use of forged weaponry.

Race bonuses and limitations

- ◆ Production bonuses: None
- ◆ Growth rate: Slow (base rate of -10 people/turn)
- ◆ Building restrictions: cannot build Animist's Guilds, Sage's Guilds, Armorer's Guilds, Maritime Guilds, or Parthenons.
- ◆ Other modifiers:
 - ◆ +2  melee attack for units (except constructs).
- ◆ Special unit: Wolf Rider 

Halflings

'They like food, and drink and appreciate the value of raised terrain and life underground. Although they also enjoy fields, I am told, and they indulge in much merriment and leisure. This we find impractical. Too much grass in their brains, not enough steel. Very good beer, tho, so I'll give 'em that.'

From Gurtur, a dwarven traveller



The halflings are humanoids of small, but stout stature, and a particularly jovial disposition that are traditionally an agrarian society. Although they are classed as civilised, they do prefer the so-called simple life and like to be left alone if at all possible. As such, they shy away from expansion and hierarchical structures.

- ◆ Growth rate: regular (base rate of 0 people/turn)
- ◆ Building restrictions: cannot build Armorer's Guilds, Stables, Shipyards, or Universities.
- ◆ Other modifiers:
 - ◆ -1 🏹 melee attack, +2 ◆ resistance and Lucky for units (except constructs)
 - ◆ Spearmen, Swordsmen, Bowmen and Settler cost x 1.5 production 🏹.
- ◆ Special unit: Slingers 🏹

High elves

'Our uptight, rigid distant cousins, famed for their grace, beauty and wisdom. They share our magnificent affinity with magic, our power, yet they choose to hide behind rules, diplomacy and the facade of order. Still they are magnificently poised and sublime, I shall give them that..'



An account from a dark elven noble

High elves are humanoid creatures, possessing great beauty and longevity often attributed to their strong affiliation to magic. They are an ancient faction and they see themselves as a benign force of wisdom. As such, they do favour diplomacy over warfare, but as a result of their self-image, the elves can also suffer from a strong superiority complex.

- ◆ **Growth rate:** very slow (base rate of -20 people/turn)
- ◆ **Building restrictions:** cannot build Parthenons or Maritime Guilds.
- ◆ **Other modifiers:**
 - ◆ +2 ◆ resistance, +10% ♥ chance to hit bonus and Forester skill for units (except constructs).
 - ◆ Spearmen, Swordsmen, Halberdiers, Cavalry and Settler cost x 1.5 production ☹.
 - ◆ High elf cities provide +0.5 ☹ Power for every population.
- ◆ **Racial units:** Longbowmen ✂ Elven Lords 🐎 Pegasus 🦋

Klackons

'Very efficient, very obedient to their alpha commands, they know the value of pack order, yes, yes, good ants, good soldiers, good workers. One big pack, strange, but still, better than no pack...'



From a gnoll soldier

Klackons are an insectoid race that is seen as the most alien amongst the people of the twin planes. Their origin is unknown. The klackons share a collective mind, a hive. Whether they possess a queen that rules this hive, remains undetermined, but a powerful Wizard is able to direct the collective to do their bidding. The klackons are generally feared and disliked.

- ◆ Growth rate: slow (base rate of -10 people/turn)
- ◆ Building restrictions: cannot build Sage's Guilds, Shipyards, or Temples.
- ◆ Other modifiers:
 - ◆ +1 ◆ resistance, +2 ♠ armour for units (except constructs).
 - ◆ All land units cost x 2.0 production ☹.
 - ◆ If your capital's race is klackon, unrest in klackon cities is reduced by 20% ☹.
- ◆ Racial unit: Stag Beetle 🐜

High men

'I mean, they are tall, so it's a good name. And they kind of carry themselves extra tall, don't they? Still, we don't call ourselves the little men, so a bit odd there, then again, tall is always seen as good, so I guess they are bragging a bit there. Hmm. Oh, and a very devout lot, yes, very godly.'

A note from the halfling traveller Burt the Bonny



High men are considered the most structured and civilised faction of humans. Their society is strongly religious, despite the fact the divine force of the twin planes has never been truly defined, even by their own high priests. High men have strong military if needed, with paladins leading the troops, but they prefer diplomacy to conflict, whenever possible.

- ◆ Growth rate: regular (base rate of 0 people/turn)
- ◆ Building restrictions: cannot build Fantastic Stables.
- ◆ Racial unit: Paladin 

Lizardmen

'The lizards are well adapted for their surroundings and they do not waste time on fancies like the high humans or the upright elves. Yes, we like the lizards, they too stand apart from the norms yet thrive on it.'

A rare account from a klackon scholar



Lizardmen are small, bipedal, aquatic reptilians. They are agile and resilient and can move on water. What they may lack in stature, they make up in numbers. There are some theories that suggest common ancestry with the draconians, but neither race finds them convincing. Lizardmen form mostly tribal societies, and they tend to build settlements using simple technologies.

- ◆ Growth rate: fast (base rate of +10 people/turn)
- ◆ Building restrictions: cannot build Animist's Guilds, War Colleges, Sage's Guild, Parthenons, or Shipwright's Guilds.
- ◆ Other modifiers:
 - ◆ +1 🛡️ armour, x2 ❤️ hits for units and water walking skill 🌊.
- ◆ Racial units: Javelineers 🏹 Dragon Turtle 🐢

Nomads

'The nomad culture most impresses me among the humans. They are neither as simple as the barbarians, nor as pretentious as the high men. They have a colourful culture, infused with many others from their constant travels. And they also respect others more than most in our lands.'

From 'The many folks of Arcanus' by Ograhr the Orc Thinker



Nomads are a human faction that originates from the traditions of travellers. The nomads are known to settle in towns and villages and those settlements are hotpots of trade, commerce and exchange, so that the 'settled' do not feel too bored. The nomad cities tend not to have centralised power, and verbal contracts hold as much sway as any written document.

- ◆ **Growth rate:** slow (base rate of -10 people/turn)
- ◆ **Building restrictions:** cannot build Maritime Guilds or Wizard's Guilds.
- ◆ **Other modifiers:**
 - ◆ Nomad cities receive a +50% trade bonus that is treated as a road Gold bonus.
- ◆ **Racial units:** Rangers  Horsebowmen  Griffins 

Orcs

'They be ugly faced like us, no? They be more our sort, burly arms, bulky chests, sharp teeth, red eyes... But no! They be like them high men. Calm and building towns, and going to them schools. Odd thing man, odd thing...'

A beastman thinker pondering the nature of orcs



Orcs are classed as demi-humans, and despite visual differences, they are often seen as close relatives to humans in terms of social structures, behaviours and culture. Some say that the orcs are an exaggeration of all the bad that is seen in mankind. But, despite their aggressive visage and very bad reputation, the orcs have actually become a very moderate society.

- ◆ **Growth rate:** regular (base rate of 0 people/turn)
- ◆ **Building restrictions:** none, Orcs can build all available buildings and therefore all the normal units that this allows.
- ◆ **Racial unit:** Wyvern Riders 

Beastmen

'The beastmen are dangerous, chaotic, clearly maimed by their life on the Myrran lands in such proximity to darkened influences. Yet, they know the rites of the hearth and they break bread with a traveller in good will, if you are not trespassing on their turf, of course.'



A letter from Nahub the nomad chieftain

Beastmen are a motley collaboration of demi-human creatures with beastly features. Their animalistic features are not as unified as those of the gnolls, but many humans consider the two races kin. Beastmen do not have any recorded history or origin as a group - instead, there are whispers of such 'beasts' throughout other folk's tales.

- ◆ **Growth rate:** regular (base rate of 0 people/turn)
- ◆ **Building restrictions:** cannot build Fantastic Stables or Shipyards.
- ◆ **Other modifiers:**
 - ◆ +1 🗡️ melee attack, +1 ✨ resistance, x2 ❤️ hits for units (except constructs).
 - ◆ Spearmen, Swordsmen, Halberdiers, Bowmen and Settler cost x 2.0 production 🕒.
 - ◆ Beastmen cities receive +0.5 Power for every population point.
- ◆ **Racial units:** Manticore 🐉 Minotaur 🐂

Dark elves

'I suppose one must recognise our common ancestry, although beyond the remnant of our grace and longevity, or the shape of our earlobes, I see little resemblance. They are wild hedonists who revel in showing off their, admittedly attractive, flesh even in battle. How excitingly brutish of them...'

From a letter by Amarra'thi a high elven diplomat



Dark elves are an immortal, ancient race. They are said to have migrated from Arcanus to Myrror in the ages past and their nature grew darker and more twisted with every decade spent in their new home. Naturally gifted with the aptitude towards magic and the occult, they ride into battle scantily dressed to flaunt their pursuit of hedonism, pain and cruelty.

- ◆ **Growth rate:** very slow (base rate of -20 people/turn)
- ◆ **Building restrictions:** cannot build Cathedrals or Maritime Guilds.
- ◆ **Other modifiers:**
 - ◆ +3 ◆ resistance for units (except constructs) and magical ranged attack for some units.
 - ◆ Spearmen, Swordsmen, Halberdiers, Cavalry and Settler cost x 2.5 production 🏰.
- ◆ **Racial unit:** Nightblades 🏰 Warlocks 🗡️ Nightmares 🐎

Draconians

'Ah the great dragons of Myrror. Ma said one of them is now a real Wizard! And ma said they fly! And ma said they breathe fire and have claws and sleep on gold piles on great mountain peaks. Ma said we are cousins and I do hope she is right!'

From a young lizardman boy in awe of the first draconian he met



The draconians are an old race descendant directly from dragons. From their ancestors, they retained their wings, a strong, natural gift for the arcane arts, and the ability to breathe fire. Fearsome and undeniably powerful, the draconians rule via a combination of militaristic regime and bureaucratic cabals, but, despite this harshness, they also value wisdom and knowledge.

- ◆ **Growth rate:** slow (base rate of -10 people/turn)
- ◆ **Building restrictions:** cannot build Fantastic Stables, Maritime Guilds, or Mechanician's Guilds.
- ◆ **Other modifiers:**
 - ◆ +1 🛡️ armour, +2 ◆ resistance for units (except constructs), Fire Breath 🔥 for melee units and Flight 🦅.
 - ◆ Spearmen, Swordsmen, Halberdiers, Engineer and Settler cost x 2.5 production 🕒.
 - ◆ Draconian cities receive +0.5 Power for every population point.
- ◆ **Racial units:** Doom Drake 🐉 Airship 🛩️

Dwarves

'You know, dwarves do enjoy gold and mountain keeps. They have this odd story of a halfling killing an actual dragon while aiding dwarves in their pillage of said dragon's good, haha, amusing... a halfling and some dwarves...oh, and a human too, I believe... haha'

The musings of Sss'arduk the draconian historian



Dwarves are short but sturdy demi-humans. Bloodlines and monarchy are the building blocks of a dwarven society and their traditions are set in stone. They value their own kin, mineral wealth and the power of strong craftsmanship. Unlike other Myrran societies, dwarves practise the rule of law and do not care for evil pursuits, seeing them as unnecessarily emotional.

- ◆ **Growth rate:** very slow (base rate of -20 people/turn)
- ◆ **Building restrictions:** cannot build Parthenons, Shipyards, Stables, or Universities.
- ◆ **Other modifiers:**
 - ◆ +4 ◆ resistance, x3 ♥ hits for units (except constructs) and Mountaineer (except constructs and golem).
 - ◆ Swordsmen, Halberdiers and Settler cost x 2.5 production ☹.
 - ◆ Dwarven cities double special mine bonuses and taxed Gold.
- ◆ **Racial units:** Hammerhands 🛡 Golem 🖊 Steam Cannon 🚰

Trolls

'Stupid, slow, lumps of earth and plant. Some fools even think sunlight will turn us to stone... I sometimes feel sad when I see the primal fear in the eyes of all the others. We only want to be left alone, we only get angry when our peace is disturbed, but no one understands...'

A troll's monologue heard by a human captive before they miraculously escaped



Trolls are creatures born of the whimsy and cruelty of Nature itself. They possess little in the way of intellect, but they make up for it in brute force and an instinct of survival. Troll blood is a sought-after commodity, as it possesses regenerative powers, as such, it is wise to disintegrate a troll enemy, otherwise it is likely to rise and walk away from the battlefield.

- ◆ **Growth rate:** very slow (base rate of -20 people/turn)
- ◆ **Building restrictions:** cannot build Fantastic Stables, Miner's Guilds, Sage's Guilds, or Shipyards.
- ◆ **Other modifiers:**
 - ◆ +2 🗡️ melee attack, +3 ◆ resistance, x4 ❤️ hits for units (except constructs), Regeneration (except constructs and war mammoth).
 - ◆ Troll units can have up to 4 figures only. All land units cost x 3.0 production 🕒.
- ◆ **Racial units:** War Trolls 🗡️ War Mammoth 🐘

Goblins

The appearance of the petite green creatures on Myrror is a quandary. Have they always been here, but gone unnoticed by the larger folk? They breed like rabbits and seem very productive. Very good at taming the fauna, most impressive there. Ones to watch I believe...



The pondering of a draconian scholar

Goblins are small, green humanoids with great affinity to Nature and beast mastery. Some may describe them as primitive, and indeed Goblins favour tribal structures and natural habitats rather than civilisational advancements. They have a particular affinity to the fauna of the land, and are

known for beast taming and druidic magic.

- ◆ **Growth rate:** very fast (base rate of +20 people/turn)
- ◆ **Building restrictions:** cannot build Sage's Guilds, Shipyard, or Parthenons.
- ◆ **Other modifiers:**
 - ◆ -1 Armour  and Earthwalker skill for basic units (except constructs).
 - ◆ Settler units cost x 1.5 production .
- ◆ **Racial units:** Boar Riders , Druids , Beastmaster 

Wizard Banner

'One may assume the choice of a banner is a mere fancy for the sole purpose of visual pleasure. While that may be so for those less aware of the military world, I have often stood in defence of this step. In a strategic set up, after all, it is vital to have a clear visual cue that shall identify your troops and alliances at a mere glance. Yes, very important indeed.'

From the tactical reports of one, Daeth Stryke

Lastly, choose the colour of your banner. The chosen colour will distinguish your towns and troops throughout the game.



Beginning the Game

'I find it most peculiar, in my old age and after I have witnessed my own legend rise and take hold of entire worlds, to now find myself stripped of all that. To have to build a new kingdom, prove my skill. Most refreshing, indeed.'

From the arrival notes of the great Merlin

And so it begins, my liege, you have chosen your mirror-self, you have adjusted the variables that shall determine your time in the great contest. Now, you are thrust into the world and must find the right strategy to conquer it!

World Map Screen

The first thing you shall see, oh great one, is a bird's eye view of the piece of land where your capital resides. Areas that you have not yet explored, or revealed through other means, are covered by the fog of war.

This strategic view is where you shall manage exploration and expansion of your influence. You will be able to order units to walk on the map and enter into locations. The screen will then change if you either enter the 'city view' or the 'battle map'. You can zoom in and out via scrolling the middle mouse button



Above and overleaf: Arcanus and Myror



Depending on the Wizard trait you have chosen, you will either begin your game on Arcanus, or the darker, more dangerous - Myrror.



Basic Controls

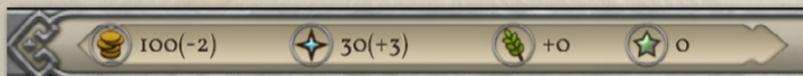


UI Functions



From left to right, the top of the map view functions as follows:

Treasury, Upkeep and Fame Tracker.



On the top left side of the screen, you shall see your current treasury and other important stats. This includes, your Gold stockpile and your Gold per turn income; your Mana stockpile and the Mana per turn income; your Food per turn (as food does not stockpile) and finally, your Fame level.

Basic Upkeep Information

Upkeep Type Notes:

Gold - To pay normal troops and non-noble heroes (maintenance cost reduced by Wizard's fame); To maintain buildings

Food - To maintain normal troops (1 food per unit)

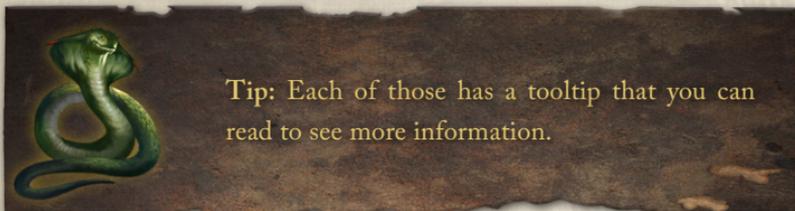
Mana - To maintain the presence of summoned creatures; To maintain enchantments and continuous spells

If you are not generating a sufficient amount of food to maintain your troops, you may go to one of your city screens and adjust the number of farmers and workers so that you are producing enough food (see Food).

If you need more gold to maintain your troops and buildings, you have many options: you can increase your tax rate (see Tax Collector); construct buildings that increase city revenues (marketplace, bank or merchant's guild); conquer neighbouring cities or build new ones to

increase your base productivity; convert mana into gold through alchemy, sell buildings, and dismiss extra troops or expensive heroes.

If you need more mana to maintain your enchantments and summoned creatures, you also have several options: you can alter how much of your total magic power per turn gets funnelled into your mana reserves (see Magic); summon magic spirits or guardian spirits to meld with new magic nodes; construct buildings that produce magic power (shrine, temple, parthenon, cathedral or wizard's guild); conquer nearby towns or build new cities to increase your potential magic power base; convert gold into mana through alchemy; destroy magic artefacts to release mana; dismiss summoned creatures, and remove expensive enchantments.



The Spellbooks

The game always begins on January 1400, Turn 1.



The two large buttons beneath the date give access to your most precious tool, oh grand master, the Spellbook and the Spell Research

book. The two will show you at a glance: the spell that is currently being cast. Depending on your Casting Skill and Mana cost of the chosen spell, casting may take more than 1 turn. And, your current research focus. Research speed depends directly on Research Points, which are generated by assigning Power points to Research (see Magic (4)).

Spellbook



The Spellbook is where you store the incantations that you already know. You may increase the number of known spells by researching new ones and sometimes you may find a new spell out in the world.

Access to higher level spells will be limited by the number of books you have in the relevant Magic realm.



Tip: The Arcane realm is available to all Wizards and requires no books. The Spell of Mastery is an Arcane spell.

You cast spells by selecting the spell from the left page and then pressing 'cast'. The speed of casting will depend on your current Mana and casting skill.

Research Book

The Research book is where you assign the next spell to be researched. A Wizard, after all, generally learns new spells by researching them. And seeing as it is your dire need and desire, my master, to become the absolute best, there must always be a spell actively researched, and you will be prompted to select a new one once current research is completed.



Tips

- ◆ The Spell of Mastery, oh great one, is the way to ultimate magical power and it will eventually show up in your Research book (see Becoming The Master).
- ◆ Remember to use the Magic (4) screen to manage your Power supplies if you need to speed up your research.

The Management Buttons

The set of buttons on the right opens up the following screens:



1. Your 'Wizard Info' (1)
2. Your 'Cities' (2)
3. Your 'Armies' (3)
4. The 'Magic' management screen (4)
5. The 'Diplomacy' room (5)
6. The 'Settings' (Esc)
7. Bug report tool (F8)

Wizard info (1)



The Wizard screen offers a closer look at your magnificent reflection in the magic mirror chamber of your wizard tower. The mirror is of course

your only tangible portal into the worlds of Arcanus and Myrror (or any others that may become connected). Wherever your physical form resides, it is only your Wizard essence, manifested thusly in the magic mirror, that takes part in this great tournament.

Here, while gazing upon your wonderful visage, you may see what magic books you have, the traits you have chosen or gained and your current wealth, measured in: Gold, Mana and Fame.

You may also access the History screen that will allow you to see the progress of your power and compare it to that of your opponents once you make contact with them.

And finally, the Victory screen, that details your victory conditions.

Cities (2)



From this screen you can see a list of all the cities under your control. You can also check the location of a selected city on the minimap as well as any active enchantments that may be affecting the town.

You can also see what the city is currently constructing and how many turns the construction will take. And you can set the city to be managed by your familiar from this screen too.

You can also double click on the city or press the 'Go to City' button and you shall be taken to the city view screen, where you can directly manage it.

Armies (3)



On this screen, you may inspect your current armies. This includes normal units, fantastic creatures and heroes/mercenaries in your service. You may also see your unused artefacts and total upkeep costs of your armies.

You may press the 'View army' button to be taken to the army in question. And you may also use the Manage Artefacts button to assign the equipment to your heroes or dismantle it for Mana (you can do that by right clicking on the piece of equipment).



Magic (4)

This screen allows you the management of your Magic, sire, as such, it is a vital place for any aspiring Wizard. Here, you may glance at your active enchantments, so spells that are either under your control, or have been cast in the world or by your enemies. You may also dismiss enchantments controlled by you from this window, by pressing the 'x'.



The three vials in the middle show you the ratio of Power assigned to each category: Mana, Research and Casting Skill.

Mana and Mana reserves

Your Mana is the essence of magic derived from Power and used to cast your spells. The Mana reserves show how much Mana you were able to accumulate, and thus how much of it is readily available for your use.

Research points

Research points indicate how much of your Power is diverted to the efforts of spell research. The more Research points you have the faster you can discover new, powerful spells for your conquest of the worlds, master!

Note that the spells available for research will be limited or extended to the number of magic books in a given realm. The exception to this rule is the Arcane realm, which is fully available to all Wizards.

Casting Skill

On the overland map the Casting Skill indicates how much maximum Mana can be spent for spellcasting each turn. So, when the spell you wish to cast costs 100 Mana, and you have a Casting Skill of 50, it will take you two turns to cast the spell (provided you have sufficient Mana reserves, of course). In combat, it determines the maximum casting cost and Mana pool you may use during an entire battle, so once you use up the max casting skill in a battle, you will no longer be able to cast spells for that encounter.

You may need, or want, to adjust this ratio at different points in the game, for example, when you really need to research a spell quickly, you may increase the Research vial for a time.



To improve your Casting Skill, invest Power points into Casting Skill improvement (red vial). Once the progress bar fills up, you will gain +1 Casting Skill. Each new point of Casting Skill costs your current Casting Skill x2.

For example, the progress bar shows 6/28 and +3/hourglass, this means that you currently have 6 out of the 28 points you need to advance your skill by 1 (the 28 comes from your current casting skill 14, multiplied by 2) and your casting skill pool increases by +3/per turn. Remember, you can adjust how many points per turn you gain via the red vial in the centre of the Magic screen.



Tip: Casting Skill is increased by the number of magic books you possess and can be further boosted by other means, like leaving a caster hero in your capital city.

Enchantments, spells and alchemy

The screen also shows you what spell you are currently casting and researching and active enchantments, as well the city name where your summoning circle resides.

Finally, if you are short on either Gold or Mana, you may use alchemy to transmute one into the other.



Tip: Some Wizard Traits may further affect things, for example: Alchemy allows for a better exchange rate between Gold and Mana.

Diplomacy (5)



Here, my master, you may communicate with any fellow Wizard that has made contact with you, or that you have approached previously.

In this chamber, you shall see the other Wizard's mirror reflections and you may reach out to discuss treaties, trade or declare war upon one another.

Settings (Esc)



The settings menu will allow you to save/load the game and quit or continue.



Mini Map:

The mini map is at the bottom right hand corner of the world view and it will show you the location of your cities and units. You can zoom in and out on the mini map.

Notifications:

On the right side of the world view, above the mini map, you shall see notifications. They will include things like: completed construction of buildings/units; fallen towns; units level up; research of spells available and more. You can see more information about a notification when you hover over them with your mouse, and most notification will take you to the screen you need, or one that they refer to (so they will navigate you

the city view if a building notification was shown and you double clicked on it)

End Turn button



Pressing this button will end your current turn.

Note, if you still have units that have not been set to skip turn or guard and still have movement points to spare, you will not be able to end turn.

Surveyor mode and switch pane view.



On the left side of the mini map, you will see the Surveyor' button, which will turn on the surveyor mode and allow you to see in more detail what a given hex is offering in terms of resources, terrain types and other information that may be relevant for that hex.



Note: lairs and places of interest will only give this extra information once they were scouted by you.

The plane view button will switch the world map view between Arcanus and Myrror

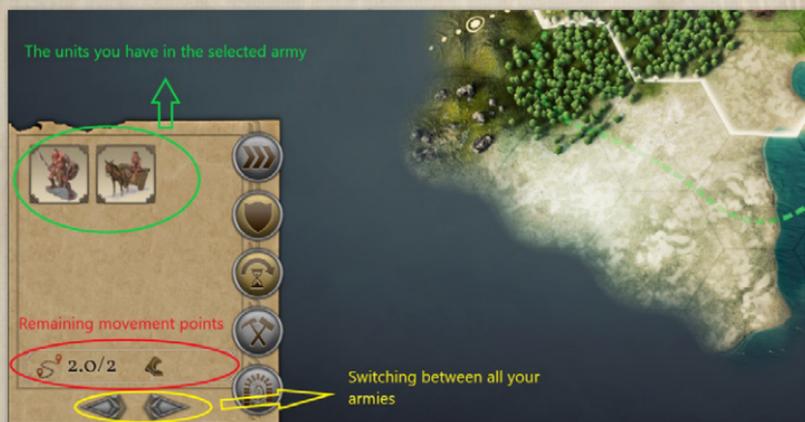
Units on the World Map

When you select an army, you will see two changes to the world map:

- ◆ You will see the active/remaining range of the army in terms of their movement points
- ◆ On the left hand side, you will see the additional UI screen that will allow you to command your armies, switch between different units and use their special abilities.



The Functions of the Army Management





Becoming the Master

You heard the call, you knew the perils it may bring upon you and you have chosen to heed the summons. The time for doubt is over. The time of the trials has begun. There can only be one Master of Magic!

A record of the mirror voice of unknown origin.

So what shall you actually do when you begin your spellbound journey? This will of course depend on many different factors, one of them inevitably being your previous experience with this, or a similar game. Thus, my liege, take my advice with a pinch of salt, as I offer it in good faith, knowing full well you may soon have a far superior strategy!

The goal of the game is to either destroy your opposition, or research the coveted and all powerful Spell of Mastery. The first is pretty self explanatory, you murder all other Wizards, destroy their cities and thus make sure you are the only one left to claim the title. The latter is achieved through the meticulous research of spells that will lead you to uncover the incantation for the ultimate spell. Once you have researched it, you will then need to cast it, but beware, your enemies will waste no time trying to destroy your Wizard Fortress and your kingdom, as soon as they learn of this!



Tip: The Spell of Mastery will appear in your Research book as one of the last available spells, so you must focus heavily on spell research if you want to follow this path.

You begin your game, oh great one, with a mere hamlet at your disposal (see city section for more information) and the set of spells you gained from your initial Wizard creation process. You will also have a few Units ready to take commands and explore the world at your behest.

First Steps

To achieve either of the victory conditions, however, you must first gain power, expand your influence, explore the land and exterminate your foes. I recommend the following first steps:

- ◆ Use a settler unit to find a location for a second city as soon as possible. Try to find a spot that has access to some resources, or good terrain, like forests, rivers or seahorse (terrain types may limit/allow

the construction of certain buildings, like shipyards that require water, or sawmills that require woodlands. Resources can grant bonuses)



Tips

- ◆ Remember to use the surveyor button to examine the area you are considering for a settlement.
- ◆ You can access the option to build an outpost from the special actions button

- ◆ Try to venture out and scout the area as soon as you have an army available. But, remember to leave at least one unit in your city, as enemies may conquer it if it is left empty! You can gain units by constructing them in your city, or summoning a fantastic unit from your Spellbook (if you have the appropriate spell available to you).



Tip: Normal units typically have an upkeep cost of Gold/Food or both, while fantastic units will cost you Mana upkeep, so consider your current resources when planning to construct/summon units)

- ◆ Try to conquer some neutral towns early on, their defences will be weaker and so may gain a town more easily than later on.
- ◆ Explore places of interest and do not get discouraged if some are too difficult. The monster lairs are all generated at the start of the game, so there is always a mix of easy, medium and hard lairs in the worlds.

Exploring the Worlds

While the worlds of Arcanus and Myrror are similar in many ways (each having some basic land masses, oceans and seas, creatures, magic sources and minerals), Myrror is a fantastic world with an almost-alien, mystical richness of creatures, magic and elements. There are creatures like flying, fire-breathing draconians and delicate but deadly and mysterious dark elves. And while Arcanus has its own array of magical wonder, Mirrors certainly cranks up the scale. The nodal magic sources on Myrror are twice as strong as those on Arcanus, while two of the rarest magic elements in the lands exist solely on Myrror: adamantium and crysx crystals. All new Wizards start on one of the two worlds. Until a Wizard's troops have captured a tower of wizardry or (if a wizard is learned in life magic) until the Wizard has learned to cast spells that allow planar travel, the wizard must stay on his or her home world. Until you can travel to a different plane, your exploration is limited to your home world. Exploration is a vital element in Master of Magic. It is only through exploration and expansion that you meet other Wizards and develop an ever-increasing magic power base and knowledge of spells.

As you build troops, summon creatures and hire mercenaries, more and more of the world becomes visible and accessible to you. Moving troops into the black, uncharted reaches beyond your cities reveals more of the surrounding lands. If you have some knowledge in Nature magic, you may be able to get an early start on exploration by learning the spell earth lore if it is in your spell library. This spell allows you to permanently view huge, unexplored areas of either world.

Monster Lairs, Neutral Forces, Portal Towers and Other Places of Interest.

The vast lands of Arcanus and Myrror are filled with not only your enemy Wizards, but also monster lairs and neutral towns. Those places of interest offer the possibility of treasure and experience, but will typically be well defended against your advances. You will also find power nodes, which are places of Power that can grant you Power income. And you can find and conquer the six wizardry towers (or portal towers as they are also known) scattered throughout the lands. Once their defenders are beaten they allow you and others to cross between planes.



Tip: If you left mouse click on the map location that you previously scouted, you will see a summary of what defenders lie inside.

Lairs

There are a variety of lairs in the lands, those include: caves, ruins, temples, fallen temples, dungeons. The lair's defenders and rewards are determined by their difficulty level and this level is assigned at the beginning of the game, and does not change throughout. There are thus three difficulty levels for the lairs: easy and medium (displayed with a yellow light beam) and strong (displayed with a red light).



Tip: See 'Game Settings' section for the different difficulty levels for lairs you can choose at the start of your game.

Power Nodes

Power nodes are places of great magic where Power accumulates and can be syphoned for your use to produce Mana. To do this, you need to first capture the node, and then use a special skill possessed by Spirits (Magic Spirit and Guardian Spirit) - Meld (see Units on the world map and Special actions in Armies) There are three types of power nodes:

- ◆ **Sorcery** - a conclave of blue water well
- ◆ **Chaos** - a red hot volcano
- ◆ **Nature** - an evergreen grove.

Each of the Power nodes will have defenders that come from the corresponding realm of Magic (nature creatures in Nature node etc.) The nodes have a preset budget assigned for defenders and rewards, and like with the lairs, it does not change. This budget is wide, so you may encounter an easier site, as well as a really hard one.

Wizardry towers (portal towers)

There are six, mysterious towers of wizardry spread throughout the lands, master. Noone really knows who put them there or what their true power may be, but they do allow for the shifting between the planes, once captured. Whatever force placed them there, also left a hefty array of defenders who stand guard and shall not let you pass without a fight.

Each tower is dedicated to a realm of magic, and the sixth tower seems to correspond to a synergy of realms.



Tip: Remember, master, a captured tower will allow you, OR anyone else to travel between planes, so if you wish not to be surprised, you had best leave some of your defenders stationed.

Neutral Cities

You will also come across cities that do not belong to any Wizard. Those neutral cities have brown banners and they are likely to cause you some trouble in early game if you do not conquer them. Claiming the neutral cities for yourself, is a good way to expand your influence before measuring your strength against another Wizard.



Tip: You can also adjust the strength of neutral forces in the game settings (See Settings).

Other Wizards

Finally, you shall come across your rival Wizards and their growing kingdoms. Remember, you were able to choose the number of enemy Wizards in game in the game settings of a new game. The difficulty setting you have chosen will also determine how smart the enemy Wizard will be. Like you, their goal is to expand and conquer as quickly as they



can so that they may beat you and claim the title of Master of Magic. You may thus decide to attack the enemy on sight, while they are still growing, but beware, the declaration of war will make them strike back and they may have friends who will come to their aid!



You may therefore decide to grow alliances of your own, sign trade, or research treaties and focus on growth instead of immediate conquest. Either way, you will eventually be faced with the Wizards as your enemies, for as soon as you begin to cast the Spell of Mastery, they will all wage war upon you!

Types of Treaties

There are four types of treaties in Master of Magic: Alliance, Research Treaty, Trade Treaty and War (yes, war is technically more of a breaking of all treaties, but in terms of game mechanics it is counted as a treaty).

An Alliance is a temporary pact between Wizards that assumes non aggression, but also means that if another non allied Wizard declares war on you or your ally, all allies go to war. It is of course a murky proposition,

as all Wizards are aware of their eventual clash, but sometimes, such temporary friendships can be very useful.

A Research treaty will provide both sides with 5 Research points per turn, for the duration of the treaty. This is a great way to boost your research, but... remember, master, your enemy is also getting that bit closer to the Spell of Mastery!

A Trade Treaty gives both sides 5% total Gold and 5 Gold per turn, for the duration of the treaty. Just like with the Research agreement, master, remain cautious of feeding your eventual enemy too much!

A declaration of War will of course cease all treaties and turn the Wizard hostile and violent. If the Wizard you declared war upon had allies, they too will become your enemies.

Tips

- ◆ It is worth noting, my master, that once you begin researching the great Spell of Mastery, all treaties become null and all Wizards declare War upon you.
- ◆ You may contact any Wizard you have already discovered, or made contact with via other means, in the Diplomacy window (see Diplomacy).

The City

'Them Wizards, they're all 'bout their magics and grand schemes. But I say this, friend, they still need the mortar and stone, the real ground under their fancy feet! And we build it for'em, with our hands and hammers, we do... Sure, they can make their towers float, or make'em fancy walls of fire, but the city's still the heart of their might...'

A quote from a slightly disgruntled orc engineer



Now, master, let us return to the capitol city that you begin with. In order to enter the city view, you must double click your mouse on the city model on the map.

When you start the game, you see your hamlet (a small city) flying your colored banner. Only some area around this hamlet is visible and you have to explore the rest. The hamlet is your first source of workers, settlers, Gold, magic Power and spell Research points. Your home base, master, is also your capitol and you will see your Wizard Fortress standing tall in its centre and a banner with the colour that represents your forces.

The banner is your banner-colour, and all subsequent cities you conquer or build, and locations you claim, are marked with the same. Enemy cities display the controlling Wizard's banner-colours, while neutral cities fly a brown flag. Inside the city, you shall be able to:

- ◆ Manage the construction of buildings and units in the city and manage the production queue
- ◆ Assign the citizens to their roles (farmers, who produce Food, Workers, who do construction.



Tip: unhappy citizens become Rebels and do nothing but consume your Food!

- ◆ Set global taxes*, speed up the construction of a building/unit



Tip: Taxes set in the city screen are applied to ALL of your cities, so will affect the unrest levels of all cities, not only the one you are currently viewing!

- ◆ Set the 'Manage by me (your familiar) option for easier town management
- ◆ Switch to other cities owned by you
- ◆ See your population bonuses from a specific race
- ◆ See the town catchment resources
- ◆ Destroy buildings
- ◆ See the city's defenders
- ◆ Rename your city

City Size

Cities are named according to the number of inhabitants, as indicated on the following table.

CITY TYPE BY POPULATION	
Outpost	0
Settlement	1-4
Hamlet	5-8
Village	9-12
Town	13-16
City	17+

Any newly found settlements are initially outposts and need some time to evolve to become a settlement (when you select an outpost, a window will appear and show you the progress towards becoming a settlement). Until then, you cannot assign production orders. How quickly an outpost becomes a settlement depends on terrain, nearby resources and a bit of luck.



Tip: It is wise to keep some defences in any settlement - undefended towns are easy prey for bandits, roaming monsters and of course, rival Wizards!



You can see the current number of your population, max population and population growth as well as, the dominant race at the top centre of the city screen



Tip: different races may provide different population growth rates and other city bonuses/limitations.

City Resources

The cities in Master of Magic can produce up to five different resources: Food, production points, Gold, magic Power or Mana and spell Research points. These resources are represented in the Citizens window of the city screen and you can hover over a resource to see its tooltip with more information.

CITIZENS

You may be an aspiring master of the magical arts, oh great one, but, your lowly citizens are still the backbone upon which you may build your ultimate power.

Life in your towns is bustling with its own rhythm, but for the purpose of managing the mortals, they fall into three categories:

Farmers

Farmers feed your population. 1 Food  is needed to sustain each citizen. Each 2 surplus Food is turned into 1 Gold  at the end of turn. Every farmer also adds 0.5 production . Food is also necessary to support normal troops under your control. Food deficit in a city will cause starvation and decrease its population.

Workers

Tips

- ◆ You can increase Food production via certain buildings, like Granary and Farmer's Market and some events, like famine or good crops, may also affect this.
- ◆ Any non-rebelling citizen who is not a worker, will default to a farmer., but you may still need to manually adjust the numbers if overall Food falls below 0 as you will then be unable to sustain your armies.

Workers' job is to provide production points, which the town uses to construct buildings and recruit units.

A city's production can be further modified by the race occupying the city, the surrounding lands (deserts, forests, hills and mountains increase productivity), city buildings (sawmills, forester's guilds), and various enchantments (such as cursed lands and Gaia's blessing). A city's production points are used to construct buildings and troops.

Rebels

Rebels generate no Food, Gold or Production in the town but still consume food. As unrest increases, more Rebels will surface. Unrest can be reduced by constructing religious buildings, lowering the tax rate, unrest reduction spells or a garrison of non-fantastic units at 5% reduction per unit.



Tip: Beware, if your Unrest gets too big, you may even lose the city to a revolt!

Gold

You obtain Gold by taxing the citizens of your towns. Note that all productive citizens pay taxes. Taxes are set by the Tax Collector (On the top left of the main city screen). While the tax rate affects how much gold you are earning per turn, tax rates also affect the productivity of your workers. This is reflected in the level of Unrest in your towns. Higher tax rates generate more dissatisfied townsfolk (rebels) at two times the tax rate, while certain institutions (shrines, temples, parthenons and cathedrals) and spells (Gaia's blessing and stream of life, and events) decrease the level of unrest by decreasing the unrest percentage. Furthermore, the Wizard traits - Divine Power and Infernal Power, make local religious institutions more effective at decreasing unrest (see Traits section).

In addition to tax rates, other things influence how much Gold you earn. Cities built on rivers or shorelines increase commerce and income. Institutions such as marketplaces, banks and merchant's guilds generate additional income. Producing trade goods instead of buildings or troops provides a great deal of Gold from trade.

Cities with some terrain specials (silver, gold or gems) generate a constant stream of extra income as well (See External resources). Finally, roads that connect cities to one another provide additional income from trade.



Tip: Gold is necessary to maintain buildings, troops and mercenaries. Any surplus Gold gets placed in your treasury (gold reserves).

External Resources

The city may also have additional resources within its catchment area, and those may give extra bonuses. You will see them in the Resources section.

Silver Ore

Provides +2 Gold  to the nearby town. Can be changed into Mithril Ore using the Transmute spell. Terrain types where found:

Gold Ore

Provides +3 Gold  to the nearby town.

Can be changed into Iron Ore using the Transmute spell.

Iron Ore

Reduces the construction cost of normal units by 5%. Can be changed into Gold Ore using the Transmute spell

Coal

Reduces the construction cost of normal units by 10%. Can be changed into Gems using the Transmute spell.

Gems

Provides +5 Gold  to the nearby town. Can be changed into Coal using the Transmute spell.

Mithril Ore

Provides +1 Power  to the nearby town (+2 if the town has a Miner's Guild). Additionally, if the city has an Alchemist's Guild, all new units get magical mithril weapons with +1 attack strength and armour bonuses. Can be changed into Silver using the Transmute spell.

Adamantine Ore

Provides +2 Power  to the nearby town (+4 if the town has a Miner's Guild). Additionally, if the city has an Alchemist's Guild, all new units get magical adamantium weapons with +2 attack strength and armour bonuses. Cannot be altered with the Transmute spell.

Quork Crystals

Provides +3 Power (⚡) to the nearby town (+6 if the town has a Miner's Guild).

Cannot be altered with the Transmute spell.

Crysx Crystals

Provides +5 Power (⚡) to the nearby town (+10 if the town has a Miner's Guild). Cannot be altered with the Transmute spell.

Wild Game

Provides +2 Food (🍖) to the nearby town and increases its maximum population by 2. Cannot be altered with the Transmute spell.

Mammoths

Large, furry mammals with expensive tusks and lots of meat. Provides +1 Food (🍖) and +1 Gold (👑) to the nearby town. Can be altered into Wild Game with the Transmute spell.

Nightshade

Cities with Shrines, Sage's Guilds or Animist's Guilds (or their replacement buildings) use nightshade to automatically cast dispel magic against all city enchantments and global spells directed against the city every turn. Each nightshade has a separate chance to dispel negative enchantments every turn.

Magic Power and Research Points

There are many ways, master, that a Wizard such yourself may obtain the magic Power required to learn and cast powerful spells. Your cities are one such resource. City sources of magic Power include some resources (listed in External Resources) and various city buildings, like: fortresses, shrines, temples, parthenons, cathedrals, alchemist's guilds and wizard's guilds generate magic power (see Buildings).

In addition, some races automatically generate magic Power by virtue of their magical natures (see Select Races).

Beside magic power, there are specific Research points that can be generated to contribute to learning new spells. Spell research points are generated by institutions of learning such as: libraries, sage's guilds, universities, oracles and wizard's guilds.



City Enchantments



At the top centre of the main city view, you will see any active enchantments for the city.

To remove enchantments that you have cast on one of your cities (to eliminate their upkeep costs), click on the name of the spell in the city enchantment window. Some specific city enchantments create magic walls around the city (wall of darkness and wall of fire; see Spellbook supplement). Only one magic wall can encircle a city at any one time; however, a city can have standard city walls (an option in the production screen; see Buildings) in addition to a magic wall. The Wall Crusher ability that some units have only applies to the standard city walls, not to magic ones (see Special Unit Abilities). To dispel city enchantments that you have not cast, you must use the disenchant area or disenchant area true spells (see Spellbook supplement).



Tip: Having nightshade as a resource in your city and a building that can make use of this resource (religious institutions, see Buildings), significantly increases a city's ability to resist enemy city enchantments.

Alternative City View

Here you can see which buildings your city has already constructed. You can read the tooltips for them and you can decide to demolish a building you no longer need.

Note that demolishing buildings will provide Gold, but beware of destroying buildings that may be a prerequisite for something you want to build.

Construction Queue



You can see your construction queue and change the construction order if you wish. You may also use the 'Buy' option to pay Gold to complete the current construction item (The construction will be finished within 1 turn). You may also use the arrows to move something up or down the production queue.

You may also tick the 'Managed by familiar' button, and allow the familiar to auto assign the construction of buildings within the city. The system will aim to build in the following order:

-> strongest available defensive unit if current unit count is lower than 1 + town Pop/5
-> food producing available building if town have more than 50% population as farmers

-> economic (food, production or gold) buildings until population is lower than 5, then any cheapest available building.

Repeat button can be selected (it turns green when it is on) and the city will then continuously produce the chosen unit.

- ◆ Your familiar will not construct armies beyond the defensive needs of the city for you, you must assign the construction of units manually if you want more than defence.
- ◆ Your own choices for construction will always be prioritised, so you may set a few things on the construction queue, activate the 'amange by familiar' and they will only start doing their own thing once your choices are built.

Construction Manager



This place allows you to set up a construction queue for this town - pick from either buildings (on the left) or units (on the right). Hover the mouse cursor over a building or unit to learn more about its purpose or characteristics and then mouse click to add an item to the construction queue.



Tip: Greyed out buildings and units have prerequisites that have not been met - they require other structures to be present in the town before you can construct them.

Cities can only produce those buildings and units for which they have the requisite materials (terrain types), previously constructed buildings (for example, construction of a temple requires prior construction of a shrine) and knowledge (race-dependent).

Buildings require a certain total number of production points before they are completed. The length of time, then, that it takes a city to produce a particular building depends on the number of workers it has, the tax rate and any other productivity modifiers. The construction of troops follows the same principle.

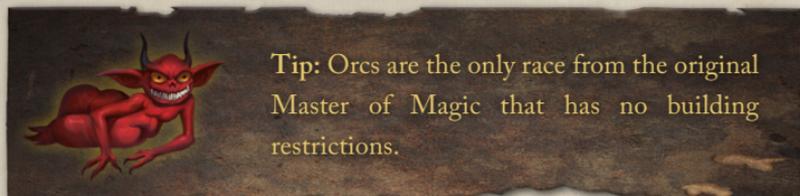


Tip: Housing and trade goods (chosen from the production screen) are ways in which a city can divert production to generating more townspeople (by building housing to increase the growth rate) or more Gold (through trade goods).

If you have sufficient Gold reserves, you may choose to buy a building or military unit instead of constructing it (see Construction Queue). Buildings also may have maintenance costs, which are automatically paid from your income every turn. Maintenance costs in excess of income are drawn from your Gold reserves. Buildings or military units for which

there is insufficient Gold to pay these upkeep costs either disband or die (randomly chosen).

And you can also move an item on the production queue using the arrows.



Notifications

When a building or units has finished construction, you will get a notification on the right side of the main world map view. If you click on the notification, you will be taken to the city where the structure or unit was constructed.



Armies

'Even the lowliest of spearmen can become lethal weapons in the right Wizard's hands! Side effects, you ask? Well, they are likely to eventually die like all the other minions, I don't see your point, servant?'

Notes on a meeting between an unknown Wizard and their mundane general.



While magic is the core of your true power, oh mighty one, you will still require armies to do your bidding. An army is made up of a maximum of 9 units, except on the battle map, where summons and possessed units do not count towards this limit. On the world map, you will see your army represented by one of the units in the stack. It will have a banner of your colour and the number above shows how many units are in the army.

There are two main types of units, normal and fantastic. Normal units - produced in your towns and specific to the race of the town or,

recruited as mercenaries. And fantastic units - those who are summoned and sustained by your magic.



Tip: Heroes are generally classed as normal units, except Torin, who can only be summoned by a powerful Life spell.

Basic unit information



Normal unit.



Fantastic unit, with the magic realm info (the green leaf signifying Nature) and the '?' button for background info.



Normal unit - hero, with the added equipment button and the '?' button for background info.

Information about units can be obtained by right-clicking on their pictures in most of the game screens. This calls up a unit statistics window. This window shows all of the essential information about the chosen unit.

This information includes, from the left: the race of the unit, the magic realm it may belong to (for fantastic units), experience points and level, spellbooks (for casters) and equipped items (for heroes), and a disband hero button if you wish to terminate their services.

In the central panel, you will see: the size of the unit (i.e., the number of figures it has), its upkeep cost (in Mana, Food, or Gold), the unit's attack strengths, armour, resistance to magic, hits (how many wounds a single figure may take), movement capabilities, ammo (for ranged units), Mana (for casters) and the health bar for the entire unit; and on the right panel: the unit's special abilities, if any, as well as any active enchantments (you can toggle between 'skills' and 'enchantments').

Tips

- ◆ You can switch between different units in the chosen army stack using the arrow at the bottom of the screen.
- ◆ Heroes and fantastic units also have a '?' button so you may read more of their background.

Armies screen

The armies screen accessible from the main map, can also show you a summary of all your troops (see Beginning the Game - Buttons - Armies).



Unit Size and Healing

Every unit has a specific number of figures in it. This number ranges from one (for some of the fantastic summoned creatures) to eight. When a figure within a unit dies (which occurs when the total damage done to the unit is equal to or greater than the number of “hits” or “hit points” of an individual figure), the attack strength of the entire unit goes down by the attack strength of the individual figure. If your troops win a battle, damaged units that have lost individuals during the battle can slowly regain them (this applies for normal units, as fantastic units and especially Death creatures may not heal their figures this way). Various skills may also affect this process, like regeneration, which allows for your whole unit to regain health immediately after a battle. Without regeneration, however, within damaged units, individual figures will heal slowly over time. Healing rates are 5% of total hit points (of the undamaged figure) per turn when units are outside of cities, 10% when garrisoned in cities, and 15% when garrisoned in cities that have an animist’s guild. Finally, when units occupy map squares with natural healers (that is units with

special healing skills), they heal an additional 20% of their total hit points per game turn.

Cost and Upkeep

Normal units cost production points (or their equivalent in Gold) to build, and can cost both Food and Gold to maintain. Fantastic units are summoned creatures. Since their cost is really the magic power required to summon them, their upkeep costs are in Mana.



Tip: Whenever maintenance costs cannot be met, units start dying (the units die randomly).

The upkeep costs of normal units are based on their construction costs: one Gold piece per turn for every 50 production units. In addition, every normal unit requires one Food unit per turn.

Movement



The speed and movement type (walking, flying, swimming, etc.) of a unit can be seen at the bottom of the army panel on the world map and/or in the detailed unit info screen (see Basic unit Information). When the unit is in an army stack, the movement will be limited both in speed and movement type, to the lowest available (so the slowest unit with no special movement type will dictate its limitations to the whole army). This information is represented by a number and a symbol (such as a

boot for walking and wings for flying). The number is the movement speed and indicates the number of hexes a unit can move per turn either in combat or overland. The symbol indicates the type of movement of which the unit is capable.



Tip: There are abilities/enchantments that can change/improve movement for a unit, and even for the whole army stack.

Movement types

- ◆ **Normal** - standard, overland movement, no bonuses
- ◆ **Swimming/water movement** - can move on water
- ◆ **Flying** - no movement reduction/alteration for obstacles, can travel on water

Special skills that alter movement include:

- ◆ **Forester** - allows all units stacked with them to pass through forest at a cost of 1 movement point per hex
- ◆ **Mountaineer** - allows all units stacked with them to cross mountains and hills at a cost of 1 movement point per hex.
- ◆ **Non-corporeal** - allows the unit to pass through any land hex at a cost of 1 movement point, and allows it to move through walls unimpeded.
- ◆ **Pathfinding** - allows the unit and all stacked with it, to move across any land hex on the global map, at the cost of 1 movement point.
- ◆ **Earthwalker** - allows all units stacked with them to pass through swamp, desert and tundra at a cost of 1 movement point per hex.

Terrain types will alter movement points available to units, so travelling through a mountain range or through a desert will take up more movement than grasslands.



Tip: Roads and enchanted roads can vastly increase the movement speed. You can build roads using engineers, and enchant roads with spells.

Special actions



Some units can perform special actions in addition to movement. Those can be accessed in the bottom left of the world map, when an army is selected. Press the  symbol and the special action window will pop up. The available actions include:

- ◆ **Meld with node** - units possessing this skill (Magic Spirit and Guardian Spirit) may meld with a power node to provide you with Mana income.
- ◆ **Build an outpost** - a skill possessed by settlers, allowing the unit to set up a new outpost

- ◆ **Build a road** - allows the unit to build roads (typically, engineers)
- ◆ **Purify** - the unit can purge the hex from Corruption

Melee Strength

The melee attack strength of a figure in a unit is indicated in the basic unit info window and tooltips by the number of swords. Each sword represents one basic attack (where each attack, typically, has a 30% chance of doing one point of damage). The number of swords, then, is the total amount of damage the unit can theoretically do to an opponent in melee combat. Weapons that provide bonuses to hit (magic weapons constructed by alchemist's guilds) or spells that have the same effect (holy weapon) increase the probability that each basic attack meets its mark (i.e., the 30% chance goes up by 10% per bonus point). If units are fighting with mithril or adamantium weapons or with plain magic weapons that have been created by their local alchemist's guilds (see Building types), the additional sword icons will be bright yellow on the basic unit info screen (Army - basic unit info). Spells and special abilities (such as Might) that increase attack strength, increase the number of basic attacks a unit gets (i.e., they increase the number of "swords" in the unit statistics window). During battle, units can respond to all melee attacks directed against them as well as attack on their own, potentially giving them several opportunities every turn to inflict damage with their melee weapons (sword icons). Both the attacker's and defender's melee attacks can be defended against; each attack-and-defence segment gets resolved simultaneously (see Combat).



Tip:  represents a bonus due to spells or special abilities.  represents a minus.

Ranged Attack Strength

The ranged attack strength of a figure in a unit is indicated in the basic unit info window and tooltip by the number of target symbols. All ranged attacks are shown with the same symbol (normal ranged, magical, boulder), but the non-normal attacks will be indicated by additional icons on the side and the corresponding skill listed (see picture below). As with melee attack strength, the strength of a ranged attack is indicated by the number of the target symbols in the ranged attack row. Ranged attacks are handled in the same way as melee attacks. Every symbol represents one basic ranged attack, which has a certain probability of doing one point of damage to the target. The longer the distance to the target, though, the less likely it is that a missile or rock-throwing attack meets its mark. These distance dependent penalties for **non-magic** ranged attacks do not come into play until the target is more than two squares from the attacker.

Because ammunition is expended in launching ranged attacks, the number of ranged attacks a unit can conduct during combat is generally limited as indicated in the basic unit info window. This also applies to magic ranged attacks.



Tip:  represents a bonus due to spells or special abilities.  represents a minus.



Armour

The armour row in the unit statistics window indicates, by the number of shields, the defence rating of the unit. Each shield represents one chance (30%) to stop one successful basic attack (one damage). Damage that is not stopped decreases the hit points of the defending figure. If the defending figure dies, then the next figure (if any remain in the unit) becomes the defender. Note that defence blocks both non-magic and some magic melee or ranged attacks (that is, magic attacks that 'shoot' at the unit, like fireballs and bolts, defence does not give resistance to non projectile magic effects).



Tip:  represents a bonus due to spells or special abilities.  represents a minus.

Resistance

The resist row indicates, by the number of stars, the level of resistance to spells (including resistance to some special abilities such as Poison Attacks, Life-stealing, Gaze Attacks, etc.) of the figures in the unit. Every level of resistance adds 10% to the chance of successfully resisting negative magic spells cast on the target. For example, if a unit has four stars, this indicates that the unit has a base chance of 40% of resisting enemy spells.



Tip:  represents a bonus due to spells or special abilities.  represents a minus.

Hit Points (Hits)

Hits, represented by hearts in the basic unit info window, indicate the number of hit points each figure has within a unit. When a unit takes damage, the number of hit points left (for the damaged figure) is symbolised by the number of undarkened hearts or the remaining percentage on the basic unit info screen). The number of darkened heart symbols represents

Tips

-   represents a bonus due to spells or special abilities - all figures have their Hit Points increased.
-   represents a point of damage taken by the top figure. Most units recover Hit Points gradually between overland turns or they can be healed using spells or other effects.
-  Any missing figures will reduce the combat effectiveness of the unit.  represents missing figures. Missing figures will gradually recover between overland turns.

the number of hit points lost (i.e., total damage taken) by that figure. A figure dies and is removed from the unit when it loses all of its hit points. The hits row of the unit statistics window is then replaced by a row of undarkened hearts as the next figure in the unit steps forward.

Experience Levels

EXPERIENCE LEVELS FOR NORMAL UNITS

Experience Level	Level Icon	Experience Points Required	Attacks Strength	Bonus to Hit	Defence	Resistance	Hits (Hit Points)
Recruit	-	-	-	-	-	-	-
Regular		20	+1	-	-	+1	-
Veteran		60	+1	-	+1	+2	-
Elite		120	+2	+10%	+1	+3	+1
Ultra Elite		120*	+2	+20%	+2	+4	+1
Champion		120**	+3	+30%	+2	+5	+2

* To achieve this level, either the Warlord Trait or the Crusade spell must be in play.

** To achieve this level, both the Warlord Trait and the Crusade spell must be in play simultaneously.

EXPERIENCE LEVELS FOR HEROES

Experience Level	Level Icon	Experience Points Required	Attacks Strength	Bonus to Hit	Defence	Resistance	Hits (Hit Points)
Hero	-	-	-	-	-	-	-
Myrmidon		20	+1	-	+1	+1	+1
Captain		60	+2	-	+1	+2	+2
Commander		120	+3	+10%	+2	+3	+3
Champion		200	+4	+10%	+2	+4	+4
Lord		300	+5	+20%	+3	+5	+5
Grand Lord		450	+6	+20%	+3	+6	+6
Super Hero		600	+7	+30%	+4	+7	+7
Demi-God		1000	+8	+30%	+4	+8	+8

Normal units and heroes gain experience points that advance their level. The experience level of a unit is indicated in the basic unit info window. Normal units can have experience levels ranging from recruit to champion. Experience levels for normal units can increase in several ways: with the passage of time, through fighting (and surviving) battles, by being stacked with heroes that are Arms Masters (see Special Unit Abilities) and through magic (heroism, crusade). In addition, some institutions (fighter's guild, war college) raise the levels of newly created normal units and certain world events may also offer experience to units. Warlord Wizards (see Traits) have troops that are always one experience level in skill ahead of their counterparts' (i.e. Wizards who are not Warlords). Special note: normal units that have become undead creatures do not gain experience and fantastic (summoned) creatures in general, do not gain experience levels.

Fantastic Units

(see Fantastic Units List and Spells)

Unlike normal units, my master, summoned creatures are beings cast into existence by your mighty magical power. Once summoned into your summoning circle, they obey your command till death, or destruction. It costs Mana both to summon and to maintain these fantastic beings. Unlike normal units, they are fully mature when they arrive and, therefore, gain no experience while in your service. Fantastic units can ignore mundane weapon immunities and they often have powerful skills. They are, however, also susceptible to dispelling via enemy magic, and they cannot heal naturally.

While all summoned creatures bear the marks of the magic realm that begot them, those that have been called by and formed from the power of Death magic (including undead creatures) are special in many ways. They are considered creatures of Death and have immunity to Cold, Poison and Death Magic. They do not heal as normal units or even as other fantastic creatures do. Instead, the only way they recover from damage is if they have special

Regeneration skills or through the use of Life-stealing Attacks. Although they do not heal easily, creatures of death tend to cost a lot less in maintenance than creatures of comparable power from other realms of magic.

All of the fantastic unit's statistics are displayed in the basic unit info, in the same format as normal units (see Basic unit information).



Tip: Fantastic units that come from overland spells will appear in your summoning circle, while those who are called upon via battle spells, will appear next to your army on the combat map and disappear after the fight is over.

Mercenaries and Heroes

From time to time, oh great one, due to your magnificence, your fame and of course the size of your treasury, wandering troops and heroes may ask to join your cause. Naturally, the greater the Fame, the more attention it may draw, and same goes for the Gold. Mercenaries generally arrive in groups of one to three units. Note that nonhero mercenaries are always some normal (i.e., non-fantastic) type. Mercenaries of the Myrran races only approach wizards who have a claimed location on Myrror in some way, such as a claimed wizardry tower, power node, or a city. Most of these units require both an initial fee (in Gold, with a higher fee for more experienced units) to join you and upkeep costs (in Gold and/or Food). If you agree to let them join your forces, the initial payment amount is withdrawn from your treasury and the unit (activated) appears in your enchanted fortress. Some traits, like Charismatic (see Traits) or a higher level of Fame allows you to hire troops at a lower initial cost. After you have hired mercenaries or heroes, they are under your control and do not leave until they die or you dismiss them.

Heroes

Heroes are unique beings and, if they die, unless they are resurrected (a Life magic spell), they never return! When heroes die, the powerful artefacts they carry become the property of the victor. If, however, the hero dies or disappears because of some spell that can 'destroy' or unsummon them, any items he or she is carrying disappear with the hero. Just as for normal units, right-clicking on the hero pictures in most of the game screens brings up the hero's basic unit information window, where you can examine their statistics, skills, special abilities, backstory and equipment. Apart from the special abilities, heroes also have the ability to wear equipment. Artefacts can greatly enhance any hero's battle prowess. Note that heroes have specific item slots and can only equip items that the slot allows (for example one can have a slot for ranged weapons, and thus cannot equip a sword etc.).

It is also important to remember, master, that you may only command a maximum of six heroes at any given time. Thus, spells such as Summon Hero/Champion, Incarnation or Resurrect will not work if you are at full capacity and any events that would normally reward you with a hero will also not do so until the slot is free again. Furthermore, the more heroes you do have in your service, the lower the chances of randomly gaining another one,

Tips

- ◆ Torin, the Chosen is an exception to hero rules, as he can be re-summoned via the Life spell, and should return with his XP intact.
- ◆ Some heroes have a prerequisite for a specific min of Fame, or a specific magic realm.
- ◆ On occasion, you may rescue a hero from a monster lair, in which case you do not pay the initial fee, but will need to pay upkeep (unless they have the Noble skill).

so summoning spells becomes the only sure way to gain one. Summoning Hero/CHampion spells, however, may also not work if all of the available heroes were already in your servine during the game and all died, in which case, only a Resurrection spell will bring back such a fallen mercenary.

Artefacts

'Ah yes, I do recall the fate of the whole kingdom bestowed within one, simple, enchanted artefact, excalibur was its name. It seems like a different lifetime now, but one cannot ignore the significance of an epic blade in the hands of a chosen hero!'

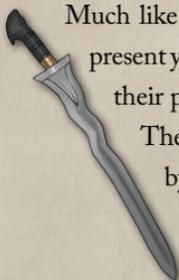
The musings of Merlin

The artefacts that you currently have in your possession can be viewed by entering the equipment screen from the armies screen. To view an item, right-click on its picture. Artefacts can be used by heroes (artefacts are placed in slots next to the heroes' portraits in the items screen) or destroyed (clicking) to obtain Mana. Artefacts can be acquired in one of several ways: as treasure from exploring locations on the map, like monster lairs, or ruins (see Map locations), from merchants, from events and by casting the arcane magic spells Enchant Item or Create Artefact (See Spells).

Merchants and Events

Much like with mercenaries, from time to time, wandering merchants present you with the opportunity to buy powerful artefacts. If you accept their price, the Gold to buy the artefact is taken from your treasury.

The item will then appear in your storage and can be equipped by any heroes who are able to use it (Heroes have specific item slots). Bear in mind that the Charismatic Wizard (see Traits) gets a significant discount on merchants' goods!



You may also be lucky enough to acquire an artefact through a random world event, sometimes as a reward for completing a task, or simply as a gift from an unknown benefactor (note, you must have the option of events turned on in the game settings for random such events to appear)

Creating Artefacts



Once you have learned either the arcane spell Enchant Item or Create Artefact, you can start making unique magical items for your heroes to wear and wield. Note that the difference between these two spells is the strength of the enchantments that can be embedded in the artefact, So, items made by casting Create Artefacts are potentially far more powerful than those created by Enchant Item.

To make an item, cast one of the spells from your Spellbook and the Create Artefact window will appear. To create the item, first, select the item type at the top. This will determine which slot type the item will go into. Then, you may choose from the list of Bonuses, one the left, and

Spells, on the right. Your choices will show in the middle window and the cost will change accordingly. You may also use the arrow next to the item picture to choose how it looks, from a list of preset images. Once you are happy, 'Confirm' your choice and you will begin casting the spell as normal.



Tip: If you are designing the item with a specific hero in mind, remember to check which item slots they use, so you avoid making a cool bow for a melee only unit.



The enchantments that can be placed in an item are of five basic types: non-magical offensive, non-magical defensive, movement, general magic and spell-specific:

- ◆ Non-magical offensive enchantments include bonuses to hit (at 10% per point) or bonuses to attack strength (swords). These bonuses apply to the hero wielding the artefact.
- ◆ Non-magical defensive enchantments include bonuses to defence (shields) and bonuses to resistance (crosses). These bonuses add to the hero's defence and resistance values.

- ◆ Movement enchantments increase the combat and overland speed of the hero wearing the item.
- ◆ General magic enchantments include: a) Spell Skill which can raise the hero's spell casting skill by the specified amount. b) Spell Charges which embed the stated number of combat spells (that can be thrown once per combat turn by the hero wielding the item) into the artefact.
- ◆ Spell-specific enchantments are those similar or equivalent to spells of the same name.

Combat

I detest the use of brute force and the needless cries of bloody battles. Yet, it is all part of Life and cannot be denied. For to bring true harmony through my ordained dominance, I too must partake in a little warfare...'

From a conversation with the gracious lady Ariel

No matter which oath to victory you choose (researching the spell of mastery, or world dominance, or another...), you simply cannot avoid violence on the way. Such is the way in the untamed lands that lay before you. You will encounter several types of enemies: neutral cities, roaming neutral enemies both monster and mundane, location guards and of course, enemy Wizard armies. Now, being the supreme creature of magic mastery that you are, my liege, arcane power will be the key determining factor in the battles to come. So much so, that you may 'attack' your enemies from afar, via global enchantments (see Spells and Spell Casting), without even sending any armies. But, that is another topic. For now, we shall focus on combat, sire.

Combat choices

Combat begins when your armies enter an overland hex occupied by creatures or enemy troops, or when enemy troops step onto map squares occupied by your units. Alternatively, some world events may take you onto combat too (see world events).



An event notification will appear when you are exploring the map and entering into locations. If there are defenders, the Battle screen will appear.

The battle screen serves several purposes. One, you can see the enemy force you face and also the victory predictions. The predictions shown by default will use Mana, but you can tick the Mana box on/off and see how that affects the outcome of the battle. Based on the predictions, you can choose if you want to gamble and 'Send Familiar', thus resolve the battle via the autoresolve, or, 'Command Personally' and enter the battlefield to fight manually. Finally, you may choose the 'Don't Engage' path, and leave the battle before any swords are drawn.



Tip: The predictions are calculated thus: the system runs ten battles and then shows you the range of results in the predictions. This means, when you 'send familiar' (accept the autoresolve), you may get any of the displayed results.



Battle Map

When you choose to 'Command Personally', you will be taken to the battle map. On your right, you will see your banner colours and your army. On the left, you will see your enemy. Defenders always go first.

Every combat encounter has a maximum of 50 turns, and you can see the counter at the top of the screen. Also at the top of the screen you have the x1, x2 and x4 speed for animations; the 'Combat Log' button, that will allow you to track more detail about the combat; the 'Flee' button (unavailable when you are defending a city or a location), that allows you to escape from the fight (note this may carry heavy consequences); and



the 'Auto-combat' button which switches the fight to automatic (note you may stop this process while it is on). If ever you get lost and need to find additional information about how the combat works, the '?', located next to the turn count, will provide you with a combat tutorial.

At the bottom of the screen, in the left/right corner (depending on whether you are the attacker - left, or the defender - right), you will see information on the currently selected unit (The circles above it indicate active skills and enchantments). You also get the end turn button (the hourglass) and the skip to next unit button (the arrow). During your turn, you can issue orders to units you control in any order. Each unit has a limited number of actions (♾) that is used for both movement and attack and some units may also be able to cast spells from their own spellbook. Also at the bottom of the screen, on your left, you will see similar information for a selected enemy unit.

In the centre panel, you can access your Spellbook (as well as the spell books of any heroes or units you control). You can also see your current Casting Skill, available Mana and Casting Range.

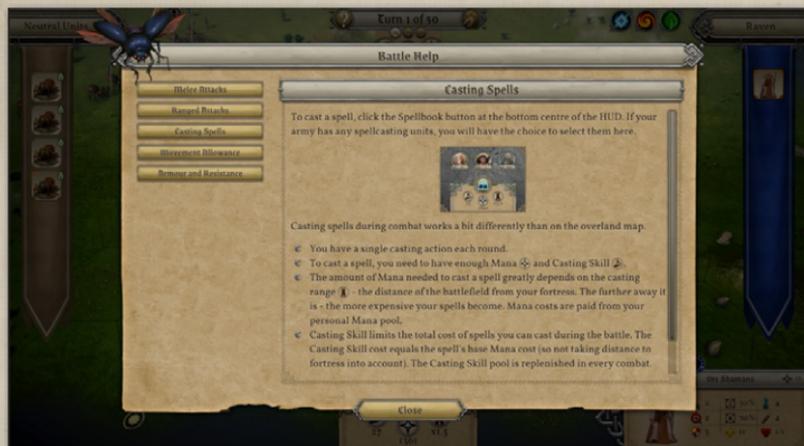
Unit Info



With a left mouse button click, you can access the basic unit information window (see Basic unit information) and examine either your, or the enemy's unit.

Casting Spells in Combat





Casting spells during combat works a bit differently than on the overland map. You have a single casting action each round. To cast a spell, you need to have enough Mana ☼ and Casting Skill ⚙. The amount of Mana needed to cast a spell greatly depends on the casting range 📏 - the distance of the battlefield from your fortress. The further away it is - the more expensive your spells become. Mana costs are paid from your personal Mana reserves. The Casting Skill limits the total cost of spells you can cast during the battle. The Casting Skill cost equals the spell's base Mana cost (so not taking distance to fortress into account). The Casting Skill pool is replenished in every combat. If the spell is not countered or resisted, its effects are applied instantly.

Creatures summoned during combat are destroyed when the battle ends, and any enchantments applied to units are dispelled.



Tip: Unlike battles with enemy Wizards, when fighting neutral forces you have the advantage of your spellbook and Mana.

Global Enchantments and Power Nodes



Global enchantments that are active in the area, or at the time of the battle, may have an active effect in the combat encounter, and you will see them displayed at the top left corner of the battle screen.

Power nodes will typically also have active effects/enchantments that either boost, or weaken a particular magic realm.

Movement

Each unit may move up to its normal movement point allowance per combat round. An attack requires half of the unit's total movement points, while moving within the battlefield requires one movement point per square for most terrain types.

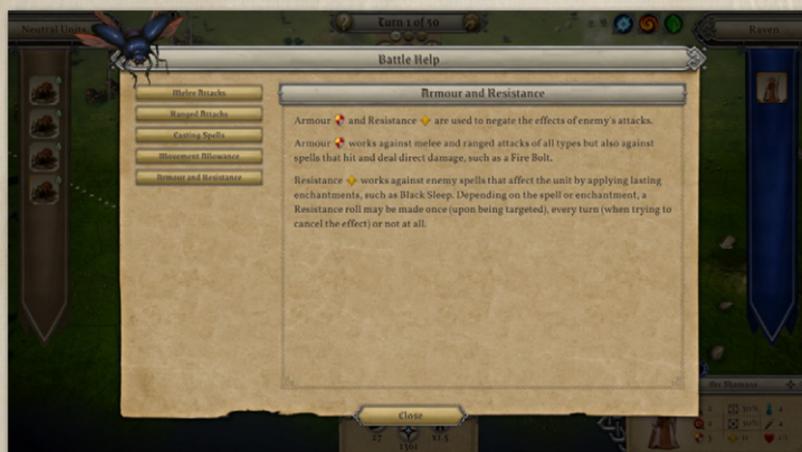
Movement may become restricted by some terrain types or buildings (city walls in particular may be an obstacle for normal movement). Certain spells can also affect movement, like Nature's Earth to Mud that spills mud over units and makes it more difficult for them to move with it.



Attack Types

For more details about the battle, master, please feel free to explore the Battle Help function accessed via the '?' button in combat. There are several attack types you will come across during a fight encounter: melee, ranged, breath, gaze, magical, boulder. The attacks are done via a figure vs figure basis, and you must take note that there are many variables that





may prevent an ordinary attack. In fact, much of the fun and strategy of this game, my master, comes from the intricate weave of spells and counterspells that are thrust upon an army. Thus, an immaterial flying unit will be near impossible for a mere swordsman to even hit, unless they too have magical boosts to transform their mere iron into arcane power...

Ocean Combat

Ah, sea battles, master, they can be tricky. Battles that take place over an ocean hex can have disastrous consequences. Only flying, sailing and swimming units may actually engage in combat over such squares. Any units that were being carried by a sailing unit (ship) sink if that ship is destroyed!

Rewards and Consequences

Depending on the battle's result, you may be entitled to some rewards, or you may suffer some dire consequences (or, sometimes a little of both).

Treasures



Depending on the location or type of combat encounter, you are likely to receive rewards for a won battle. In lairs, you may get a range of random rewards from Gold/Mana, items, spells, rescued heroes or even a spell book of any realm.

Your units will always get some experience points for their bravery in combat (note that if your unit's xp is already maxed, you will still see they

got xp in combat, but it will not increase beyond the cap). And you may also gain Fame.

If you were attacking a city, you may keep it or raze it for extra money. And some locations you may also claim as yours (power nodes can be claimed and melded for Power - see Power Nodes, and Portal towers can also be claimed and defended for greater control over plane shifting enemies)

Fleeing

When you flee from a battle, you are likely to still receive wounds, and even lose an entire army. So be sure to only flee if you must, or indeed if you are sure of your dominance but simply do not feel like fighting.



Tip: You cannot flee from your own city when defending! You must stand your ground, even if things are hopeless...



Losing the Wizard Enchanted Fortress

If your capital city was attacked and lost, it means the enemy has captured your Wizard Fortress! And this, my liege, is very bad indeed, for the enemy thus destroys your Mirror and you have but a limited time to try and conjure a new one.

To return your Mirror, and rebuild the Fortress, you must cast the Spell of Return, but, while banished and weekend by your loss, you shall not gain any Mana from nodes and buildings, so you must rely on your power reserves, the conquest of lairs, alchemy, or the destruction of artefacts.



Tip: In case you do not control any towns at the time you are banished, you have 10 turns to conquer one or you will be defeated! The same rule applies to your enemies of course.

Spells and Spell Casting

I have undertaken the great task of collecting all of the known Wizard spells in place, for your convenience, master. I shall also endeavour to once more summarise the rules of magic and spell casting that shall guide your wand in this great contest of arcane wills.

Spellbook and Casting recap

As mentioned in the previous chapters (see The Spellbooks, Casting Spells in Combat, and Magic), your main resources for the management you magical power shall be, the Spellbook - which allows you to select and cast a chosen spell, both overland and in combat, the Research book

- which allows you to research new spells and potentially research The spell, and the Magic screen, where you may manage your Power supply according to your needs.

May I also remind you, sire, that in order to cast a spell, first select it from the left page of you Spellbook, check the relevant details of the spell on the right page, and if you are happy to proceed, press the Cast button at the bottom (if the casting cannot be performed, the button will be greyed out).



Tip: The Spellbook also has useful bookmarks that allow you to filter through different types of spells.

Some spells can only be cast while on the world map, others - only during combat. Casting requires magical energy, Mana \oplus . Each spell costs Mana to cast and some effects need Mana each turn for upkeep.

On the world map, casting time depends on your Casting Skill \odot - the higher the skill, the more Mana you can spend each turn. With a high enough skill, even some world spells can be cast instantly.

In combat, casting is always instant, but your Casting Skill limits how much Mana you can spend during the entire encounter.

Spell categories

Magic realms

The first category for filtering spells is the realm that they belong to.

World vs Combat

The spells at your disposal, master, can generally be split into the two main categories: a world spell - one that can be cast from the overland



map, and a combat/battle spell - one that can be used in the combat encounter. Now, it is worth noting here, that there are many spells that will fall into both of the categories.

For example, spells that buff a unit, like Giant Strength, can be applied in battle only, which will make the spell active in the combat encountered but it will cease to work as soon as the battle is over. Or, you may apply the enchantment on the overland map, and it will persist until you dispel it or the unit dies, but, you will pay Mana upkeep per turn.

Spell type

There are further three categories that define how the spell works: enchantment  - an effect that is applied to the target and stays on the



Tip: Some world events will apply town enchantments that cannot be dispelled via magic. Those enchantments will show up in your city view.

target, instant ⚡ - a spell that takes effect instantly, like changing terrain, or applying direct damage and finally, summoning ☆ - a spell that summons a fantastic creature into your service.

List of Spells



Arcane Realm

The Arcane realm, master, is one that is often overlooked by young apprentices, who assume its ready availability makes it somehow inferior. But, surely it is not so? Not only does this quietly powerful realm hold the secrets to summoning champions to your service, to move your summoning circle to another city, to rebuild your Mirror and your Wizard Tower when an enemy has shattered it, but it also reveals the ultimate, Spell of Mastery.

Magic Spirit



Summons an incorporeal, magic spirit that can move on water 🌊 guardian spirit. It can meld with Power nodes and thus generate magic Power ⚡ for the Wizard.

Dispel Magic



A battle of the Wizard wills. Attempts to dispel enemy spells on one unit in combat.

Summoning Circle



A powerful ritual that allows the Wizard to appoint a new place where their power will manifest. Moves the location of your summoning circle to another city. The summoning circle will return to the capital if the city is lost.

Disenchant Area



A powerful ritual against enemy magic. Attempts to dispel all enemy spells in the target map hex. In battle, this is always the hex where the combat is taking place.

Recall Hero



As the master of your pawns, you may recall your servants from battle if needed. Removes a friendly hero from combat and returns them to your summoning circle.

Detect Magic



Senses the arcane powers in use. Reveals the spell currently being cast by opponent Wizards.

Enchant Item



Turns common objects into items infused with your magical power. Creates a lesser magical item for use by your heroes (see Artefacts).

Summon Hero



Sends out a call to arms that is carried by the weaves of magic. Summons a lesser hero to lead your army (see Heroes in Armies).

Awareness



Uses the Wizard's magical senses to see the world. Reveals the location of all cities on both planes.

Disjunction



Calls on great magic to try and counter another's power. Attempts to dispel a global enchantment.

Create Artefact



Turns uncommon objects into items infused with greater magical Power. Creates a magical artefact for use by your heroes (see Artefacts).

Summon Champion



Sends out a more powerful call to arms that is carried by the weaves of magic. Summons a greater hero, a champion, to lead your army (see Heroes in Armies).

Spell of Return



This spell enables the Wizard's presence to return to its full strength after their mirror was crushed and they were banished. It will recreate the Wizard Fortress and the summoning circle again (see Losing the Wizard Enchanted Fortress).

Spell of Mastery



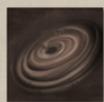
An ancient incantation shrouded in arcane mystery. It can be achieved only by one Wizard in each cycle. Upon its completion, all other Wizards shall be banished from the realms and the caster becomes the Master of Magic!

Nature realm

The domain of Nature is one of primordial power, the essence of the earth, or Gaia as followers of this path refer to it. As many have learnt

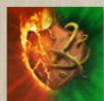
in the harshest of ways, my master, one should beware of the wrath of Nature, for it is wild, untamed and without remorse. The realm boasts many powerful fantastic units, as well as magnificent overland spells that can literally transform the land at your will.

Earth to Mud



The earth erupts, spitting up mud onto any unit in a 3 hex area in each direction from the target hex. The effect lowers the movement points to 1. Works only on normal movement and lasts for 3 turns. Mud cannot be resisted by such things as Elemental Armour or Elemental Resistance.

Resist Elements



Casts a protective aura against the strength of the elements. Gives +3 resistance \blacklozenge and armour \heartsuit against all Chaos and Nature spells or monster attacks.

Wall of Stone



Why waste manpower when you have real power. Instantly creates a wall of stone in the target city. The wall has all of the properties of the city walls building.

Giant Strength



Converts the Wizard's Power into raw strength for their followers. It increases the target unit's melee \clubsuit attack strength by +1.

Web



A strong spider's web tries to entangle the enemy. Target unit gets -3 \blacklozenge resistance and may be immobilised (D10 roll - current resistance \blacklozenge the result = number of turns active, but the minimum is 1) Web also prevents flight \clubsuit for the rest of the battle, even if it did not immobilise its target. Magic immunity cannot stop web.

Stone Skin



Transform outer flesh into a crust of stone. Causes the target's skin to harden, increasing the unit's armour  by +1.

Water Walking



Upon the magical command, water carries your ally. Endows the target unit with the ability to walk on water .

Sprites



Summons sprites: tiny, flying  creatures with magic ranged  attack. They will obey the Wizard's command until death or banishment.

Earth Lore



The incantation allows you to listen to the whispers of the earth. The spell reveals places of interest and cities on all hexes in the range of 7 hexes from the selected spot.

Cracks Call



Upon your magical command, the spell rends the earth. Any non-flying, corporeal creature standing over the newly created fissure has a 25% chance of dying. Stone walls that cross the fissure are destroyed.

Nature's Eye



You attune your magical senses to Nature and it allows you to glimpse through Her eyes. Extends the scouting range of a friendly city to 9 hexes in all directions.

Ice Bolt



A bolt of piercing ice is cast at your enemy. A 5 strength magical cold attack with +1 damage for each extra point of Mana  spent.

Giant Spiders



Summons two, giant, poisonous, web-casting spiders who also possess a swift melee  attack. Their weakness lies in poor defences, so it is best to try and hit them first. They will obey the Wizard's command until death or banishment.

War Bears



Summons a group of ferocious war bears that can lead your troops through forest terrain. They specialise in melee  combat and are cheap to maintain. They will obey the Wizard's command until death or banishment.

Change Terrain



Commands the earth itself to alter. Changes most terrain to grasslands and grasslands to forests.

Nature's Wrath



Tremendous tremors hit the cities of Chaos and Death Wizards, attacking their buildings and all corporeal, non-flying units within, every turn, until dispelled. (2% chance for building and 5% for units)

Path Finding



Transfers a little of your magical senses to allow for eased movement through tough terrain. Gives a non-flying unit the ability to cross any land terrain at a cost of 1 movement point.

Cockatrices



Summons a group of bizarre, melee , flying  cockatrices whose slightest touch can turn a creature to stone. They will obey the Wizard's command until death or banishment.

Transmute



Commands earth's resources to bend to your will. Transmutes ores found in mountains and hills: coal to gems, iron to Gold and silver to mithril. The hex must contain coal, iron, Gold, silver or mithril.

Nature's Cures



Calls upon Nature's restorative might. It completely heals all units that are stacked in a target land hex.

Basilisk



Summons a giant basilisk that can turn its foe into stone before it strikes with its strong melee  attack. It will obey the Wizard's command until death or banishment.

Elemental Armour



Encases the target in elemental protection. Gives +10 resistance  and armour  against most Chaos and Nature spells or monster attacks.

Petrify



Casts a ray of petrification that attempts to turn an entire enemy unit into stone. (Resist, or figure is destroyed. Stoned damage is irreversible, so you cannot heal the affected figure in this combat)

Stone Giant



Summons a wall-crushing stone giant, who rises from the mountains and brings in both, a powerful melee  attack, and an equally deadly ranged  strike. It will obey the Wizard's command until death or banishment.

Iron Skin



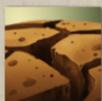
Infuses target unit's skin with iron, enabling it to withstand most attacks. Increases the unit's armour by +5 .

Ice Storm



A chilling whim of Nature harnessed by the Wizard's will. Causes a piercing cold hail storm to attack all figures in a target hex with a 6 strength attack.

Earthquake



Calls upon the wrath of the earth and causes a violent earthquake to shake a target city. All buildings have 15% to be destroyed. All non-flying, corporeal creatures have a 25% chance of dying.

Gorgons



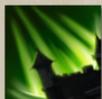
Summons a ferocious gorgon, a flying  defender that strikes with a strong melee  attack and can turn its enemy into stone with its gaze. It will obey the Wizard's command until death or banishment.

Move Fortress



With the power of mighty earth, the spell moves the Wizard's enchanted Fortress, with all its power, to a new city.

Gaia's Blessing



Gaia's touch gives a 10% chance that the city's deserts convert to grasslands and mountains to verdant hills, and a 20% chance that its corrupted lands are cleansed. (Also: +50% Max Food; forest production bonus +3%; unrest -20%) Spell does not work on outposts.

Earth Elemental



Summons a mighty earth elemental that can use its deadly melee  attack and can crush through enemy walls. It will obey the Wizard for the duration of the combat.

Regeneration



Quickens the body's natural healing process, allowing it to heal 1 hit  per combat turn, and completely heal at the end of the battle. If destroyed, but its side was victorious, the unit will come back to life, completely healed.

Behemoth



Summons a fierce and foreboding behemoth that is extremely strong in melee  combat. On top of its precision strikes, it is also very hard to kill. It will obey the Wizard's command until death or banishment.

Entangle



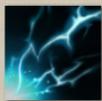
Weaves of Nature seek to entangle the target in their thorny grasp. All enemy units, except for flying and non-corporeal, lose -2 movement points each combat turn.

Nature Awareness



Attune the senses to Nature, and it allows one to watch the worlds through Her eyes. Reveals the entire map of both planes and detects all units while the spell is in effect.

Call Lightning



Powerful electrical storm from which deadly lightning bolts ensue. Three to five, armour piercing lightning bolts of strength 8, will strike random enemy units at the beginning of every turn until the end of combat.

Colossus



Summons an awe-inspiring colossus who wields a powerful melee  strike as well as a deadly ranged  attack, making him one of the most fearsome fiends in Nature's arsenal. They will obey the Wizard's command until death or banishment.

Earth Gate



Erects a magical gateway from the earth. Units in a city with an earth gate can instantly travel to any other city with an earth gate located on the same plane.

Herb Mastery



Infuses the healing properties of herbs with strong magic. All of the caster's units are completely healed at the end of each turn.

Great Wurm



Summons a gigantic, tunnelling land wurm with a powerful and poisonous melee  attack. It can also re-emerge anywhere on the battlefield. It will obey the Wizard's command until death or banishment.

Sorcery Realm

The realm of Sorcery is one steeped in illusion and mind control, thus one should always think twice before trusting a Sorcery fiend! The realm boasts many powerful fantastic creatures and wonderful counter magic measures that can really foil the arcane plans of the enemy Wizard. Sorcery is also strongly attuned to wind and as such, it can provide movement boosts and even make your fortress defenders airborne.

Resist Magic



Creates a field of resistance against magic. Adds +3 to all resistance ♦ rolls versus magic to the target unit.

Dispel Magic True



Attempts to dispel magic on the target unit in combat. This spell is powerful and has triple the strength of the Arcane spell Dispel Magic.

Wandering Island



Summons a wandering island that can be used to transport units over land and the seas. It cannot fight and will be destroyed if attacked without units onboard.

Guardian Wind



A gust of controlled air protectively swirls around the target. The unit becomes almost totally immune to arrows and sling bullets (+50 armour ♥♥).

Phantom Warriors



Summons a group of illusory phantom warriors that are a basic melee ⚔ unit, which strikes the enemy with a treacherous, illusionary might that omits defence. They will obey the Wizard for the duration of the combat.

Confusion



Casts confusion into the mind of the enemy (-4 to resistance ♦). Affected units will wander randomly or can even attack their own side.



Word of Recall

Commands an ally to return to you. Transports a friendly unit back to the caster's summoning circle.

Counter Magic



A battle of the Wizards that focuses your Power on enemy attacks and tries to counter them. All enemy spells cast in combat must resist being dispelled while this spell is in effect.

Nagas



Summons a pair of trident wielding nagas with a poisonous touch that aids their fast melee  attack. They will obey the Wizard's command until death or banishment.

Psionic Blast



Projects a blast of piercing psionic pain towards the enemy target. A 5 strength illusory attack with plus +1 strength for every 2 extra Mana  spent.

Blur



Creates an array of illusionary effects around your army, making it seem blurry and confusing to the enemy. All friendly units become more difficult to hit. Each point of damage has a 10% chance to miss.

Disenchant True



A truly masterful ritual against enemy magic. Attempts to dispel all enemy spells in the target map hex. A triple strength version of the Arcane spell, Disenchant Area.

Vertigo



Creates a fearful illusion of a fall in the enemy's mind. The target unit suffers a -20%  chance to hit and loses -1 armour  .

Spell Lock



Touches the core of Sorcery and anchors the magic of the target to it. This prevents the target unit's enchantments from being dispelled. Protects fantasy units from: Banish, Great Unsummoning, Dispel Evil, Holy Word.

Enchant Road



Sorcery is used to clear paths and smoothen the journey on your roads. Enchants all roads in a 5x5 hex area from the spell target, improving their travelling bonuses.

Flight



Pure Sorcery at work, it bestows the power of flight upon a target unit.

Wind Mastery



Commands the winds to obey the will of magic. Increases the speed of all ships controlled by the casting Wizard by 50% and halves the speed of all others.

Spell Blast



Firing up the sharpest magical reflexes. Attempts to intercept and destroy the enemy Wizard's spell before it has been completely cast.

Aura of Majesty



Emanates the pure power and seeming benevolence within the Wizard. Improves relations with enemy Wizards every turn.

Phantom Beast



Summons an illusory phantom beast that will obey the Wizard for the duration of the combat.

Disjunction True



Calls on strongest Sorcery to try and counter another's Power. Attempts to dispel a global enchantment. A triple strength version of the Arcane spell Disjunction.

Invisibility



Surrounds a chosen ally in strong illusionary magic and thus renders them invisible. The unit cannot be targeted and in battle, only adjacent enemies will see it, but still get -10% ♥ chance to hit.

Wind Walking



Commands the wind to obey magic. Enables the enchanted unit and all units with it, to fly 🌬️ on the overland map.

Banish



Magic is power, but it can be undone by the strongest. Attempts to dispel any summoned, fantastic, creature.

Storm Giant



Summons a lightning-bolt wielding storm giant with a dangerous melee 🗡️ attack as well as a magical range ⚡️ 🔴 strike. They will obey the Wizard's command until death or banishment.

Air Elemental



Summons an invisible air elemental that is an extremely fast flying 🌬️ unit with a good melee 🗡️ attack and invisibility. It will obey the Wizard for the duration of the combat.

Mind Storm



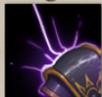
Storms the mind of the enemy with sorcerous chaos. Target unit loses -5 strength from all their attacks 🔴 🗡️, armour 🛡️ and resistance 💎.

Stasis



Captures the enemy in a sorcerous trap. Locks a stack of enemy units in stasis for a considerable time (if a 1-10 roll exceeds the unit's resist, the unit remains in stasis for as many turns).

Magic Immunity



Imbues an ally with Sorcery that gives the target unit almost complete immunity to all forms of magic.

Haste



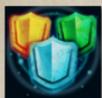
Magically hastens an ally. Doubles a unit's movement and number of attacks in combat.

Djinn



Summons a djinn and compels it to use its melee  or magic ranged   attack in your service. Djinns can also cast spells and fly . They will obey the Wizard's command until death or banishment.

Spell Ward



Creates a magical ward that completely protects a city from one selected realm of magic (Life, Death, Nature, Chaos, Sorcery). Enemy fantastic units belonging to that magic domain receive a huge penalty to all of their statistics. May be cast multiple times.

Creature Binding



Binds a creature of magic to obey you instead. Attempts to take control of an enemy summoned creature in combat (-2 Resistance ).



Mass Invisibility

Surrounds your allies in strong illusionary magic and thus renders all friendly units invisible. The units cannot be targeted

and in battle, only adjacent enemies will see them, but still get -10% ♥ chance to hit.

Great Unsummoning



A great blast of pure Sorcery that aims to unbind all summoned creatures. Attempts to banish all (including your own) summoned units from both Arcanus and Myrror.

Spell Binding



Weaves of your own Sorcery seek to bind another's spell. Attempts to take control of an opponent's global enchantment.

Fortress of Flying



The Wizard Fortress is raised onto the skies and it allows all of the city's defenders to fly 🦋, making them harder to defeat by ordinary attacks. Defenders also get +10% 🛡️ Armour. Can only be used in the capital city where your fortress lies.

Sky Drake



Summons a majestic and powerful wind dragon that flies 🦋 fast on land and in battle with a lightning breath that makes its powerful melee ⚔️ attack even more dangerous. They will obey the Wizard's command until death or banishment.

Suppress Magic



A powerful burst of Sorcery that threatens to destroy enemy magic. All enemy spells cast on the overland map must resist or be dispelled.

Time Stop



Stops the passing of time for enemy Wizards and units and even neutral foes. You stop producing income and paying upkeep, except for Time Stop's, and you are the only one to progress turns until the end of the spell.

Chaos Realm

The forces of Chaos, my master, are truly wild and unpredictable. Chaos masters the forces of entropy and can even change the very core of a creature, so it becomes one of theirs or even call upon the pure essence of fire and rise up erupting volcanoes where there were none! The realm can also boast an impressive array of powerful summoned creatures that shall do the Wizard's bidding and wreck Chaos on the lands.

Warp Wood



Warps projectiles into a hallowed, soft wood and thus destroys the target unit's missile  5 attack ability.

Disrupt



Disrupts the very structure of fortifications with pure entropy and thus destroys a section of a stone wall.

Fire Bolt



A bolt of Chaos fire, hurled at the enemy. (A 5 strength magical fire attack with +1 strength per additional Mana ).

Hellhounds



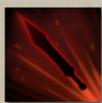
Summons a wild pack of melee  fighting, fire-breathing  hellhounds. They will obey the Wizard's command until death or banishment.

Corruption



Calls upon Chaos and entropy to infect the land. Corrupts a map square so that it will yield no Food  or minerals.

Eldritch Weapon



Enchants a target normal or hero unit's weapon with eldritch magic, so that their melee , missile  and thrown  attacks cause -10% chance to block for the enemy. Enchanted weapons can strike creatures immune to non-magical attacks with melee .

Wall of Fire



Erects an infernal wall to protect your city. Units crossing the wall suffer a 4 strength fireball attack.

Shatter



A burst of Chaos energy that ripples through the enemy, shattering their resolve. Target unit's melee , missile  and thrown  strength reduced to 1.

Warp Creature



Entropic energy that attempts to warp and degenerate the enemy. Target unit tries to withstand it, but with -1 resistance . Warped creatures suffer either: half strength attacks, half armour points, or no resistance.

Fire Elemental



Summons a fierce fire elemental that has a decent melee  attack and good immunities. It will obey the Wizard for the duration of combat.

Lightning Bolt



A blasting bolt of Chaos lightning strikes the enemy. A 5 strength armour piercing attack with +1 strength per additional Mana .

Fire Giant



Summons a ferocious fire giant who is a wall crushing fighter and can dish out both melee  and ranged  attacks against the enemy. They will obey the Wizard's command until death or banishment.

Flame Blade



Causes the weapons of a target unit to burst into flames, increasing the strength of melee , missile  and thrown  attacks by 2. Allows units to hit creatures with weapon immunity, and stacks with Eldritch Weapon.

Gargoyles



Summons the flying  gargoyle, who is a stout defender, especially against forces of Nature, but they are not great damage dealers. It will obey the Wizard's command until death or banishment.

Fireball



Hurls a ball of chaotic fire. A 5 strength magical fire attack that hits each figure of the target unit. (Adds +1 strength per 3 extra Mana  used)

Doom Bat



Summons a doom bat, a flying  servant of Chaos, swift and deadly with its melee  attack that can also immolate the enemy. It will obey the Wizard's command until death or banishment.

Raise Volcano



Through the Power of Chaos, the Wizard commands a volcano to rise from the ground. The created volcano produces no Food  or minerals but provides 1 Mana  per turn.

Immolation



Surrounds the target unit in a fiery aura. Units in melee with the immolated unit are hit with a 4 strength fireball.

Chimeras



Summons a horrific, flying , fire breathing , melee  fighting, three-headed chimaera. It will obey the Wizard's command until death or banishment.

Warp Lightning



A sudden strike of lightning warped by Chaos to inflict even more pain. Hits target unit with multiple lightning bolts with piercing damage starting at 10 strength and decreasing to 1.

Metal Fires



Causes the weapons of all units in battle to burst into flames, increasing the strength of melee  missile  and thrown  attacks by 1. Allows units to hit creatures with weapon immunity, and stacks with Eldritch Weapon.

Chaos Spawn



Summons a fearsome Chaos spawn that has multiple gaze attacks. They will obey the Wizard's command until death or banishment.

Doom Bolt



A bolt of chaotic doom hurled at the enemy. Target unit takes 10 points of damage regardless of armour .

Magic Vortex



Summons and releases a chaotic vortex that moves randomly and damages everything in its destructive path.

Efreet



Summons a spell casting and cunning efreet that obeys the Wizard's command until death or banishment.

Fire Storm



The skies turn red and blast raging fire at the ground beneath. All enemy units on the map hex are hit by an 8 strength fireball.

Warp Reality



The powers of entropy warp reality and only those who understand remain untouched. All non-Chaos creatures (including friendly) in this combat have a -20% ♥ chance to hit.

Flame Strike



Chaos reigns fire on the battlefield. All enemy units in combat are hit by a 15 strength, magical fire attack.

Chaos Rift



A Chaos rift opens and thunders light bolts at the enemy. Units in the enemy city are struck at random by five, 8 strength lightning bolts.

Hydra



Summons a three-headed, fire, cold and lightning-breathing, regenerating hydra. It may seem like an average melee ⚔ creature, until you realise its every head strikes as if it had a life of its own! It will obey the Wizard's command until death or banishment.

Disintegrate



Devastating Power of Chaos entropy called to drag the enemy into the dark void. Target unit with less than 10 resistance ♦ is irrevocably destroyed.

Meteor Storm



A storm of flaming rock descends upon the land. All units on the overland map, that are not in cities, are hit with a 4 strength fireball.

Great Wasting



Calls upon Chaos to warp the land. Several map hexes are corrupted each turn. The area controlled by the caster's cities is immune.

Call Chaos



Lets loose the madness of true Chaos upon the enemy. All enemy units in combat are hit with a random effect, from being healed to being disintegrated.

Chaos Surge



Taps into the core of entropy to feed those born of it. All Chaos creatures receive a +2 bonus to all attack strengths.

Doom Mastery



The power to imbue all newly built units with Chaos. The unit receives either: demon-skin armour (+3 armour , demon wings (can fly , or fire-breathing (2 strength fire breath ). The creature can never be Chaos Channelled again.

Great Drake



Summons the all powerful, all consuming, great drake that strikes from the air  with a devastating melee  attack, supported by a deadly fire breath ! They will obey the Wizard's command until death or banishment.

Call the Void



The void engulfs a city and has 50% to destroy each building. Deals 10 damage to all units and every 1000 population above the first, has 50% to be annihilated. Also: 50% to corrupt surrounding hexes and outposts are eradicated.

Armageddon



Drags out volcanos from the depths of the fiery core onto the surface. Several such volcanoes are raised up each turn. The area controlled by the caster's cities is immune.

Life Realm

The divine and blessed realm of Life itself is often seen as the most benevolent force in this grim game of ours, master. It holds the power to strengthen the body and mind of its followers, it can heal and even resurrect the fallen! It is within the realm that the magnificent champion, Torin the Chosen One can be called upon for service, and I have seen few, sire, who can stand in the way of his godly presence.

Bless



Blessing of the divine upon the chosen. Adds +3 to the target unit's resistance  and armour  against all Chaos and Death spells or monster attacks.

Star Fires



Stars fall to pierce the enemies of Life. A 15 strength attack that is only effective versus Chaos and Death creatures.

Endurance



A divine spring in one's step. Increases target unit's movement rate by 1.

Holy Weapon



Blesses the target non-fantastic unit's weapons, allowing them to hit creatures which are immune to non-magical attacks and giving a +10% ♥ chance to hit in combat.

Healing



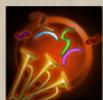
Divine light descends to mend an ally. Heals up to 5 ♥ hits of damage taken by the target non-undead unit.

Holy Armour



Holy light protects an ally. The target non-fantastic unit's armour is increased by +2 ♣.

Just Cause



The just cause of Life enacted by the caster is broadcast to all. The Wizard's Fame is increased by +10 and all cities reduce Unrest by 10% ⚙ as long as this spell is in effect.

True Light



Holy light descends upon creatures of Life on the battlefield. Gives +1 attack strength, armour ♣ and resistance ♦. Creatures of Death suffer -1 to same stats. True Light and Darkness negate the effects of one another.

Guardian Spirit



Summons an incorporeal, move on water 🌊 guardian spirit. It can meld with Power nodes and thus generate magic Power ⚡ for the Wizard.

Heroism



An ally is anointed with the Power of Life itself. The target non-fantastic unit immediately becomes elite (commander for heroes).

True Sight



Divine clarity is bestowed. Endows the target unit with immunity to illusions.

Plane Shift



Allows a target unit to shift between Arcanus and Myrror at will. (Units may not move into 'illegal' terrain types or initiate combat on the other plane)

Resurrection



Thrusts Life back into a fallen, loyal hero (as long as they are not a fantastic unit, like Torin), returning them to your service.

Dispel Evil



Forces of light envelop a target Chaos, or Death creature with holy fires. A unit unable to withstand it (at a penalty of -4 ♦ to resistance/ -10 ♦ for the undead) is instantly destroyed.

Planar Seal



Disturbs the flow of magic that connects the different worlds and thus prevents all travel across the planes.

Unicorns



Summons a herd of majestic unicorns that charge into melee battle and are able to teleport to any spot on the battlefield. They are not strong, but they give resistance ♦ to their troops.

Raise Dead



Ultimate Power of Life that returns a normal unit or hero (except Torin) that has just been killed in combat back to the living.

Planar Travel



All friendly units within the target map hex are transported to the other plane of existence. If the unit is transported to an area which cannot normally be entered by Movement, or into combat, the spell fails.

Heavenly Light



Calls forth the True Light of the heavens in any battle. (Creatures of Life on the battlefield get +1 attack strength, armour  and resistance . Creatures of Death suffer -1 to the same stats)

Prayer



When the prayer is answered, it increases all rolls by all friendly units by +10% (chance to hit  and block) and gives +1  to resistance. Enemy units receive -10%  to melee hit chance.

Lionheart



Thrusts lion's courage into the hearts of your allies. Adds +3 to the target unit's attack strength, hits , and resistance .

Incarnation



Summons the divinely powerful hero, Torin the Chosen, who descends from the heavens to serve your just cause. Torin is immune to nearly all spells, but cannot be resurrected, only summoned again once lost.

Invulnerability



Divine invulnerability. The target unit becomes resistant to non-magical attacks and reduces all damage taken by -2. (Figures in the unit reduces damage taken, if the damage tests for armour  and it's not an auto hit)

Righteousness



A righteous shield against the unworthy. Gives a target unit a great boost to resistance \blacklozenge (+30) and armour \heartsuit against magic (+50) attacks from Chaos and Death.

Prosperity



Grants divine prosperity to a chosen city. Increase the Gold $\textcircled{\text{gold}}$ obtained by the city by 100%.

Altar of Battle



An altar in praise of the divine is raised and devoted to the blessing of the army. All units built in the target city are elite.

Angel



Summons a strikingly beautiful angel from the heavens angel and all of its allies become blessed in battle. The angel stands especially strong against forces it deems evil: Death, Chaos and the undead. They will obey the Wizard's command until death or banishment.

Stream of Life



Turns an ordinary friendly city into a fertile utopia. Population growth rates double and all units in the city heal completely at the end of every turn. The citizens are so pleased that unrest unrest completely disappears.

Mass Healing



Restorative Power of Life washes over the battlefield. Heals all units involved in a battle for 5 hit points \heartsuit of damage.

Holy Word



The divine echo attempts to banish all fantastic and/or undead creatures (whether Animated or Black Channelled). Each target figure must resist this holy utterance separately (with -2 resistance ♦ /-7 ♦ for undead).

High Prayer



When answered, the prayer increases all rolls by all friendly units by +10% (chance to hit ♥ and block), +2 ⚔ melee attack strength, +3 ♦ to resistance and +2 🛡 to armour. Enemy units receive -10% ♥ to melee hit chance.

Inspirations



Godly light shines upon a city and it instils a sense of purpose into the local citizenry. The city's production 🏭 rate rises by 50%.

Astral Gate



Carefully weaves an astral portal from the Wizard's mirror. This interplanar energy creates a gate that allows travel between planes from the chosen city.

Holy Arms



The weapons of all normal units and heroes controlled by the caster become holy. They can now strike creatures immune to non-magical attacks and they become more effective, with a +10% ♥ chance to hit.

Consecration



The grounds of the chosen city become consecrated by Life. This completely protects the city from all Chaos and Death enchantments.

Life Force



Creates a strong field of Life energy that tries to block any evil from penetrating it. All Death spells must resist as they are being cast or be dispelled.

Tranquillity



Creates a strong field of Life energy that tries to placate any unstable influences. All Chaos spells must resist as they are being cast or be dispelled.

Crusade



A powerful call to arms that warms the hearts of the soldiers. Raises the level of all normal units and heroes controlled by the caster by 1.

Arch Angel



Summons the awe-inspiring archangel. Apart from their combat prowess  and flight , the archangels are also powerful Life mages and casters. They will obey the Wizard's command until death or banishment.

Charm of Life



The charm and glory of Life is bestowed on all allies. It increases the hit points  of all units controlled by the caster by 25% (or +1, whichever is greater).

Death Realm

The realm of Death is the opposed force to Life, its antithesis, some say. Interestingly, sire, Death seems to syphon just as much power from religious buildings, thus leading to speculations that the two are intimately linked, two sides of the same coin, or perhaps that Death is just as divine... The fantastic creatures of Death are truly terrifying in

their swarming strength. More so, those within the realm can even raise their enemies and make them serve their own purposes!

Skeletons



Summons a group of skeletons who are melee  fighters that are almost impossible to damage with arrows. They will obey the Wizard's command until death or banishment.

Weakness



Syphons some of the enemy's life, weakening them. Reduces the target unit's melee and ranged strength by -2   (target unit rolls at -2 Resistance).

Dark Rituals



Finds unholy ways to take Power from places of worship within a city. Doubles Power received from religious buildings and +1  Power, but it reduces city growth by 25% and increases unrest by 10%.

Cloak of Fear



Death's visage manifests itself around a chosen unit. Enemies must resist , or they may not attack a protected unit.

Black Sleep



Target falls into a deep, dark and unnatural sleep, taking no action for the rest of the combat and adding -2  to resist.

Ghouls



Summons a pack of ghouls that will obey the Wizard's command. Any unit slain by ghouls has a chance to rise as undead creatures in your service (Death immunity prevents this).

Life Drain



Drains the life out of the enemy, unless they resist. (D10 resistance ♦ roll, where every point above the unit's resistance is dmg) Add -1 to the roll for every 5 Mana ⚡ spent and killed units may change into undead.

Terror



Death's true presence is thrust upon the enemy. Every enemy unit in battle must resist each turn or they become terrified for that turn and unable to perform any action.

Darkness



Drapes a shroud of darkness over the entire battlefield, increasing the attack ⚔️ 🔴 strength, armour 🛡️, and resistance ♦ of all creatures of Death by +1. At the same time, creatures of Life lose -1 from the same stats.

Mana Leak



Dark energy rips through the battlefield, causing the enemy Wizard and spell casting heroes to lose Power ⚡ during combat.

Drain Power



Death's dreary touch rips a hole in the enemy Wizard's Power resources. Drains 50-150 Mana ⚡ points from a target Wizard's Mana ⚡ reserve.

Possession



Attempts to possess the weak minded. Target enemy normal unit or hero becomes yours for the duration of combat and is destroyed after.

Lycanthropy



A dark yet powerful curse of lycanthropy pours over the chosen one. Target normal unit is changed into werewolves, beasts who attack with melee  and can regenerate in and outside of combat.

Black Prayer



An unholy prayer calls on the power of the fallen divine. All enemy unit's melee, ranged, thrown, fire breath attacks and armour  are reduced by -1 and their resistance by -2 .

Night Stalker



Summons a night stalker that is invisible as it strikes with its melee  attack and brings doom to those who witness its death gaze. It will obey the Wizard's command until death or banishment.

Subversion



Whispers of discontent and mistrust are spread amongst the enemy. Reduces diplomatic relations of all Wizards in contact with the target Wizard.

Wall of Darkness



A wall of unnatural darkness is erected and blocks any ranged attacks from the enemy, including magical ranged attack.

Berserk



Black blood boils inside the warriors as they enter a state of berserk. Doubles melee attack strength  of the target unit and reduces their armour  to 0.

Shadow Demons



Summons a group of plane shifting, regenerating, shadow demons that can strike from the air  with both melee  and magic range   attack. They will obey the Wizard's command until death or banishment.

Wraith Form



Death shrouds an ally and withers away their flesh and thus turning them into a wraith-like creature. Target unit becomes non-corporeal and gains weapon immunity.

Wrack



A dark torture that seeks to torment the enemy from afar. Each enemy figure in every unit must resist  (with +1 to resist) each turn of combat or take 1 point of damage.

Evil Presence



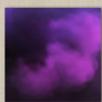
An unholy presence descends upon a city and corrupts its places of divine worship. Eliminates all Power  received from religious buildings in the target city and blocks unrest reduction from those buildings.

Wraiths



Summons a group of non-corporeal wraiths that are melee  fighters with the ability to steal life and thus also potentially create undead servants. They will obey the Wizard's command until death or banishment.

Cloud of Shadow



A shadow shrouds the city and all battles within are under the effects of Darkness.   strength, armour , and resistance  of all creatures of Death increased by +1. Creatures of Life lose -1 from the same stats)"

Warp Node



Infects a Power node, twisting its natural flow. The node drains -5 ☒ Power from its owner instead of generating it.

Black Wind



A deadly black wind summoned by the darkest of magics descends upon the enemy. All figures, in every unit in the target overland map hex must resist ♦ at -1 or die.

Zombie Mastery



The power of Death lingers on the battlefield and all normal units (not heroes) slain in combat are transformed into zombies under your control. Note, if your army already has 9 units, no zombies will rise.

Famine



Death's stale breath exhales upon an enemy city, causing famine and despair. Halves the Food 🍷 produced in the target city and increases unrest 🗨 by 25%.

Cursed Lands



Curses the city of an enemy, so that its people lose the will to work. Halves production 🏭 in the target city.

Cruel Unminding



Death's eternal reach is endless and so it touches your enemy with its cold grasp, causing dread and weakness. Target Wizard loses 1-10% of their Casting Skill, permanently.

Word of Death



Death's utterance rings in the ears of the enemy on the battlefield. Each figure in the target unit must resist ♦ at -5 or be slain.

Death Knights



Summons the terrifying death knights who possess a superior melee  strike, delivered from the air . They can pierce through enemy armour and through the ability to steal life, create undead minions. They will obey the Wizard's command until death or banishment.

Death Spell



Death's bony presence is felt throughout the battlefield and brings fatal dread to the enemy. All figures in every enemy unit in combat must resist  or die.

Animate Dead



Death is not the end for those who have mastered it. Tries to animate a fallen, non-Death, enemy or ally unit in combat. (Except heroes, battle summons, or those killed by irreversible damage)

Pestilence



A pestilence descends upon an enemy city. The target city population is reduced by one if its population exceeds a 1-10 roll.

Eternal Night



A shadow shrouds the land and all battles are now under the effects of Darkness (Attack strength, armour, and resistance of all creatures of Death by +1. Creatures of Life lose -1 from the same stats).

Evil Omens



Dark omens of Death's will appear throughout the land. All Nature and Life spell casting costs are increased by 50%.

Death Wish



A truly fatal and dreaded power of Death that can reach all the realms in an instant. All normal units and heroes on all planes must resist ♦ the spell or die.

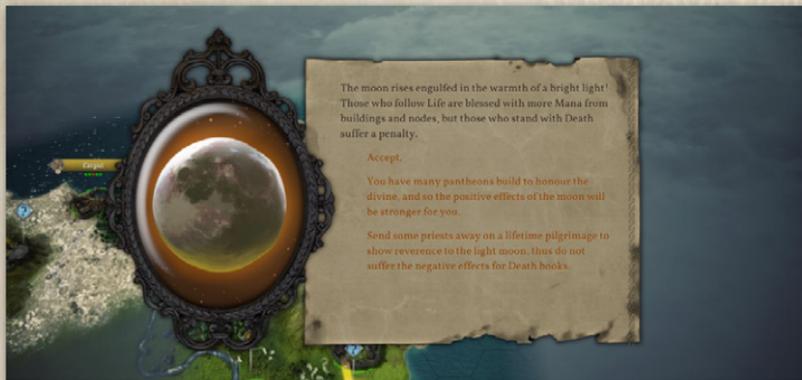
Demon Lord



Summons a demon lord that can call 3 more lesser demons to fight in combat. They will obey the Wizard's command until death or banishment.

World Events

Depending on the settings option you chose at the start of the game, or rather, if you did not change the default, you shall encounter a variety of random events that may affect your game in some small way.



Events can vary in severity and nature. You have events that can simply provide you with a small bonus, like a gift of an artefact. Or, you may get an event that increases or blocks your Power income for a

number of turns. Some events will apply temporary, or even permanent enchantments on you, or your city.

In general, events will have a standard route where the event occurs unmodified. Depending on a variety of prerequisites, an event may also give additional options for resolution. So for example, an event may check if you have enough Mana and then offer you the path of Paying Mana for an alternate outcome.



Tip: Many events will give an option to buy your way out of trouble with Gold or Mana, so it's always worth having some stashed away!

Examples of original Master of Magic events, but with the modified paths:

Baby Boom

Text: Love is in the air in [x city] and a population boom is sure to follow.

Function: Add enchantment on selected city to increase population growth for the duration of the enchantment

Alternative paths: Yes, can extend time and the strength of the enchantment, and can apply to more than one city. You need Gold or Mana to open those paths.



Bandits

Text: Bandits have settled on your lands and raided your treasury.

Function: Bandits take Gold from your treasury.

Alternative paths: Yes, you can give them some artefacts instead.

Donation

Text: A mysterious benefactor decided to support your cause with Gold.

Function: You receive Gold.

Alternate paths: Yes, decline the Gold and receive 1 Fame instead.

Gift

Text: In a beam of blinding light from unknown powers, a gift is presented before you!

Function: You receive an artefact

Alternative paths: No

New Mineral

Text: You discover a new resource near the city of [x city]!

Function: The selected city spawns a mineral within its boundary. The mineral is chosen randomly.

Alternative paths: No

Depletion

Text: A mine at [x city] has ceased to produce enough to make minerals.

Function: One of the mineral resources in the selected city will disappear.

Alternative paths: Yes, you may pay Gold, or send away some Engineer units, to save the mine.



Disjunction

Text: The fabric of magic has been torn asunder, destroying all global enchantments.

Function: Cancels all global enchantments

Alternative paths: Yes, you may try to counter this effect with Mana



Greater Meteor

Text: A meteor has pierced the skies and will hit [1 city] with devastating effects!

Function: The selected city will have random buildings destroyed and some population removed.

Alternative paths: Yes, you can use a large amount of Mana to try and mitigate the effects



Mana Blackout

Text: A ripple of magic tears through the wizardry towers and the Wizards feel their mirrors shake and blacken for a time.

Function: Applies a world enchantment that blocks all Mana income from nodes and religious buildings for a duration

Alternative paths: Yes, you can try to mitigate the effect by sacrificing units or sacrificing a large portion of your population from a few randomly selected cities to stop it



Rebellion

Text: The people of [x city] have grown unhappy with your rule and have rebelled! If nothing is done, the city will be lost.

Function: When a city reaches a certain unrest lvl, it can rebel and it becomes neutral

Alternative paths: Yes, you can try paying a lot of Gold to top the effect



Plague

Text: A plague hits [x city]!

Function: An enchantment is added to the selected city. For its duration, the city will lose its population each turn.

Alternative paths: Yes. You can use Mana, but only if you have some healing magic, or you can use Gold to shorten the duration of the plague.



Diplomatic Marriage

Text: A tale of two cities coming together: a diplomatic union brings the city of [x city] into your domain.

Function: A neutral city comes under your control.

Alternative paths: No

Light Moon

Text: The moon rises engulfed in the warmth of a bright light! Those who follow Life are blessed with more Mana from religious buildings, but those who stand with Death will suffer a penalty.

Function: Applies an enchantment to the Wizard and for the duration of the enchantment you gain more Mana from religious buildings when you have Life Books, or you gain less Mana if you possess Death Books.

Alternative paths: Yes. You can lose some Priest Units to increase the positive effects. If you either have a large number of cathedrals and pantheons in your kingdom, you may be able to increase the positive effects for free. You may also boost the positive effects when you possess heroes who are affiliated with Life.



Dark Moon

Text: Dark energies engulf the moon! Those who follow Death can syphon more Mana from religious buildings, but those who stand with Life will suffer a penalty.



Function: Applies an enchantment to the Wizard and for the duration of the enchantment you gain more Mana from religious buildings when you have DeathBooks, or you gain less Mana if you possess Life Books.

Alternative paths: Yes. You may either sacrifice some population from a random city, sacrifice some normal units or fantastic units and thus increase the positive effects of the moon.

Blue Moon

Text: Mystical energies engulf the moon in a bright blue glare! You may now syphon more Mana from Sorcery nodes, but Chaos and Nature nodes will produce less.

Function: Applies an enchantment for a set duration, boosting Mana income, or hindering it depending on the Books you possess.

Alternative paths: Yes. Possessing a large number of university buildings may increase the positive effects. Sacrificing some fantastic units will also increase the bonuses.

Red Moon

Text: The moon is engulfed by an angry red glare! You may now syphon more Mana from Chaos nodes, but Sorcery and Nature nodes will produce less.

Function: Applies an enchantment for a set duration, boosting Mana income, or hindering it depending on the Books you possess.

Alternative paths: Yes. You can allow some of your cities to gain unrest, or sacrifice some fantastic units to increase the positive effects.

Green Moon

Text: The moon rises engulfed in green energy! You may now syphon more Mana from Nature nodes, but Sorcery and Chaos produce less.

Function: Applies an enchantment for a set duration, boosting Mana income, or hindering it depending on the Books you possess.

Alternative paths: Yes. Destroy a few random buildings from a random city to increase the bonuses and remove the negatives. Or, sacrifice some fantastic units to boost the positive effects.

List of Heroes

Brax the Dwarf



(Alternate names: Dolgin the Dwarf; Grendel the Dwarf; Beorn the Dwarf; Flynn the Dwarf)

Also known by the title of The Berserker. A dwarven warrior with an insatiable lust for combat and some say, an unhinged personality. Brax is known to have charged into battle with little regard for defence or tactic, and yet he lives on to find more foes stupid enough to underestimate him. His trademarks include his dishevelled white hair, crazy eyes and a faithful yet odd, golden pony.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
None	100	2 Gold	4	5	0	4	10	10	Natural Enchanted Weapons; constitution; mountaineer

Gunther the Barbarian



(Alternate names: Angus the Barbarian; Fritz the Barbarian; Wolfar the Barbarian; Johan the Barbarian)

Gunther is a warrior of great renown. He boasts the ability to single handedly turn a huge grain wheel, if needed. He now seeks to further his glory as a hero for hire. Gunther's goals in life are simple: glory in battle, good ale, many women and a fiery death. He also has an affinity for golden oddities, like his winged helmet.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
None	100	2 Gold	4	5	0	3	6	9	Natural Enchanted Weapons; Thrown 3; Might

Zaldron the Sage



(Alternate names: Jesrael the Sage; Sardon the Sage; Tiberius the Sage; Zorin the Sage)

Zaldron has devoted his long life to the academic study of the magical arts. He travels the worlds far and wide in search of ever greater knowledge and understanding of the theories of the arcane. Unsurprisingly, his quest brought him here, where the greatest wizards reside. He works for hire so that he may get close to the wizards and gain ever more knowledge.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
None	100	2 Gold	4	1	6	4	6	5	Natural Enchanted Weapons; Magic Ranged; 2 Ammo; Caster 7; Sage

B'Shan the Dervish



(Alternate names: Abdul the Dervish; Shaza the Dervish; Fazeel the Dervish; Wizier the Dervish)

B'Shan is a monk, devoted to his duty and service. Although he leads the life of a mercenary, he actually gives away his Gold to his master and prefers a simple, austere life. It is unclear why he seeks to serve as a mercenary, but once he gives his word, he remains loyal to his job. Despite B'Shan

calm demeanour, his dervish dance can quickly become deadly to those he deems as enemies.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
None	100	None (see Noble)	4	4	5	4	6	6	Natural Enchanted Weapons; Ranged Attack; Ammo 8; Noble

Rakir the Beastmaster



(Alternate names: Salkirg the Beastmaster; Wyn the Beastmaster; Reya the Beastmaster; Fleir the Beastmaster)

Rakir is more at home in the wild than in the company of men. He is considered odd at best of times, and many folk say he is a bastard child of the beastmen. As such, he is not often welcomed in human abodes and spends more time with his beasts. Perhaps, in an effort to understand the people who fear him so, Rakir lends his services as mercenary.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
None	100	2 Gold	4	5	0	4	6	7	Natural Enchanted Weapons; Forester, Scouting; Caster 5

Valana the Bard



(Alternate names: Lauren the Bard; Lidia the Bard; Veronica the Bard; Adrianna the Bard)

Valana is a renowned storyteller and musician. Her tales are sung throughout the lands and her words inspire many hearts. But she is never satisfied

with her latest work, always searching for that one true story that will fulfil her ambition. Valana's origin is not entirely clear, her youthful looks, and petite stature certainly seem innocent, but her eyes speak of wisdom and age that do not match the face.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
None	100	2 Gold	4	4	0	5	6	6	Natural Enchanted Weapons; Caster 5; Leadership

Bahgtru the Orc Warrior



(Alternate names: Rockfist the Orc Warrior; Yaga the Orc Warrior; Maktu the Orc Warrior; Orgaak the Orc Warrior)

Bahgtru is a violent and dangerous fighter. He will charge into combat with little concern for his safety and he will seek the death of his foe without mercy. Even amongst his own race, Bahgtru is considered ugly and obnoxious, and perhaps this is the reason for his angry demeanour and his choice to seek the thrills of battle as a mercenary.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
none	100	2 Gold	4	6	0	4	6	8	Natural Enchanted Weapons; Thrown 3; Mountaineer; 1 Random Ability (fighter)

Serena the Healer



(Alternate names: Shardis the Healer; Sasha the Healer; Karla the Healer; Anastasia the Healer)

Serena was raised as a nomad and her family cultivated the gypsy traditions which Serena honours, although she is notably less fond of overt accessories and extravagant garments. Although she gives no details as to why, Serena claims to lead a life of penance and thus, she devoted herself to the arts of healing.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
none	100	2 Gold	4	3	6	5	7	5	Natural Enchanted Weapons; Magic Ranged Attack; 2 Ammo; Healer; Caster 7; 1 Random Ability (mage)

Shuri the Huntress



(Alternate names: Lauren the Huntress; Lidia the Huntress; Veronica the Huntress; Adrianna the Huntress)

Shuri is a skilled ranger as well as an accomplished tracker. Her friendly demeanour and dishevelled look can be very misleading, as Shuri is actually tough as nails when it comes to survival. She does not speak of her reasons to constantly travel the planes, but she is clearly tracking, or searching for someone or something she once lost. Occasionally, Shuri works as a mercenary to gather information and gain resources, so she may continue her search.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
none	100	2 Gold	4	5	5	3	6	7	Natural Enchanted Weapons; Ranged Attack; 8 Ammo; Blademaster; Pathfinding; 1 Random Ability (fighter)

Theria the Thief



(Alternate names: Shadow the Thief; Misty the Thief; Doria the Thief; Tamara the Thief)

Theria may have begun her career acquiring desirable objects, but she is now known for much more. In battle, her swift reflexes and agile moves make it seem as if she can disappear on the spot. Theria was raised by halflings and may even have halfling blood in her. She is proud of her kin and plans to reach even greater heights so that her people will not be underestimated.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
none	100	2 Gold	4	5	0	5	6	7	Natural Enchanted Weapons; Agility; Charmed

Greyfairer the Druid



(Alternate names: Tholin the Druid; Greenleaf the Druid; Blackhawk the Druid; Feylass the Druid)

Greyfairer cultivates the age-old traditions of nature worship. He is devoted to his study of the mystical ways of nature and the energies hidden deep within the land itself. The druid is able to commune with nature and its

creatures, making him an excellent ranger and scout. Greyfairer will lend his skills and knowledge for Gold, for it allows him to further his study and put his research into practice.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Fame 5	150	3 Gold	4	1	8	5	6	5	Natural Enchanted Weapons; Magic Ranged Attack; 2 Ammo; Scouting; Caster 7; Purify

Taki the War Monk



(Alternate names: Quai the War Monk; Chang the War Monk; Tonaga the War Monk; Enendo the War Monk)

Taki lives the life of a monk in search of true understanding of the self and the search for the lost gods of this land. Although he believes in balance and peace, he is not averse to violence, which he sees as part of the natural cycle of life. He lends his sword and lightning fast reflexes to a cause he deems worthy, or interesting. Once his word is given, he will remain loyal to your service.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Fame 5	150	3 Gold	4	6	0	5	6	6	Natural Enchanted Weapons; Agility; 1 Random Ability (fighter)

Reywind the Warrior Mage



(Alternate names: Stalkaor the Warrior Mage; Darius the Warrior Mage; Wylas the Warrior Mage; Deamond the Warrior Mage)

Reywind believes adaptability is the key to survival and victory. As such, he trained in both

magic and combat so that he may support his troops against any enemy. Less favourable rumours claim that in truth, he failed to become a true mage because of his temper and love of the blade. Whatever the truth, Reywind is a good soldier to have at your side.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Fame 5	150	3 Gold	4	4	4	4	6	7	Natural Enchanted Weapons; Magic Ranged Attack; 1 Ammo; Caster 5;

Malleus the Magician



(Alternate names: Delian the Magician; Furius the Magician; Karnak the Magician; Landreux the Magician)

Malleus is a spellcaster of great power and a taste for the destructive and brutal magics. It is said that slightly unhinged magician may be a dwarf who defied his race's disdain for magic, but truly, it is hard to tell, as his body is clearly twisted by the wayward Power of Chaos, constantly coursing through his arcane veins.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Fame 5	150	3 Gold	4	1	8	5	10	5	Natural Enchanted Weapons; Magic Ranged Attack; 3 Ammo; Missile Immunity; Arcane Power; Caster 10; 1 Random Ability (mage)

Tumu the Assassin



(Alternate names: Altahza the Assassin; Shaka the Assassin; Huracus the Assassin; Kaizlar the Assassin)

Tumu is known for his mastery of deadly poison acquired from the most venomous snakes of the land. Tumu is also a snake whisperer, and rumours say he is himself immune to his own poisons as he submits himself to snake bites on a regular basis. Whether wielding his spear, or a simple hair pin, Tumu is always prepared to kill.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Fame 5	150	3 Gold	4	3	0	5	6	6	Natural Enchanted Weapons; Poison 5; Blademaster; 1 Random Ability (fighter)

Jaer the Wind Mage



(Alternate names: Graydon the Wind Mage; Aquilon the Wind Mage; Shadowin the Wind Mage; Arcus the Wind Mage)

Jaer is a high elf spellcaster, specialising in air and wind magic. He is young by elven standards, and would normally remain in his college of magic were it not for his thirst for constant travelling. It is perhaps his natural affinity to air that makes Jaer yearn for the travel and change. His interests and loyalties can be described as fleeting by his own kind, but he remains a good mercenary while he stays.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
10 fame	200	4 Gold	4	1	7	5	6	5	Natural Enchanted Weapons; Ranged Attack; 2 Ammo; Missile Immunity; Caster 7; Scouting; Wind Walking; 1 Random Ability (mage)

Marcus the Ranger



(Alternate names: Cassius the Ranger; Tantris the Ranger; Waylish the Ranger; Wolf the Ranger)

Marcus is sometimes referred to as the man in tights, but he does not seem phased by this and claims the tights allow him far better flexibility in all types of situations. He is a man of many talents, especially useful in the wilderness, active as a tracker or scout. Marcus prides himself as a master bowman, and in this he is dead set on proving his worth above all others. As such, he seeks employment as a mercenary to further his own legend.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
10 fame	200	4 Gold	4	6	6	5	6	8	Natural Enchanted Weapons; Ranged Attack; 8 Ammo; Might; Caster 5; Scouting; Pathfinding

Fang the Draconian



(Alternate names: Dreadwing the Draconian; Drakus the Draconian; Druel the Draconian; Hiss the Draconian)

Fang is a formidable warrior of imposing stature. Descendant from dragons, {0} is an intimidating foe and thus, a great ally to have at your side. Fang, like his ancestors, has an affinity for treasure, and so he has embarked on a life of adventure to accumulate wealth. As a draconian, he does not ride horses, instead he can mount Doom Drakes and reign fire and fear from the skies.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
10 fame	200	4 Gold	5 (Fly)	7	0	5	6	8	Natural Enchanted Weapons; Might; Scouting; Fire Breath

Morgana the Witch



(Alternate names: Tabatha the Witch; Karlota the Witch; Elicia the Witch; Cassandra the Witch)

Morgana earned her nickname as a practitioner of the dark arts, and yet she defies the stereotype with her seemingly youthful looks. Many speculate that were her true visage revealed, it would reflect a deep corruption of the body and soul. The witch herself seems to enjoy the rumours and does not seek to offer an answer.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
10 fame	200	4 Gold	4	1	8	5	6	5	Natural Enchanted Weapons; Magic Ranged Attack; 3 Ammo; Caster 10; Charmed; Missile Immunity; 2 Random Ability (mage)

Aureus the Golden One



(Alternate names: Orlo the Golden One; Metallis the Golden One; Sheenar the Golden One; Balzius the Golden One)

Aureus is a humanoid of uncertain origin. Is he a man who fell prey to some alchemy experiment? Or is he a divine creature, or perhaps a construct of some great Power? Aureus himself sheds no light on this and prefers to remain mysterious. For reasons that remain his own, he will join a Wizard of good renown.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
10 fame	200	4 Gold	4	6	6	6	6	6	Natural Enchanted Weapons; Magic Ranged Attack; 1 Ammo; Caster 5; 2 Random Ability (any)

Shin Bo the Ninja



(Alternate names: Omi the Ninja; Mongo the Ninja; Reyon the Ninja; Dakan the Ninja)\0

The only thing truly known about Shin Bo is that they are a member of some order of martial arts styled in the tradition of a ninja. In fact, it is unclear if Shin Bo is a name, or a rank, or perhaps some other moniker known only to the order itself. Is the Shin Bo you hired the same one that serves you now? Can you ever be sure?

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
20 fame	300	6 Gold	4	6	0	5	6	7	Natural Enchanted Weapons; Blademaster; Invisibility; 2 Random Ability (fighter)

Spyder the Rogue



(Alternate names: Jester the Rogue; Marco the Rogue; Dupre the Rogue; Eroll the Rogue)

Spyder is a dashing, flamboyant figure that is sure to make an impression wherever he goes. He has the gift of the golden tongue, and can inspire great confidence in the troops he accompanies. He is also forever on the run from various parties wounded by his personal misconduct towards the fair ladies of the land. He will gladly sell his services to a Wizard of good fame for he enjoys basking in their light.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
20 fame	300	6 Gold	4	7	0	5	6	8	Natural Enchanted Weapons; Leadership; Super Legendary; 1 Random Ability (fighter)

Shalla the Amazon



(Alternate names: Diana the Amazon; Lana the Amazon; Delilah the Amazon; Sonja the Amazon)

Shalla is a fierce warrior who hails from the fabled Amazons, a tribe of female-only fighters renowned for their skill and determination. Shalla now lends her sword as mercenary to further spread the fame of her warrior sisters, but she will only choose to serve those who hold considerable fame and thus can be seen as worthy.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
20 fame	300	6 Gold	4	7	0	4	6	8	Natural Enchanted Weapons; Blademaster; Might, Charmed; 1 Random Ability (fighter)

Yramrag the Warlock



(Alternate names: Grofzinar the Warlock; Malefix the Warlock; Masikula the Warlock; Solnar the Warlock)

Yramrag may have been one of the Wizards were it not for a failed experiment that left him scarred and debilitated. He remains a dangerous and powerful warlock, with

great mastery over the deadly force of the lightning. He now seeks to prove his worth by pledging his services for coin. But any master should remain wary of Yramrag's true purpose.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
20 fame	300	6 Gold	4	1	8	5	10	5	Natural Enchanted Weapons; Magic Ranged Attack; 5 Ammo; Missile Immunity; Caster 15; 1 Random Ability (mage)

Mystic X the Unknown



(Alternate names: Nymos the Unknown; Morphis the Unknown; Beast the Unknown; Misterio the Unknown)

Mystic X the Unknown is, well, an unknown. They appear in this world to seek employment and their skill and power are unquestionable. Their true motives and nature remain forever clouded with that dark cloak of mystery that shrouds them.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
20 fame	300	6 Gold	4	5	5	4	10	8	Natural Enchanted Weapons; Magic Ranged Attack; 1 Ammo; Caster 5; 5 Random Ability (any)

Aerie the Illusionist



(Alternate names: Xoara the Illusionist; Miranda the Illusionist; Windaria the Illusionist; Mira the Illusionist)

Aerie is a trickster, specialising in mind magic and deception. She appears as a mere child, and often wears masks and costumes. But her playful demeanour hides a highly skilled caster, able to create visions of terror that will break even the sturdiest of foes. When she is not playing tricks on folk, she lends her skill to worthy Wizards, whom she finds fun.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
40 fame	500	10 Gold	4	1	5	4	6	5	Natural Enchanted Weapons; Magic Ranged Attack; 3 Ammo; Missile Immunity; Caster 10; Illusion; 2 Random Ability (mage)

Deth Stryke the Swordsman



(Alternate names: Tru Stryke the Swordsman; Destin the Swordsman; Deth Blov the Swordsman; Mort Stryke the Swordsman)

Deth Stryke is an army veteran respected and feared by any soldier in the lands. Some say he was a lord once, or even a prince, but he lost to some epic duel and his eye patch now remains as the only proof of such past. Deth Stryke is an excellent tactician and leader, as well as being a blade master himself.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
40 fame	500	10 Gold	4	6	0	5	6	10	Natural Enchanted Weapons; Constitution; Might; Leadership; Armsmaster; Super Legendary; 1 Random Ability (fighter)

Elana the Priestess



(Alternate names: Victoria the Priestess; Aphenia the Priestess; Helena the Priestess; Justine the Priestess)

Elana is a cleric of Life who devotes herself to the arts of healing and the cause of goodness. Her unmatched beauty and impeccable charm lead to rumours of her divine parentage, or at least a strong blessing. Elana herself admits she feels a strong connection to the gods of old, and does not recall her childhood. But in her grace, she insists she is a mere human, a priestess trying to do her work.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
40 fame; 1 Life Magic Book	500	10 Gold	4	2	5	5	6	5	Natural Enchanted Weapons; Magic Ranged Attack; 4 Ammo; Caster 12; Arcane Power; Noble; Praymaster (super); Charmed; Healer; Purify

Roland the Paladin



(Alternate names: Charles the Paladin; Fairley the Paladin; Cecil the Paladin; Andreas the Paladin)

Roland is a paladin of great renown, despite his young age. His devotion to helping those in need and courage in the face of even the greatest enemies is respected by all. {0} serves those who respect Life and he is committed to his cause, claiming he was born to serve. His greatest asset is probably his only downfall too, he can be overzealous and blinded by loyalty.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
40 fame; 1 Life Magic Book	500	10 Gold	4	9	0	5	6	8	Natural Enchanted Weapons; Armour Piercing; Magic Immunity; First Strike; Might; Praymaster; Healer; Legendary; 1 Random Ability (fighter)

Mortu the Black Knight



(Alternate names: Redblade the Black Knight; Marek the Black Knight; Kane the Black Knight; Garrock the Black Knight)

The name Mortu the Black Knight brings fear and despair to the people of any land unfortunate enough to bear him. He is a knight of Death, unwavering, relentless and without mercy, for he sees death as a reward. Some say he himself is unable to die, and thus, he imparts on others what he himself yearns for the most.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
40 fame; 1 Death Magic Book	500	10 Gold	4	9	0	5	6	10	Natural Enchanted Weapons; Armour Piercing; Magic Immunity; First Strike; Blademaster; Constitution; Might; Legendary; 1 Random Ability (fighter)

Alorra the Elven Archer



(Alternate names: Gwendolyn the Elven Archer; Darlona the Elven Archer; Demeta the Elven Archer; Lita the Elven Archer)

Raised by the high elves, Alorra was trained by the best to become a masterful fighter. Her unusual appearance suggests a dark elf heritage, but one is wise never to ask or speak of it in her presence, if one hopes to remain in one piece. In an effort to thwart any such rumours, Alorra is determined to gain fame and mastery in the name of her high elf family.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
40 fame	500	10 Gold	4	5	9	6	6	6	Natural Enchanted Weapons; Ranged Attack; 8 Ammo; Caster 5; Blademaster; Forester; 3 Random Ability (any)

Sir Harold the Knight



(Alternate names: Sir Henry the Knight; Sir Stephan the Knight; Sir Sheldon the Knight; Sir Thomas the Knight)

Sir Harold is an old and noble knight who lives by the code, no matter what land he finds himself in and what lord he chooses to serve. People speculate that the knight may in fact be on some last, noble quest, but if it is true, Sir Harold does not speak of it. Despite his old age, Sir Harold's heart and resolve remain unshaken and his sword is sought after by any wise master.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
40 fame	500	10 Gold	4	8	0	5	6	9	Natural Enchanted Weapons; Noble; Constitution; Leadership (super); Super Legendary; 1 Random Ability (fighter)

Ravashack the Necromancer



(Alternate names: Ulrik the Necromancer; Narlok the Necromancer; Lazarus the Necromancer; Lucian the Necromancer)

Ravashack meddles with magic most foul. Through the dark arts, he is able to animate the dead and manipulate the very energies of life. Unnatural as it may be for some, his Power is undeniable. Rumours say that Ravashack is himself dead, his life prolonged by magic and that in truth, he is searching for a way to reverse this.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
40 fame; 1 Death Magic Book	500	10 Gold	4	1	7	5	6	5	Natural Enchanted Weapons; Magic Ranged Attack; 4 Ammo; Caster 12; Arcane Power; Missile Immunity; Life Stealing; 2 Random Ability (mage)

Warrax the Chaos Warrior



(Alternate names: Kolimak the Chaos Warrior; Harlak the Chaos Warrior; Ruel the Chaos Warrior; Moray the Chaos Warrior)

Warrax has built his renown on mystery and awe. He remains hidden behind his cloak and helmet and rarely speaks more than a few words. He is skilled in both the blade and magic, making him a formidable foe. He is just as likely to come to aid the battle against evil, as he is to lend hand in the devastation of a city - a true force of Chaos.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
40 fame	500	10 Gold	4	8	8	5	9	8	Natural Enchanted Weapons; Magic Ranged Attack; 3 Ammo; Caster 10; Arcane Power; Armour Piercing; Constitution; 3 Random Ability (any)

Torin the Chosen



(Alternate names: Azrael the Chosen; Lawrence the Chosen; Purseus the Chosen; Heuron the Chosen)

Torin the Chosen is an avatar of the domain of Life itself, perhaps even a divine incarnation. As he has taken on a physical form in this realm, he is limited by some mortal boundaries. His spirit remains eternal and cannot be truly destroyed, only banished back to his divine existence. It is baffling why such a creature would choose to heed your summons, perhaps he seeks to learn, or perhaps your mastery of Life interests him.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Special: can be called upon via Life spell only	n/a	12 Mana	4	12	0	8	12	12	Natural Enchanted Weapons; Magic Immunity; Constitution; Might; Praymaster; Leadership (super); Missile Immunity; 2 Random Ability (any)

List of Fantastic Units

'I have often pondered the linguistic justification of calling the creatures 'fantastic' in a world, or worlds, where we commonly encounter stag beetles, pegasi, wyrms and so on, and we name them 'normal'. Peculiar indeed...'

From the writings of Zaldron the Sage



Magic Spirit

Arcane spirit whose main purpose is to meld with a Power node and transfer the energy to its Wizard. But, their non-corporeal state means they can travel swiftly through any terrain, which makes them good scouts too.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
1		2 (swim)	5	0	4	8	10	Natural Enchanted Weapons; Meld, Non-corporeal;

Nature Creatures



War Bears

War bears answer the call of Nature and can lead your troops through forest terrain. They specialise in melee combat and are cheap to maintain.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
2	2	3	7	0	3	6	8	Natural Enchanted Weapons; Forester



Sprites

Called upon by Nature, sprites are tiny, flying creatures with magic ranged attack. They may come in a small package, but a swarm can prove deadly, unless you get to them first.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
3	4	3 (fly)	2	3	2	8	1	Natural Enchanted Weapons; Magic Ranged Attack, Ammo 4; Forester; Scouting; Chance to hit (1)

Giant Spiders



Nature's eight legged defenders who rely on their poisonous touch and web spell, to support their swift melee  attacks. Their weakness lies in poor defences, so it is best to try and hit them first.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
4	2	3	4	0	3	7	10	Natural Enchanted Weapons; Mana 10; Poison 4; Chance to hit (1); Web Spell



Cockatrices

Bizarre, flying allies of Nature, the cockatrices are not very strong, but they have the power to petrify their enemy and thus kill them outright with a single blow.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
8	4	3	4	0	3	7	3	Natural Enchanted Weapons; Chance to Hit (1); Stoning 3; Scouting



Basilisk

A powerful agent of Nature, the basilisk can turn its foe into stone before it strikes with its strong melee  attack.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
7	1	3	15	0	4	7	30	Natural Enchanted Weapons; Chance to Hit (1); Stoning Gaze 1



Stone Giant

When called into service by Nature, the stone giant rises from the mountains and brings in both a powerful melee attack, and an equally deadly ranged strike.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
9	1	3	15	15	8	9	20	Natural Enchanted Weapons; Chance to Hit (2); Boulder Range Attack; Ammo 2; Wall Crusher; Poison Immunity; Stoning Immunity; Mountaineer



Gorgons

Nature's flying defenders that strike with a strong melee attack and can turn their enemy into stone with their gaze.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
15	4	3	8	0	7	9	9	Natural Enchanted Weapons; Chance to Hit (2); Stoning Gaze 2; Scouting



Earth Elemental

Summoned into battle by Nature's call, the elementals have a deadly melee attack and can crush through enemy walls.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
n/a	1	2	25	0	4	8	30	Natural Enchanted Weapons; Chance to Hit (1); Stoning Immunity; Poison Immunity; Wall Crusher



Behemoth

A powerful ally of Nature, the behemoth is extremely strong in melee  combat. On top of its precision strikes, it is also very hard to kill, making him a deadly enemy indeed.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
15	1	3	25	0	9	10	45	Natural Enchanted Weapons; Chance to Hit (2);



Colossus

A mysterious, golden clad servant of Nature, the colossus wields a powerful melee  strike as well as a deadly ranged  attack, making him one of the most fearsome fiends in Nature's arsenal.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
17	1	3	20	20	10	15	30	Natural Enchanted Weapons; Boulder Range Attack; Ammo 2; Chance to Hit (3); Stoning Immunity; Poison Immunity; Wall Crusher; First Strike



Great Wurm

A true champion of Nature, the wurm emerges from beneath the earth to strike its enemies with a powerful and poisonous melee  attack. It can then re-emerge anywhere on the battlefield.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
20	1	4	25	0	12	12	45	Natural Enchanted Weapons; Chance to Hit (3); Poison 15; Merging

Sorcery Creatures

Wandering Island



A Sorcery summon that can serve to transport your troops over water. It cannot fight and will be destroyed if attacked without units onboard.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
5	1	3 Swim and Walk	0	0	0	10	45	Stoning Immunity; Poison Immunity; Death Immunity; Transporter; Scouting



Phantom Warriors

Summoned in battle by Sorcery, the phantom warriors are a basic melee  unit, which strikes the enemy with a treacherous, illusionary power that omits defence.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
n/a	6	2 (swim)	3	0	0	6	1	Natural Enchanted Weapons; Stoning Immunity; Poison Immunity; Death Immunity; Illusion; Non-Corporeal



Nagas

Brought forth by Sorcery, the nagas have a poisonous touch that aids their fast melee  attack.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
2	6	2 (swim)	4	0	3	7	6	Natural Enchanted Weapons; Chance to Hit (1); First Strike; Poison 4



Phantom Beast

Summoned in battle by Sorcery, the phantom beast is a strong melee  fighter, with the ability to move on water as well as that of an illusionary attack.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
n/a	1	3 (swim)	18	0	0	8	20	Natural Enchanted Weapons; Chance to Hit (1); Stoning Immunity; Poison Immunity; Death Immunity; Illusion; Non-Corporeal



Storm Giant

Called forth by Sorcery, these giants wield a dangerous melee  attack as well as a magical range strike, making them a fierce opponent on any battlefield.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
10	1	3	12	10	7	9	20	Natural Enchanted Weapons; Chance to Hit (2); Magic Range Attack; Ammo 4; Armour Piercing; Wall Crusher



Air Elemental

Summoned in battle, the air elementals are extremely fast, flying  units with a good melee  attack and invisibility.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
n/a	1	6 (fly)	15	0	8	9	10	Natural Enchanted Weapons; Chance to Hit (1); Stoning Immunity; Poison Immunity; Weapon Immunity; Invisibility; Scouting



Djinn

Through the trickery of Sorcery, you can summon a djinn and compel it to use its melee  or magic ranged   attack in your service. Djinns can also cast spells and fly.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
17	1	4	15	8	8	10	20	Natural Enchanted Weapons; Magic Range Attack; Ammo 3; Chance to Hit (3); Caster 20; Scouting; Teleporting; Wind Walking



Sky Drake

The strongest ally of Sorcery, the drake, flies  fast on land and in battle with a lightning breath that makes its powerful melee  attack even more dangerous.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
25	1	5 (fly)	20	0	10	14	25	Natural Enchanted Weapons; Chance to Hit (3); Magic Immunity; Illusions Immunity; Lightning Breath 20; Scouting

Chaos Creatures



Hell Hounds

Summoned by the Power of Chaos, the hell hounds attack with their fiery breath  before they strike with melee .

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
1	4	3	3	0	2	6	4	Natural Enchanted Weapons; Chance to Hit (1); Fire Breath 3



Fire Elemental

Summoned into battle by Chaos, the fire elementals have a decent melee  attack and good immunities.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
n/a	1	2	12	0	4	6	10	Natural Enchanted Weapons; Chance to Hit (1); Stoning Immunity; Poison Immunity; Fire Immunity



Fire Giant

Risen by the Power of Chaos, the giant is a wall crushing fighter, who can dish out both melee  and ranged  attacks against the enemy.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
3	1	3	10	10	5	7	15	Natural Enchanted Weapons; Boulder Range Attack; Ammo 2; Chance to Hit (1); Fire Immunity; Mountaineer; Wall Crusher



Gargoyles

Called into service by Chaos, the flying  gargoyle is a stout defender, especially against forces of Nature, but they are not great damage dealers.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
5	4	3 (fly)	4	0	8	7	4	Natural Enchanted Weapons; Chance to Hit (1); Stoning Immunity; Poison Immunity; Scouting



Doom Bat

A flying  servant of Chaos, swift and deadly with its melee  attack that can also immolate the enemy.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
8	1	5 (fly)	10	0	5	9	20	Natural Enchanted Weapons; Chance to Hit (1); Immolation 4; Scouting



Chimeras

Called forth by the Power of Chaos, the chimera strike from the air  with a melee  attack and a fiery breath .

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
10	4	3 (fly)	7	0	5	8	8	Natural Enchanted Weapons; Chance to Hit (1); Fire Breath 4; Scouting



Chaos Spawn

A creature born by pure Chaos, the spawn may be weak but its many eyes can unleash a barrage of curses upon your enemy.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
12	1	2 (fly)	1	0	6	10	15	Natural Enchanted Weapons; Cause Fear; Death Gaze 4; Stoning Gaze 4; Doom Gaze 4; Poison 4; Scouting



Efreet

A whimsical servant of Chaos, the efreet is a spell caster, but can also stand firm in melee  and ranged  combat.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
15	1	4 (fly)	9	9	7	10	12	Natural Enchanted Weapons; Magic Range Attack; Ammo 3; Chance to Hit (2); Fire Immunity; Caster 20; Scouting

Hydra



Called into service by the power of Chaos, the three headed hydra may seem like an average melee  creature, until you realise its every head strikes with fire, cold and lightning breath, as if each had a life of its own!

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
14	1	2	15	0	5	12	45	Natural Enchanted Weapons; Chance to Hit (1); Fire Breath (10); Cold Breath (10); Lightning Breath (10); Regeneration



Great Drake

A dreaded champion of Chaos, the drake strikes from the air  with a devastating melee  attack, supported by a deadly fire breath .

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
30	1	3 (fly)	30	0	10	12	30	Natural Enchanted Weapons; Chance to Hit (3); Fire Breath 30; Scouting

Life Creatures



Guardian Spirit

Called into existence by the Power of Life, the spirit's main purpose is to meld with a Power node. They are also non-corporeal and can move on water , as well as add resistance to all allies.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
1	1	2 (swim)	10	0	4	10	10	Natural Enchanted Weapons; Non Corporeal; Resist to All (1); Meld (Advanced)



Unicorns

Called forth to aid Life, the unicorns charge into melee  battle and are able to teleport to any spot on the battlefield. They are not strong, but they give resistance  to their troops.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
5	4	3	5	0	3	7	6	Natural Enchanted Weapons; Chance to Hit (2); Resist to All (2); Teleporting; Poison Immunity



Angel

Called upon by Life, the angels descend  to aid the righteous so that all of its allies become blessed in battle. The angel stands especially strong against forces it deems evil: Death, Chaos and the undead.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
15	1	4 (Fly)	13	0	7	8	15	Natural Enchanted Weapons; Chance to Hit (2); Dispel Evil; Illusions Immunity; Holy Bonus (group); Scouting



Arch Angel

A devout servant of Life, the arch angel swoops  down from the heavens to strike down the enemy . The angel is a spell caster and grants a strong blessing upon all of its allies in battle.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
20	1	5 (Fly)	15	0	10	12	18	Natural Enchanted Weapons; Chance to Hit (3); Caster 4; Illusions Immunity; Holy Bonus (group 2); Scouting

Death Creatures



Skeletons

Brought back to life by Death's Power, skeletons are melee  fighters with many immunities, making them harder to put down.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
1	6	2	3	0	4	5	1	Natural Enchanted Weapons; Chance to Hit (1); Illusions Immunity; Cold Immunity; Poison Immunity; Missile Immunity; Death Immunity



Ghouls

Called into un-life by Death, the ghouls are decent melee  fighter, but they are also known to spread their curse to the fallen after the battle.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
1	4	2	4	0	3	6	3	Natural Enchanted Weapons; Chance to Hit (1); Illusions Immunity; Cold Immunity; Poison Immunity; Death Immunity; Poison (1)



Werewolves

Answering the call of Death, the werewolves attack with melee  and can regenerate in and outside of combat.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
5	6	2	5	0	1	6	5	Natural Enchanted Weapons; Chance to Hit (1); Illusions Immunity; Cold Immunity; Poison Immunity; Death Immunity; Weapon Immunity; Regeneration



Night Stalker

A shadowy servant of Death, the stalker is invisible as it strikes with its melee  attack and brings doom to those who witness its death gaze.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
1	1	3	7	0	3	8	10	Natural Enchanted Weapons; Chance to Hit (1); Illusions Immunity; Cold Immunity; Poison Immunity; Death Immunity; Death Gaze (2); Invisibility



Shadow Demons

Brought to service by Death, the shadow demons can strike from the air with both melee and magic range attack. Their demonic blood also allows them to shift planes at will.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
7	4	2	5	4	4	8	5	Natural Enchanted Weapons; Chance to Hit (1); Magic range Attack; Ammo 8; Illusions Immunity; Cold Immunity; Poison Immunity; Death Immunity; Weapon Immunity; Non-corporeal; Plane Shift; Regeneration, Scouting



Wraiths

Called into servitude by Death, the wraiths are non-corporeal melee fighters with the ability to steal life and thus also create undead servants.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
7	4	3 (fly)	7	0	6	8	6	Natural Enchanted Weapons; Chance to Hit (2); Illusions Immunity; Cold Immunity; Poison Immunity; Death Immunity; Weapon Immunity; Non-corporeal; Life Stealing (3); Scouting

Zombies



Through the Power of Death, a Wizard can raise the fallen as zombies and command them to eternal service! These undead fiends are melee  fighters of meagre strength, but they are free.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
n/a	6	2	4	0	3	3	3	Natural Enchanted Weapons; Chance to Hit (1); Illusions Immunity; Cold Immunity; Poison Immunity; Death Immunity

Death Knights



Called into service by Death, these loyal knights possess a superior melee  strike, delivered from the air . They can pierce through enemy armour and through the ability to steal life, create undead minions.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
8	4	4 (fly)	9	0	8	10	8	Natural Enchanted Weapons; Chance to Hit (3); Armour Piercing; Illusions Immunity; Cold Immunity; Poison Immunity; Death Immunity; Weapon Immunity; First Strike; Life Stealing (4); Scouting



Demon Lord

Death's fearsome champion, the demon lord strikes with both melee  and magic ranged   attack. He can also steal life and thus create undead minions, as well as summon his own demon fiends to the battle!

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
15	1	3 (fly)	20	10	10	12	20	Natural Enchanted Weapons; Chance to Hit (3); Magic Range Attack; Ammo 8; Mana 30; Illusions Immunity; Cold Immunity; Poison Immunity; Death Immunity; Weapon Immunity; Life Stealing (5); Cause Fear; Summon Demons; Scouting



Demon

Unnatural creatures from an infernal plane, called into service only by their demon lord.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
n/a	1	3 (fly)	14	0	5	7	12	Natural Enchanted Weapons; Chance to Hit (1); Illusions Immunity; Cold Immunity; Poison Immunity; Death Immunity; Weapon Immunity; Missile Immunity; Scouting

Synergy creatures

War Bear

Much like its Nature counterpart, the war bear is a formidable melee beast that can stand its own against many enemies. The war bear comes as a solitary figure and serves the Synergy realm.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
2	1	3	7	0	3	6	8	Forester

The Boar

A rampaging boar called upon into combat by the most skillful boar tamers. The boar is a formidable melee  fighter and can also Stun its enemy.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
2	1	3	7	0	5	6	8	Armour Piercing; Stun

The Fat Rat

A fat rat is an unseemingly devious creature hailing from darker lands than even Myrror. Their bite will cause Bleeding and their ugly visage can Cause Fear in the enemy.

Mana Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
2	1	3	10	0	5	6	8	Poison Immunity; Poison 4; Cause Fear; Bleeding 2; Earthwalker

Unit Skills and Abilities

Special attack types

(typically applied to items, but some skills can use them too)

Flaming

Imparts a +3 damage bonus during the type of attack for which the host weapon is designed.

Lightning

Lightning attacks are magical and armour piercing (halves the enemy's armour score)

Chaos

This item's Power causes the hero to deliver Doom damage (which automatically does damage, with no chance to hit ♥ or armour ♠ rolls) during the type of attack for which the host weapon is designed.

Destruction

Destruction grants the bearer a touch attack that has a chance (against resistance ♦) to destroy a single figure.

Vampiric

Vampiric weapons grant the bearer a touch attack that deals life stealing damage (For every point of failed resistance the defender loses -1 hits while the attacker gains +1; defender may become undead).

Death

Victims of death weapons must save at -3 ♦ resistance or die.

Power Drain

Power Drain causes each attack to take from -2 to -20 Mana ☼ from the target (if they have Mana). Magic and Death immunity will protect from this effect and Bless will reduce the effect by 50%. Mana is added to the attacker.

Holy Avenger

Holy Avenger grants the bearer two spell effects: Bless (+3 ♦ resist and armour ♥ against Chaos and Death forces) and Dispel Evil (Chaos and Death creatures must resist at a penalty or die).

Stoning

Stoning touch makes all enemy figures in the unit resist (at -1 ♦/level of skill) or be turned to stone and die. Stoned damage is irreversible (you cannot heal the affected figure in this combat). This is in addition to any other hand-to-hand attack.

Create Undead

A special form of melee attack. If the battle is won, any enemy unit killed mostly or entirely by damage dealt from Create Undead, Life Steal or Life Drain will become undead and return to serve the opposing side.

Hero/Unit Skills

Melee Attack

This unit is equipped with a normal melee weapon that provides no additional bonuses.

Ranged Attack

This unit is equipped with a normal ranged weapon that provides no additional bonuses.

Magical Ranged Attack

This unit's ranged attacks are magically imbued. They are accurate at any distance, suffering no penalties to hit chance ♥ based on range. The attack will completely bypass a target's Missile Immunity but can be stopped by targets possessing Magic Immunity.

Boulder Ranged Attack

This unit's ranged attacks are made with huge boulders that do not trigger any of the target's immunities and they damage all of the figures in the unit separately.

Fire Breath

Fire breath allows the attacking unit to breathe a fiery blast before engaging in hand-to-hand combat.

Lightning Breath

Lightning breath allows the attacking unit to breathe an armour piercing blast of lightning before entering hand-to-hand combat.

Cold Breath

Cold breath allows the attacking unit to breathe a freezing gust before engaging in hand-to-hand combat. Applies Coldness that reduces Movement ♠ by 1, unless the target is immune to cold or magic.

Thrown

Thrown weapons allow the attacking unit to hurl its thrown weapons before engaging in hand-to-hand combat.

Death Gaze

Death gaze makes all enemy figures in the unit resist or die instantly. The gaze takes effect before actual melee is entered.

Stoning Gaze

Stoning gaze makes all enemy figures in the unit resist (at -1/level of skill) or be turned to stone and die. Stoned damage is irreversible (you cannot heal the affected figure in this combat). Gaze attacks come after breath and thrown attacks.

Doom Gaze

Doom gaze is a gaze attack that applies doom damage, which automatically does damage, with no chance to hit ♥ or armour ♠ rolls.

Dispel Evil

Calls upon the forces of light to envelop a target Chaos or Death unit with holy fires. A unit unable to withstand (with -4 ♦ to resistance/ -10 ♦ for the undead) the holy flames, is instantly destroyed.

Poison (lvl)

Poison attacks force the defending unit to resist for each point of the poison damage (poison damage is poison lvl multiplied by number of figures in the attacker unit).

Stoning Touch

Stoning touch makes all enemy figures in the unit resist ♦ (at -1/level of skill) or be turned to stone and die. Stoned damage is irreversible (you cannot heal the affected figure in this combat). This is in addition to any other hand-to-hand attack.

Life Steal

For every point of failed resistance ♦ against the life stealing attack, the defender loses -1 ♥ hits while the attacker gains +1 ♥. Units killed mainly by life steal return as undead under the control of their destroyer.

Immolation

Surrounds a target unit with a fiery aura that inflicts a strength 4 magic attack on all enemies engaged in melee combat with the target unit. This magic attack is in addition to the unit's normal attacks.

Plane Shift

Plane shift allows the unit to shift back and forth between the planes at will.

Hit chance (lvl)

Each level increases the unit's chance to hit by additional 10%.

Lucky

Luck adds +1 to all of the unit's rolls, including attack, armour, and resistance.

Armour Piercing

Armour piercing halves the effectiveness of the defender's armour rating.

Illusion

Illusionary attack allows the attacking unit to ignore the defender's armour entirely.

First Strike

First strike allows the unit to deal its damage before hand-to-hand attacks, but after breath, thrown, and gaze attacks.

Negate First Strike

Allows the unit to nullify the first strike ability of attackers. This special ability has no effect on thrown, breath, or gaze attacks.

Cold Immunity

Cold immunity makes the unit impervious to cold attacks.

Death Immunity

Death immunity negates all spells which cause death and fear.

Fire Immunity

Fire immunity makes units immune to fire attacks.

Illusions Immunity

Illusions immunity negates the bonus of illusionary attacks and makes the unit impervious to illusion-resistance spells. In addition, the unit can see invisible units.

Magic Immunity

Magic immunity makes a unit immune to all forms of magic including ranged magical attacks and all spell effects, regardless of the realm.

Missile Immunity

Missile immunity makes the unit immune to all forms of normal missile attacks (not magical and boulders).

Poison Immunity

Poison immunity makes the unit immune to all forms of poison attacks.

Stoning Immunity

Stoning immunity makes the unit immune to all forms of stoning.

Weapon Immunity

Weapon immunity makes the unit nearly impervious to attacks from normal units that do not have mithril, adamantium, blessed, or flaming weapons, and increases the unit's armour to 10 against magical attacks. Weapon immunity does not protect against fantastic creatures and spells.

Large Shield

Large shields add +2 to the unit's armour against all ranged attacks.

Cause Fear

Each individual enemy unit engaging the feared in melee, must resist magic or stand frozen in terror, unable to attack even if swung upon.

Holy Bonus

Holy bonus increases the Attack strength, armour, and resistance of all friendly units in the combat, by the bonus level of the holy bonus. The bonus is not cumulative.

Arcane Power

Arcane Power increases the hero's magical ranged attack by +1/level. Super Arcane Power increases this bonus by +50%.

Legendary

Legendary heroes increase the Fame of their Wizard by +3/level. Super Legendary increases this bonus by +4.5/level per level instead, which is then rounded down if necessary.

Agility

Increases the armour  of the unit by +1/level. Super Agility increases this bonus by +50%.

Noble

Noble heroes do not cost money but instead contribute 1.5{ICON:GoldIcon} Gold on each level to your cause each turn.

Armsmaster

Armsmaster adds +2/level experience to all units stacked with the hero at the end of each turn, per level. Super Armsmaster Power increases this bonus by 50%.

Blademaster

Blademaster increases the hero's chance to hit by +10% ♥ per 2 levels of experience. Super Blademaster increases this bonus by 50%.

Constitution

Constitution increases the hero's vitality beyond human norms by adding +1/level to the hero's hits ♥. Super Constitution increases this bonus by 50%.

Might

Might increases the hero's hand-to-hand attack by +1/level. Super Might increases this bonus by 50%.

Prayermaster

Prayermaster adds +1/level to all resistance ♦ rolls for all units in the battle. Super Prayermaster increases this bonus by 50%.

Healer

Healers will heal 25% of the damage that all units stacked with them have sustained after a combat.

Scouting

Scouting increases the range a unit can see on the overland map by the scouting level.

Charmed

Charmed heroes never fail a resistance ♦ roll.

Sage

Sage heroes contribute 3 spell Research ♣ points per level each turn to the controlling Wizard's Research total. Super sage ability increases this bonus by 50%.

Black Channels

Normal, hero or undead creature becomes a vile undead with +2 melee attack strength, +1 to ranged attack strength, breath attacks, hit points, resistance and armour.

Chaos Channels

Chaos mutation where the target normal unit or hero (except Torin), receives one of following mutations: demon-skin armour (+3 armour), demon wings (adds flight), or fire-breathing (2 strength fiery breath). Once affected by this spell, the creature can never be Chaos Channelled again.

Mountaineer

Mountaineer allows all units stacked with them to cross mountains and hills at a cost of 1 movement point per hex.

Forester

Forester allows all units stacked with them to pass through forest at a cost of 1 movement point per hex.

Non-corporeal

Non-corporeal allows the unit to pass through any land hex at a cost of 1 movement point, and allows it to move through walls unimpeded.

Wind walking

Wind walking allows the unit and all stacked with it, to fly.

Pathfinding

Pathfinding allows the unit and all stacked with it, to move across any land hex on the global map, at the cost of 1 movement point.

Transporter

Transporter allows the unit to carry up to 8 other units with it.

Caster

Caster allows the unit to cast spells in combat, without the cost of Mana points from the Mana reserve. If a caster Hero is inside the Wizard's fortress, they add half the caster's skill to their Wizard casting overland spells, but you must still provide the required Mana to support the skill.

Natural Enchanted Weapons

Allows units to hit creatures which have weapon immunity.

Wall Crusher

Allows this unit to destroy city wall segments during a siege battle. The chance of destroying a wall segment is 50% if the unit is adjacent to it and 25% if it is further away.

Settler

Allows this unit to found new towns.

Engineer

Allows this unit to build roads. A road decreases a tile's movement cost. Towns connected with roads provide additional revenue.

Melder

Allows this unit to meld with a Power node (Chaos, Sorcery or Nature) to gain control over that node and benefit its Wizard from it.

Melder II

Allows this unit to meld with a Power node (Chaos, Sorcery or Nature) to gain control over that node and benefit its Wizard from it. Additionally, the next attempt to meld with this node will only have 25% chance of success.

Purifier

Allows this unit to purify tiles affected by Corruption.

Enchanted Weapons

Units equipped with such weapons have an innate +10% ♥ chance to hit on melee attacks and non-magical ranged attacks, but not special attacks. Also allows units to hit creatures which have weapon immunity.

Mithril Weapons

Units equipped with such weapons receive a +10% ♥ chance to hit on all melee attacks and non-magical ranged attacks, and +1 ♣ melee attack strength, +1 Ⓞ non-magical, ranged attacks strength, +1 thrown attack strength, +1 ♠ armour. Allows to hit creatures which have weapon immunity.

Adamantium Weapons

Units equipped with such weapons receive a +10% ♥ chance to hit on all melee attacks and non-magical ranged attacks, and +2 ♣ melee attack strength, +2 Ⓞ non-magical, ranged attacks strength, +2 thrown attack strength, +2 ♠ armour. Allows to hit creatures which have weapon immunity.

Leadership

Leadership increases the attack strength of all units in combat by +1 ♣ per 3 levels of the hero. Super leadership increases this bonus by 50%.

Undead

Undead creatures never heal normally, or magically, and gain all the immunities and vulnerabilities of Death creatures. In addition, fantastic creatures that turned undead have a 50% higher Mana ⚡ upkeep cost.

Teleporting

Teleporting allows a unit to move anywhere on the combat map for a cost of 1 movement point.

Merging

Merging allows a unit to move anywhere on the combat map for a cost of 1 movement point.

Summon Demons

Summon demons allows the summoning of a demon in combat. The summoner does this instead of their other actions. The summoned demon will remain even if the summoner is slain, but it will disappear when the combat ends.

Long Range

Long range limits range penalties for missile attacks to a maximum of -1.

Resist to All (+1/+2)

Resistance to All increases the resistance of all friendly units in the group by the listed bonus level. The bonus is not cumulative with other creatures with the same ability.

Curse

Curse lowers Resistance ♦ of enemy units (on the battlefield) by -1.

Foodie

The hero loves to eat and will only accept Food as upkeep (3 per turn), this makes them stronger (+1 attack, +1 armour + 1 resistance on lvl 1 and then extra +1 every 3rd level gained).

Bleeding

Unit attacked with Bleeding receives damage equal to the skill value until they pass a Resistance ♦ test.

Earthwalker

Earthwalker allows all units stacked with them to pass through swamp, desert and tundra at a cost of 1 movement point per hex.

Stun

On a failed Resistance ♦ roll, the target enemy unit's melee and ranged Ⓢ attacks are halved for one turn.

City Buildings

Wizard Fortress

The fortress is where the Wizard's mirror resides and thus is it where the Wizard's presence is anchored to. If the fortress is lost, the Wizard is banished and must cast the Spell of Return.

Effects: Produces an amount of Power equal to the total number of your Spellbooks (+5 Power in Myrror). Spellcasting heroes add half of their Mana as Wizard Casting Skill while stationed in a fortress city and the Casting Skill in combat is affected by how far away from the fortress the battle takes place. Shoots Disrupt bolts at the enemy when defending.

Barracks

The barracks are one of the core military buildings that will allow you to build a proper army. Barracks allow a city to train and organise military units.

Effects: Unlock unit (if race allows it). Unlock building path (if race allows it).

Armory

An armory provides the city with a central location for the distribution and storage of arms and armour.

Effects: Unlock unit (if race allows it). Unlock building path (if race allows it).

Fighters' Guild

A fighters' guild teaches troops basic fighting techniques.

Effects: All new troops start as regulars (+1 lvl from recruit). Unlock building path (if race allows it).

Armorers' Guild

An armorers' guild provides troops with training in fighting techniques and basic battle tactics.

Effects: Unlock building path (if race allows it).

War College

A war college teaches advanced battle strategy and tactics to your soldiers.

Effects: All new troops start as veterans.

Smithy

One of the core buildings of any city, the smithy can develop and produce quality weaponry.

Effects: Unlock building path (if race allows it).

Stables



A stable provides training, housing and care of mounted troops and/or war beasts.

Effects: Unlock unit (if race allows it). Unlock building path (if race allows it). **REQUIRES GRASSLANDS WITHIN RANGE.**

Animists' Guild

A place for the contemplation and reverence of natural, earthly forces.

Effects: Adds +1 Food harvest/farmer, reduces unrest by additional 10%; allows the use of nightshade and doubles the healing rate of units inside the city. Unlock building path (if race allows it).

Fantastic Stables

A city's fantastic stable houses and cares for magical beasts.

Effects: Unlock unit (if race allows it). Unlock building path (if race allows it).

Shipwrights Guild

A shipwright's guild brings together skilled craftsmen to build small boats.

Effects: Unlock unit (if race allows it). **REQUIRES THE CITY TO BE BUILT ON SHORE.**

Shipyards

A shipyard provides a city with the necessary equipment and workers to produce medium-sized ships.

Effects: Unlock unit (if race allows it).

Maritime Guild

A maritime guild produces large ships by training, organising, and supporting experienced ship builders.

Effects: Unlock unit (if race allows it).

Sawmill

A sawmill will turn wood into deadly weaponry.

Effects: Increases the production of forest hexes by +25% and adds +10% to housing. **REQUIRES A FOREST WITHIN RANGE.**

Library

A library acts as a storehouse for knowledge and scholarship and the first stepping stone towards greater wisdom.

Effects: Adds +2  Research.

Sages' Guild

A sages' guild is dedicated to the advanced study of magic.

Effects: Adds +3 🧙 Research and allows the use of nightshade.

Alchemists' Guild

A conclave of the greatest alchemists who put their knowledge into practical use for you.

Effects: Equips new troops with +10% ❤️ chance to hit, magical weapons (Enchanted, mithril or adamantium, depending on available resources).

Generates +3 research.

University

A university serves as a stronghold for education and scholarship that can aid your spell research.

Effects: Adds +5 🧙 Research.

Oracle

An oracle can foresee the movements of the enemy and provide magical guidance.

Effects: Detects all enemies within 4 hexes of the city and reducing unrest by additional 20%.

Wizards' Guild

A wizards' guild acts as a centre for the advancement of magic.

Effects: Adds +8 🧙 Power at an upkeep cost of -3 ⚡ Mana points per turn.

Shrine

Shrines are built in honour of an unknown deity, yet they provide a very real power. A shrine provides spiritual comfort to the citizenry.

Effects: Adds +1 ☒ Power, allows the use of nightshade, and reduces the unrest level by additional 10% Ⓛ.

Temple

Temples are raised to praise the divine and instruct the devout.

Effects: Adds +2 ☒ Power; allows the use of nightshade and reduces the unrest level by additional 10% Ⓛ.

Parthenon

Parthenon are grand structures of divine worship and the furtherment of religious knowledge.

Effects: Adds +3 ☒ Power and reduces the unrest level by additional 10% Ⓛ.

Cathedral

A cathedral is a monument erected in the light and glory of the divine. Its splendour and grandeur gives hope and courage to your people.

Effects: Adds +4 ☒ Power and reduces unrest level by additional 10% Ⓛ.

Marketplace

A key step in making more Gold in your city. A marketplace promotes the city's economic growth.

Effects: Increases the taxable revenues of the city by +50%.

Bank

A bank is the centre of the city's financial dealings and as such, it generates more profits.

Effects: Increases the taxable revenues by +50%, in addition to any gains from a marketplace.

Merchants' Guild

A merchants' guild unites all your financial experts and allows the city to flourish economically.

Effects: Increases the taxable revenues by +100%, in addition to the gains from the marketplace and bank.

Granary

Often one of the core buildings of any city. A granary serves as a storehouse for the city's Food surplus.

Effects: Adds +2 to Food, +2 maximum population and +30 population growth per turn.

Farmers' Market

A farmers' market acts as a centralised location for buying and selling of the city's Food surplus.

Effects: Adds +3 Food and +30 people per turn and increases max population by 3.

Foresters' Guild

A foresters' guild trains experienced hunters and lumberjacks.

Effects: Increases the Food harvest by +2 🍷 and production by +25% 🏹.

Builders' Hall

The builders' hall is a core building where your workers may gain knowledge of the craft.

Effects: Adds +15% to housing. Unlock building path (if race allows it).

Miners' Guild

A miners' guild makes the city's mining operations more efficient.

Effects: Mineral bonus +50% and city production +50%. **REQUIRES MINERALS, MOUNTAINS OR HILLS**

Mechanicians' Guild

A mechanics' guild teaches advanced engineering techniques.

Effects: Increasing the production points of a city by +50% .

City Walls

Surrounds the city with a high brick wall that extends the detection of enemy units and aids in defence.

Effects: Range of sight 3 hexes. Creates a barrier in combat that limits enemy movement options. Makes units behind the wall harder to hit via ranged attacks.

Trade Goods

This special setting produces trade goods and converts 2  Production to 1  Gold.

Housing

Focusing on building additional housing in the city and therefore allowing for its greater growth.

Effects: Increases the city's population growth rate.

Summoning Circle

A manifestation of your magical influence in the realms, the circle allows you the connection between your mirror-self and the planes you wish to control.

Effects: This is where all units you summon will appear. It is also the teleport location for Recall Hero and Word of Recall spells.

Race Information

	Description	Production Cost	Prerequisites	Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Barbarians												
Barbarian Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	60		2 Gold / 1 Food	1	3	0	0	1	5	10	Settler
Barbarian Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	15		1 Food	8	2	1	0	2	5	1	
Barbarian Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	30	Barracks, Smithy	1 Gold / 1 Food	6	2	3	0	2	5	1	Thrown 1, Large Shield
Barbarian Bowmen	Standard ranged attack unit. While not initially powerful, the Bowmen are trained to use ranged weapons in battle.	30	Sawmill, Barracks	1 Gold / 1 Food	6	2	1	2	1	5	1	Ranged Attack, Ammo 8
Barbarian Cavalry	Standard Melee mounted unit. The cavalry is a strong mobile unit, able to give a great advantage on the battlefield.	60	Stables, Barracks	2Gold / 1 Food		4	4	0	2	5	3	
Barbarian Shamans	Magic range attack unit with spell casting abilities. Shamans dabble in folk magic and rituals and can cast missiles into battle.	50	Shrine	1 Gold / 1 Food	4	2	2	2	3	7	1	Magic ranged, ammo 4; Healer, Purifier
Berserker	Special, Barbarian melee unit. Barbarian blood runs hot and wild and the Berserkers tap into an old rage and channel it in battle. Friend or foe, all should fear them.	120	Armourer's Guild	3 Gold / 1 Food	6	2	7	0	3	7	3	Thrown 3
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Galley	Standard marine unit. Galleys can transport large groups across the seas. hey are also well equipped for combat if necessary.	100	Shipyard	2 Gold / 1 Food	1	3 (swim)	8	2	4	6	20	Transporter, Ranged Attack 3, Ammo 8
Warship	Uncommon marine unit. Fast and deadly, the Warships are designed for marine warfare.	160	Maritime Guild	4 Gold / 1 Food	1	4 (swim)	10	10	5	7	30	Transporter, Long Ranged, Ammo 10, Boulder attack
Gnolls												
Gnoll Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	60		2 Gold / 1 Food	1	3	2	0	1	4	10	Settler
Gnoll Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	15		1 Food	8	2	3	0	2	4	1	
Gnoll Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	30	Barracks, Smithy	1 Gold / 1 Food	6	2	5	0	2	4	1	Large Shield
Gnoll Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	40	Armory	1 Gold / 1 Food	6	2	6	0	3	4	1	Negate first strike
Gnoll Bowmen	Standard ranged attack unit. While not initially powerful, the Bowmen are trained to use ranged weapons in battle.	30	Sawmill, Barracks	1 Gold / 1 Food	6	2	3	2	1	5	1	Ranged Attack, Ammo 8
Wolf Riders	Special, gnoll melee cavalry units. The wolf raiders are amongst the fastest mounted units, able to outmanoeuvre most enemies on the ground.	100	Barracks, Stables	2 Gold / 1 Food	4	5	7	0	3	4	5	
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Galley	Standard marine unit. Galleys can transport large groups across the seas. hey are also well equipped for combat if necessary.	100	Shipyard	2 Gold / 1 Food	1	3 (swim)	8	2	4	6	20	Transporter, Ranged Attack 3, Ammo 8

	Description	Production Cost	Prerequisites	Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Halflings												
Halfling Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	60		2 Gold / 1 Food	1	3	0	0	1	6	10	Settler; Lucky
Halfling Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	15		1 Food	8	2	1	0	2	6	1	Lucky
Halfling Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	30	Barracks, Smithy	1 Gold / 1 Food	8	2	2	0	2	6	1	Large Shield; Lucky
Halfling Bowmen	Standard ranged attack unit. While not initially powerful, the Bowmen are trained to use ranged weapons in battle.	45	Sawmill, Barracks	1 Gold / 1 Food	6	2	1	2	1	6	1	Ranged, Ammo 8; Lucky
Halfling Shamans	Magic range attack unit with spell casting abilities. Shamans dabble in folk magic and rituals and can cast missiles into battle.	50	Shrine	2 Gold / 1 Food	4	2	1	2	3	8	1	Ranged Attack, Ammo 4; Lucky; Healer; Purify
Slingers	Special, halfling ranged unit. Never underestimate a halfling with a sling, they are known to topple a giant under the right circumstances.	100	Barracks, Stables	2 Gold / 1 Food	8	2	1	3	2	6	1	Ranged Attack, Ammo 6; Lucky
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
High Elves												
High Elf Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	90		2 Gold / 1 Food	1	3	0	0	1	6	10	Settler; Forester
High Elf Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	15		1 Food	8	2	1	0	2	6	1	Forester; Hit Chance (1)
High Elf Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	30	Barracks, Smithy	1 Gold / 1 Food	6	2	3	0	2	6	1	Large Shield; Forester; Hit Chance (1)
High Elf Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	60	Armory	2 Gold / 1 Food	6	2	4	0	3	6	1	Forester; Hit Chance (1)
High Elf Cavalry	Standard melee mounted unit. The cavalry is a strong mobile unit, able to give a great advantage on the battlefield.	60	Armory	2 Gold / 1 Food	4	4	4	0	2	6	3	Forester; Hit Chance (1); First Strike
High Elf Magicians	Magic range attack unit with spell casting abilities. Not all who dabble in magic can become Wizards, but they can train to be magicians.	180	Wizard Guild	4 Gold / 1 Food	4	2	1	5	3	10	1	Forester; Hit Chance (1); Magic Ranged Attack; Ammo 4; Mana 15; Missile Immunity; Fireball Spell
Longbowmen	Special high elf ranged unit. The high elves have long been renowned for their agility and mastery of archery. As such, the longbowmen are amongst the best of the elite ranged units.	80	Barracks, Sawmill	2 Gold / 1 Food	6	2	1	3	2	6	1	Ranged Attack, Ammo 8; Forester; Hit Chance (1)
Elven Lords	Special high elf melee unit. Seasoned by centuries of experience and wisdom, the elven lords are amongst the most fearsome close combat units one hopes never to meet in battle.	160	Armors Guild	4 Gold / 1 Food	4	4	5	0	4	9	3	Forester; Hit Chance (2); Armour Piercing; First Strike
Pegasai	Special high elf melee and ranged unit. The high elves were granted the rarest boon of becoming pegasai riders, and since then this elite unit is known to excel at ranged combat, melee and scouting.	160	Fantastic Stables	4 Gold / 1 Food	2	4 (fly)	5	4	4	8	5	Forester; Hit Chance (1); Ranged Attack; Ammo 8; Scouting
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Galley	Standard marine unit. Galleys can transport large groups across the seas. they are also well equipped for combat if necessary.	100	Shipyard	2 Gold / 1 Food	1	3 (swim)	8	2	4	6	20	Transporter, Ranged Attack 3, Ammo 8
Catapult	A great siege weapon. The catapult works best against enemy fortifications, but it also has a strong ranged attack against any unit.	100	Mechanicians Guild	2 Gold / 1 Food	1	2	0	10	2	4	10	Boulder Ranged Attack; Ammo 10; Long Range; Wall Crusher

	Description	Production Cost	Prerequisites	Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
High Men												
High Men Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	60		2 Gold / 1 Food	1	3	0	0	1	4	10	Settler
High Men Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	10		1 Food	8	2	1	0	2	4	1	
High Men Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	20	Barracks, Smithy	1 Gold / 1 Food	6	2	3	0	2	4	1	Large Shield
High Men Engineer	Engineers are a non-combatant unit. They are specialists trained to build roads and can also aid you in toppling enemy walls.	40	Builder's Hall	1 Gold / 1 Food	6	3	1	0	1	4	1	Engineer; Wall crusher
High Men Pikemen	Standard front line melee unit. Pikemen are large infantry units, valued for their strength of melee attack and the ability to pierce through enemy armour.	80	Fighter's Guild	2 Gold / 1 Food	8	2	5	0	3	5	1	Armour Piercing; Negative First Strike
High Men Cavalry	Standard melee mounted unit. The cavalry is a strong mobile unit, able to give a great advantage on the battlefield.	40	Barracks; Stable	1 Gold / 1 Food	4	4	4	0	2	4	3	First Strike
High Men Bowmen	Standard ranged attack unit. While not initially powerful, the Bowmen are trained to use ranged weapons in battle.	30	Sawmill, Barracks	1 Gold / 1 Food	6	2	1	2	1	4	1	Ranged Attack, Ammo 8;
High Men Priests	Magic range attack unit with healing abilities. Unlike mages, who study spell-craft, priests gain their power from prayer and devotion to a deity.	100	Parthenon	2 Gold / 1 Food	4	2	3	4	4	7	1	Magic Ranged Attack, Ammo 4; Mana 10; Healing Spell; Healer; Purify
High Men Magicians	Magic range attack unit with spell casting abilities. Not all who dabble in magic can become Wizards, but they can train to be magicians.	120	Wizard Guild	3 Gold / 1 Food	6	2	1	5	3	8	1	Magic Ranged Attack; Ammo 4; Mana 15; Missile Immunity; Fireball Spell
Paladins	Special, high men melee unit. Ordained by a higher power, the paladins are known for their impeccable honour and bravery. Their devotion grants them protection as well as might in battle.	200	Armors Guild	4 Gold / 1 Food	4	4	6	0	5	8	4	Armour Piercing; First Strike; Magic Immunity; Holy Bonus (group)
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Galley	Standard marine unit. Galleys can transport large groups across the seas. they are also well equipped for combat if necessary.	100	Shipyards	2 Gold / 1 Food	1	3 (swim)	8	2	4	6	20	Transporter, Ranged Attack 3, Ammo 8
Warship	Uncommon marine unit. Fast and deadly, the Warships are designed for marine warfare.	160	Maritime Guild	4 Gold / 1 Food	1	4 (swim)	10	10	5	7	30	Transporter, Long Ranged, Ammo 10, Boulder attack
Catapult	A great siege weapon. The catapult works best against enemy fortifications, but it also has a strong ranged attack against any unit.	100	Mechanicians Guild	2 Gold / 1 Food	1	2	0	10	2	4	10	Boulder Ranged Attack; Ammo 10; Long Range; Wall Crusher
Klackons												
Klackon Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	120		3 Gold / 1 Food	1	3	0	0	3	5	10	Settler
Klackon Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	20		1 Food	8	2	1	0	4	5	1	
Klackon Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	40	Barracks, Smithy	1 Gold / 1 Food	6	2	3	0	4	5	1	Large Shield
Klackon Engineer	Engineers are a non-combatant unit. They are specialists trained to build roads and can also aid you in toppling enemy walls.	80	Builder's Hall	2 Gold / 1 Food	6	3	1	0	4	5	1	Engineer; Wall crusher
Klackon Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	80	Armory	2 Gold / 1 Food	6	2	4	0	5	5	1	

	Description	Production Cost	Prerequisites	Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Stag Beetle	Special klackon melee unit with fire breathing ability. The stag beetle is an impressive beast of great magnitude. Only the klackons are able to tame them, some say they may even be a part of the klackon hive mind.	160	Armourers Guild	4 Gold / 1 Food	1	4	15	0	7	6	20	Fire Breath 5
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Lizardmen												
Lizardmen Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	120		3 Gold / 1 Food	1	3 (swim)	0	0	2	4	20	Settler
Lizardmen Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	10		1 Food	8	2 (swim)	1	0	3	4	2	
Lizardmen Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	20	Barracks, Smithy	1 Gold / 1 Food	6	2 (swim)	3	0	3	4	2	Large Shield
Lizardmen Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	40	Armory	1 Gold / 1 Food	6	2 (swim)	4	0	4	4	2	Negative First Strike
Lizardmen Shamans	Magic range attack unit with spell casting abilities. Shamans dabble in folk magic and rituals and can cast missiles into battle.	60	Shrine	2 Gold / 1 Food	4	2 (swim)	2	2	3	3	2	Magic Ranged Attack, Ammo 4; Healer; Purify
Javelineers	Special lizardmen melee and ranged unit. Javelineers are trained in both close combat and ranged attack, making them a sought-after commodity in the lizardmen army.	80	Fighters Guild	2 Gold / 1 Food	6	2 (swim)	4	4	4	5	2	Ranged Attack, Ammo 6;
Dragon turtle	Special lizardmen melee unit. The secret weapon of the lizardmen, the dragon turtle is cumbersome and very dangerous. They have tough skin and a strong melee attack as well as the ability to breathe fire.	100	Fighters Guild	2 Gold / 1 Food	6	4(swim)	10	0	8	8	15	Fire Breath 5
Nomads												
Nomad Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	60		2 Gold / 1 Food	1	3	0	0	1	4	10	Settler
Nomad Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	10		1 Food	8	2	1	0	2	4	1	
Nomad Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	20	Barracks, Smithy	1 Gold / 1 Food	6	2	3	0	2	4	1	Large Shield
Nomad Pikemen	Standard front line melee unit. Pikemen are large infantry units, valued for their strength of melee attack and the ability to pierce through enemy armour.	80	Fighter's Guild	2 Gold / 1 Food	8	2	5	0	3	5	1	Armour Piercing; Negative First Strike
Nomad Bowmen	Standard ranged attack unit. While not initially powerful, the Bowmen are trained to use ranged weapons in battle.	30	Sawmill, Barracks	1 Gold / 1 Food	6	2	1	2	1	4	1	Ranged Attack, Ammo 8;
Nomad Priests	Magic range attack unit with healing abilities. Unlike mages, who study spell-craft, priests gain their power from prayer and devotion to a deity.	100	Parthenon	2 Gold / 1 Food	4	2	3	4	4	7	1	Magic Ranged Attack, Ammo 4; Mana 10; Healing Spell; Healer; Purify
Rangers	Special nomad melee and range unit. The rangers are agile and strong. They are fierce melee fighters, but can also do some range damage.	120	Barracks; Animist Guild	3 Gold / 1 Food	4	3	4	4	4	6	2	Ranged Attack, Ammo 8; Pathfinding
Horsebowmen	Special, nomad ranged mounted unit. It is said the nomads live on the horse back. As such, it is no surprise they have mastered the art of horseback archery.	60	Barracks; Stables	2Gold / 1 Food	4	4	4	3	2	4	3	Ranged Attack, Ammo 8
Griffins	Special nomad melee air cavalry. They are fast and fierce, able to outmanoeuvre the foe and strike through their armour.	200	Fantastic Stables	4 Gold / 1 Food	2	3 (fly)	9	0	5	7	10	Armour Piercing; First Strike; Scouting

	Description	Production Cost	Prerequisites	Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Galley	Standard marine unit. Galleys can transport large groups across the seas. they are also well equipped for combat if necessary.	100	Shipyards	2 Gold / 1 Food	1	3 (swim)	8	2	4	6	20	Transporter, Ranged Attack 3, Ammo 8
Catapult	A great siege weapon. The catapult works best against enemy fortifications, but it also has a strong ranged attack against any unit.	100	Mechanicians Guild	2 Gold / 1 Food	1	2	0	10	2	4	10	Boulder Ranged Attack; Ammo 10; Long Range; Wall Crusher
Orcs												
Orc Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	60		2 Gold / 1 Food	1	3	0	0	1	4	10	Settler
Orc Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	10		1 Food	8	2	1	0	2	4	1	
Orc Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	20	Barracks, Smithy	1 Gold / 1 Food	6	2	3	0	2	4	1	Large Shield
Orc Engineer	Engineers are a non-combatant unit. They are specialists trained to build roads and can also aid you in toppling enemy walls.	60	Builder's Hall	1 Gold / 1 Food	6	3	1	0	1	4	1	Engineer; Wall crusher
Orc Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	40	Armory	1 Gold / 1 Food	6	2	4	0	3	4	1	
Orc Cavalry	Standard melee mounted unit. The cavalry is a strong mobile unit, able to give a great advantage on the battlefield.	40	Barracks; Stable	1 Gold / 1 Food	4	4	4	0	2	4	3	First Strike
Orc Bowmen	Standard ranged attack unit. While not initially powerful, the Bowmen are trained to use ranged weapons in battle.	30	Sawmill, Barracks	1 Gold / 1 Food	6	2	1	2	1	4	1	Ranged Attack, Ammo 8;
Orc Shamans	Magic range attack unit with spell casting abilities. Shamans dabble in folk magic and rituals and can cast missiles into battle.	60	Shrine	2 Gold / 1 Food	4	2	2	2	3	6	1	Ranged Attack, Ammo 4; Healer; Purify
Orc Magicians	Magic range attack unit with spell casting abilities. Not all who dabble in magic can become Wizards, but they can train to be magicians.	120	Wizard Guild	3 Gold / 1 Food	4	2	1	5	3	8	1	Magic Ranged Attack; Ammo 4; Mana 15; Missile Immunity; Fireball Spell
Wyvern Riders	Special, orc air cavalry with poison attack. The wyvern riders are fast and furious, they strike down the enemy from the air with precision and ferocity.	200	Fantastic Stables	4 Gold / 1 Food	2	4 (fly)	9	0	5	7	10	Armour Piercing; First Strike; Scouting
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Galley	Standard marine unit. Galleys can transport large groups across the seas. they are also well equipped for combat if necessary.	100	Shipyards	2 Gold / 1 Food	1	3 (swim)	8	2	4	6	20	Transporter, Ranged Attack 3, Ammo 8
Warship	Uncommon marine unit. Fast and deadly, the Warships are designed for marine warfare.	160	Maritime Guild	4 Gold / 1 Food	1	4 (swim)	10	10	5	7	30	Transporter, Long Ranged, Ammo 10, Boulder attack
Catapult	A great siege weapon. The catapult works best against enemy fortifications, but it also has a strong ranged attack against any unit.	100	Mechanicians Guild	2 Gold / 1 Food	1	2	0	10	2	4	10	Boulder Ranged Attack; Ammo 10; Long Range; Wall Crusher
Beastmen												
Beastmen Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	120		3 Gold / 1 Food	1	3	1	0	1	5	20	Settler
Beastmen Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	20		1 Food	8	2	2	0	2	5	2	
Beastmen Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	40	Barracks, Smithy	1 Gold / 1 Food	6	2	4	0	2	5	2	Large Shield
Beastmen Engineer	Engineers are a non-combatant unit. They are specialists trained to build roads and can also aid you in toppling enemy walls.	60	Builder's Hall	2 Gold / 1 Food	6	3	2	0	1	5	2	Engineer; Wall crusher

	Description	Production Cost	Prerequisites	Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Beastmen Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	80	Armory	2 Gold / 1 Food	6	2	5	0	3	5	2	
Beastmen Bowmen	Standard ranged attack unit. While not initially powerful, the Bowmen are trained to use ranged weapons in battle.	60	Sawmill, Barracks	2 Gold / 1 Food	6	2	2	2	1	5	2	Ranged Attack, Ammo 8;
Beastmen Priests	Magic range attack unit with healing abilities. Unlike mages, who study spell-craft, priests gain their power from prayer and devotion to a deity.	150	Parthenon	3 Gold / 1 Food	4	2	4	4	4	8	2	Magic Ranged Attack, Ammo 4; Mana 10; Healing Spell; Healer; Purify
Beastmen Magicians	Magic range attack unit with spell casting abilities. Not all who dabble in magic can become Wizards, but they can train to be magicians.	180	Wizard Guild	4 Gold / 1 Food	4	2	2	5	3	9	2	Magic Ranged Attack; Ammo 4; Mana 15; Missile Immunity; Fireball Spell
Centaur	Special beastmen ranged and melee mounted unit. Part man part horse, the centaurs are not only fast, but also able to utilise both ranged and close combat attacks.	100	Barracks; Stables	2 Gold / 1 Food	4	4	3	3	3	5	3	Ranged Attack; Ammo 6
Manticores	Special beastmen melee air attack and poison touch unit. The manticore is a fierce beast that can swoop down on an enemy with great speed and precision.	160	Barracks; Animist Guild	4 Gold / 1 Food	2	3	5	0	3	6	7	Poison 6; Scouting
Minotaurs	Special beastmen unit with very strong melee attack and good resistance. The minotaur is a powerful beast that can dish out great damage as well as take a few punches.	200	Armorer's Guild	4 Gold / 1 Food	2	2	12	0	4	7	12	Large Shield; Hit Chance (2)
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Catapult	A great siege weapon. The catapult works best against enemy fortifications, but it also has a strong ranged attack against any unit.	100	Mechanicians Guild	2 Gold / 1 Food	1	2	0	10	2	4	10	Boulder Ranged Attack; Ammo 10; Long Range; Wall Crusher
Dark Elves												
Dark Elf Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	150		3 Gold / 1 Food	1	3	1	1	1	7	10	Settler; Magic Ranged Attack, Ammo 4
Dark Elf Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	25		1 Food	8	2	1	1	2	7	1	Magic Ranged Attack, Ammo 4
Dark Elf Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	50	Barracks, Smithy	1 Gold / 1 Food	6	2	3	1	2	7	1	Large Shield; Magic Ranged Attack, Ammo 4
Dark Elf Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	100	Armory	2 Gold / 1 Food	6	2	4	1	3	7	1	Magic Ranged Attack, Ammo 4
Dark Elf Cavalry	Standard melee mounted unit. The cavalry is a strong mobile unit, able to give a great advantage on the battlefield.	100	Barracks; Stable	2 Gold / 1 Food	4	4	4	1	2	7	3	First Strike; Magic Ranged Attack, Ammo 4
Dark Elf Priests	Magic range attack unit with healing abilities. Unlike mages, who study spell-craft, priests gain their power from prayer and devotion to a deity.	200	Parthenon	4 Gold / 1 Food	4	2	3	6	4	10	1	Magic Ranged Attack, Ammo 4; Mana 10; Healing Spell; Healer; Purify
Nightblades	Special dark elf melee unit. The nightblades are a secret guild of deadly, invisible assassins, armed with poisoned blades.	120	Fighter's Guild	3 Gold / 1 Food	6	2	4	0	3	7	1	Poison 1; Invisibility
Warlocks	Special dark elf magic range attack unit, with spell casting abilities. Warlocks call upon the dark arts for their devastating power, but the price they pay for this dark gift is a feeble body.	240	Wizard's Guild	5 Gold / 1 Food	4	2	1	7	4	9	1	Magic Ranged Attack, Ammo 4; Mana 40; Missile Immunity; Doom Bolt Spell
Warlocks	Special dark elf air cavalry, with range and melee attack. The dark elves are universally disliked and the chilling power of the nightmares may explain some of this bad reputation.	160	Fantastic Stables	4 Gold / 1 Food	2	4 (fly)	8	5	4	8	10	Magic Ranged Attack, Ammo 4; Scouting
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter

	Description	Production Cost	Prerequisites	Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Galley	Standard marine unit. Galleys can transport large groups across the seas. they are also well equipped for combat if necessary.	100	Shipyard	2 Gold / 1 Food	1	3 (swim)	8	2	4	6	20	Transporter, Ranged Attack 3, Ammo 8
Catapult	A great siege weapon. The catapult works best against enemy fortifications, but it also has a strong ranged attack against any unit.	100	Mechanicians Guild	2 Gold / 1 Food	1	2	0	10	2	4	10	Boulder Ranged Attack; Ammo 10; Long Range; Wall Crusher
Draconians												
Draconian Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	150		3 Gold / 1 Food	1	4 (fly)	0	0	2	6	10	Settler; Scouting
Draconian Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	25		1 Food	8	3 (fly)	1	0	3	6	1	Fire Breath; Scouting
Draconian Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	50	Barracks, Smithy	1 Gold / 1 Food	6	3 (fly)	3	0	3	6	1	Large Shield; Fire Breath; Scouting
Draconian Engineer	Engineers are a non-combatant unit. They are specialists trained to build roads and can also aid you in toppling enemy walls.	100	Builder's Hall	2 Gold / 1 Food	6	4 (fly)	1	0	2	6	1	Engineer; Wall Crusher; Fire Breath; Scouting
Draconian Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	100	Armory	2 Gold / 1 Food	6	3 (fly)	4	1	4	6	1	Fire Breath; Scouting
Draconian Bowmen	Standard ranged attack unit. While not initially powerful, the Bowmen are trained to use ranged weapons in battle.	45	Sawmill, Barracks	1 Gold / 1 Food	6	3 (fly)	1	2	2	6	1	Ranged Attack, Ammo 8; Scouting
Draconian Shamans	Magic range attack unit with spell casting abilities. Shamans dabble in folk magic and rituals and can cast missiles into battle.	75	Shrine	2 Gold / 1 Food	4	3 (fly)	2	2	4	8	1	Magic Ranged Attack, Ammo 4; Healer; Purify; Scouting
Draconian Magicians	Magic range attack unit with spell casting abilities. Not all who dabble in magic can become Wizards, but they can train to be magicians.	180	Wizard Guild	4 Gold / 1 Food	4	3 (fly)	1	5	4	10	1	Magic Ranged Attack; Ammo 4; Mana 15; Missile Immunity; Fireball Spell; Scouting
Doom Drake	Special draconian melee unit with fire breathing and flying abilities. The sight of a Draconian army with Drakes at their side is a sure sign of your doom!	160	Barracks; Stables	4 Gold / 1 Food	2	4 (fly)	8	0	3	9	10	Fire Breath; Scouting
Airship	Special draconian siege unit. Why use your wings when you can rest upon the ingeniously designed airship and bombard your enemies. They can serve as catapults for siege warfare, it is not a transporter unit.	200	Shipyard	4 Gold / 1 Food	1	5 (fly)	5	10	5	8	10	Boulder Ranged Attack; Ammo 10; Scouting; Wall Crusher
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Galley	Standard marine unit. Galleys can transport large groups across the seas. they are also well equipped for combat if necessary.	100	Shipyard	2 Gold / 1 Food	1	3 (swim)	8	2	4	6	20	Transporter, Ranged Attack 3, Ammo 8
Dwarves												
Dwarf Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	150		3 Gold / 1 Food	1	3	0	0	1	8	30	Settler; Mountaineer
Dwarf Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	50	Barracks, Smithy	1 Food	6	2	3	0	2	8	3	Large Shield; Mountaineer
Dwarf Engineer	Engineers are a non-combatant unit. They are specialists trained to build roads and can also aid you in toppling enemy walls.	40	Builder's Hall	1 Gold / 1 Food	6	3	1	0	1	8	3	Engineer; Wall Crusher; Mountaineer
Dwarf Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	100	Armory	2 Gold / 1 Food	6	2	4	0	3	8	3	Mountaineer
Hammerhands	Special dwarf melee unit. The hammerhands are the unbreakable elite of the dwarves. Their unmovable strength is legendary.	160	Fighter's Guild	4 Gold / 1 Food	6	2	8	0	4	9	4	Mountaineer

	Description	Production Cost	Prerequisites	Upkeep	Figures	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Golem	Special dwarf melee unit. The secrets of the creation of golems are only known to the eldest and wisest of the dwarves. They are loyal and unbreakable in their resolve to serve.	200	Armorer's Guild	4 Gold / 1 Food	1	2	12	0	8	15	20	Death Immunity; Poison Immunity
Steam Cannon	Special dwarf ranged unit. The steam cannon is the masterpiece of dwarven engineering.	180	Miner's Guild	4 Gold / 1 Food	1	2	0	12	2	9	12	Boulder Ranged Attack; Ammo 10; Mountaineer
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Trolls												
Troll Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	180		4 Gold / 1 Food	1	3	0	0	1	7	40	Settler; Regeneration
Troll Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	30		1 Food	4	2	3	0	2	7	4	Regeneration
Troll Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	60	Barracks, Smithy	2 Gold / 1 Food	4	2	5	0	2	7	4	Large Shield; Regeneration
Dwarf Halberdier	Front line melee unit, with decent defence. Halberdiers are a well-trained infantry unit that can provide good melee support.	120	Armory	3 Gold / 1 Food	4	2	6	0	3	7	4	Regeneration; Negative First Strike
Draconian Shamans	Magic range attack unit with spell casting abilities. Shamans dabble in folk magic and rituals and can cast missiles into battle.	180	Shrine	4 Gold / 1 Food	4	2	24	2	3	8	4	Magic Ranged Attack, Ammo 4; Healer; Purify; Regeneration
War Trolls	Special troll melee unit, with good hit points and regeneration. The war trolls are the staple of the troll army: fierce, driven and very tough to kill.	160	Fighter's Guild	4 Gold / 1 Food	4	3	8	0	4	8	5	Regeneration
War Mamoths	Special troll melee cavalry unit. The war mammoth are a terrifying sight to behold as they race ahead and strike with deadly force.	240	Armorer's Guild; Stables	5 Gold / 1 Food	2	4	10	0	6	9	12	First Strike; Wall Crusher
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter
Goblins												
Goblin Settlers	Settlers are the brave folk who set out onto new land to expand your power and set up new towns.	90		2 Gold / 1 Food	1	3	0	0	1	4	10	Settler; Earthwalker
Goblin Spearmen	Basic melee unit. Spearmen are cheap and easy to train. As such they are the bare-bones of any fledgling army.	10		1 Food	8	2	1	0	1	4	1	Earthwalker
Goblin Swordsmen	Standard melee unit. Swordsmen are trained soldiers and the building block of any growing army.	20	Barracks, Smithy	1 Gold / 1 Food	8	2	3	0	1	4	1	Earthwalker
Goblin Bowmen	Standard ranged attack unit. While not initially powerful, the Bowmen are trained to use ranged weapons in battle.	30	Sawmill, Barracks	1 Gold / 1 Food	6	2	1	2	3	4	1	Ranged Attack, Ammo 8; Earthwalker
Goblin Shamans	Magic range attack unit with spell casting abilities. Shamans dabble in folk magic and rituals and can cast missiles into battle.	50	Shrine	1 Gold / 1 Food	4	2	2	2	2	6	1	Magic Ranged Attack, Ammo 4; Healer; Purify; Earthwalker
Boar Riders	Special goblin cavalry unit, with good melee attack and the ability to draw first strike and stun their enemy thanks to their fearsome boar mounts.	90	Stables	2 Gold / 1 Food	6	4	4	0	2	5	3	First Strike; Stun; Earthwalker
Druids	Special goblin caster unit, with good magic ranged attack. They are able to summon a war bear into combat and cast Web on their enemies.	120	Animist Guild; Forester's Guild	3 Gold / 1 Food	4	2	2	5	3	8	1	Magic Ranged Attack, Ammo 5; Curse; Summon War Bear; Web; Earthwalker
Beastmaster	Special goblin flying unit with the unique ability to summon a fat rat into battle. The beastmaster is a strong ranged attacker and their vermin minion can cause fear in the hearts of the enemy.	200	Fantastic Stables	4 Gold / 1 Food	1	4 (fly)	10	7	6	6	15	Ranged Attack, Ammo 4; Bleeding (2); Scouting; Poison Immunity; Summon Fat Rat; Earthwalker
Trireme	The basic marine unit, cheaper to produce, but not great at defence.	60	Shipwright's Guild	2 Gold / 1 Food	1	3 (swim)	6	0	0	4	10	Transporter

DLC

MASTER OF
MAGIC

RISE OF THE SOULTRAPPED



SLITHERINE



New Game Options

Mid-game Soultrapped threat

This setting will allow additional Tech Dungeons to appear during mid-game. These dungeons will produce roaming soultrapped armies that will pose additional danger. They are more aggressive than typical roaming units and will seek out the strongest Wizards. Normal Intensity - spawns a few Tech Dungeons during mid-game (turn 300). Increased Intensity - spawns many Tech Dungeons during early mid-game (turn 200).



Tip: The rogue soultrapped are a fierce power, so if you fancy a slow, more relaxed game, make sure to choose – so they do not appear!

Distance between towns



This option allows you to increase the distance from another settlement you need to have in order to build another settlement. The setting is advised when you would like to reduce aggressive city building by the A.I. wizards.

City growth multiplayer (Own and Enemy Wizard)

These options allow you to customise the level at which the cities will grow their population.

Lair density

This new option allows you to set how many monster lairs the game will generate. This could greatly impact your gameplay, as gaining treasures and XP will become harder the less lairs you have.

Wizards

Morique the Possessed

Morique the demonsouled, or the possessed, is a dark elven sorceress of great, but dangerous power. As the moniker suggests, she shares her body with a powerful demon. Whether the union is one of mutual understanding, or parasitic infestation, remains unclear. Morique's ambition does not end with taming her demon, with Death and Chaos at her fingertips she seeks to prove her ultimate dominance over all other Wizards, especially her demon rival, Tauron.

Spelbook: Chaos and Death

Trait: Demonologist, Myrran Refugee, Conjurer

Quote: I have mastered the infernal and We are now more powerful than any solitary Wizard can hope to be!



Nineseven

It would be hard to tell now, with all the mechanical replacements, and techmagic trinkets obscuring most of the organic origin, but Nineseven was once an elven archmage and scholar. Throughout her eternal life, she became fascinated with the metalworks of the dwarves and the infinite possibilities of alchemy that can transmute. Some say she is the progenitor of techmagic, others claim she merely mastered it.

Spelbook: Chaos and Sorcery

Trait: Techmaster, Alchemy

Quote: The flesh binds me no more, magic runs through my veins now. I am the Tech-Master and I shall be more!



Grendel Strongarm

Grendel may be one of the greatest Wizards, certainly the best of his kind, but his firm belief is that might makes right. He often claims that anything can be beaten into submission, even magic itself. Grendel does of course use the very basics of the Arcane arts and does dabble in Nature when needed, but he relies mostly on the physical power of his troops.

Spellbook: Nature

Trait: Warlord, Veteran Warlord, Myrran Refugee, Might Makes Right!

Quote: I'll make your heads sparkle without magic and then you'll see who's Master!



Wizard Traits

List of Traits

Techmaster

Allows the Wizard to master the new power of Techmagic. Begin with a Scouting Probe and Power Seeker spells and gain a +5% bonus to Research. The Wizard must have at least 3 Spellbooks in two different Realms. Techmaster costs 2 picks.

Demonologist

The Demonologist begins the game with the unit of a Lesser Shadow Demon at their command. They also gain a unique summon Shadow Demon spell and the Possession spell. The Wizard must have already selected at least 1 Death Spellbook and 1 Chaos Spellbook. Demonologist costs 1 pick.

Myrran refugee

Allows the Wizard to begin the game with a Myrran race on Arcanus which gives a significant advantage, because Myrran races are typically stronger. Myrran refugee costs 2 picks.

Veteran Warlord

Allows the Wizard becomes a Veteran Warlord, able to train their armies with greater efficiency. The veteran thus gives extra +1XP each turn to the non-fantastic units under their command and you begin the game with a swordsman unit from the starting race. The Wizard must have the Warlord Trait. Veteran Warlord costs 1 pick.

Might makes right!

The Wizard believes in the superiority of physical prowess over the smarts of magic. All non-fantastic units (including non-fantastic heroes) gain +3 to Resistance. They also gain Combat Regeneration, a new skill that allows units to heal in combat +2 HP per turn (the skill stacks with Regeneration). The Wizard must have no more than 2 spellbooks in any school. Might makes right! costs 5 picks.

New Race

Soultrapped

'When we raised the first Golem from the earth and made him alive through machine and magic, I did think to myself - where will this lead? And now the soultrapped emerged. Did we really create them? Those poor creatures, forever trapped in flesh-less bodies... I do hope it was not us...'

From the musings of Gornbeard the Great,
a renowned dwarven engineer



The soultrapped are a race of constructs that fell victim to dwarven experimentation with dark rune magic, that bound sentient souls into the mechanical bodies, fuelled by organic matter. Or at least that is the official line. The soultrapped claim that

their awakening came from a divine source and that they are not some by-product of another's play. In either case, the soultrapped combine machine and man in unsettling ways, but they are a race that prefers peace and prosperity to warfare.

Race bonuses and limitations

Growth rate: Very slow (base rate of - 30 people/turn)

Building restrictions: Cannot build Merchants' Guild, War College, Oracle, Animists Guild and Shipyard

Other modifiers: +4 , -1 , Wall Crusher skill for units.

Soultrapped cities gain +5 population growth per every mineral in the city's catchment area.

Special unit:

Soul Cannon 

Yeet 

Soulless 

Subtireme 

List of Spells

Technomagic

Technomagic is a realm of power that mystically combines crude technology with magical wonder. This innovative arcane knowledge works with the arts of animating objects through alchemy and the dark, dangerous power of soul-mastery. Through this synergy, Technomagic can access new, unexplored avenues of arcane knowledge.

The battle for the mastery of magic has raged on for millenia in the lands of Arcanus and Myrror, unwavering, unchanged, until now... For a new power has awakened, its source ever veiled by mystery. Some of the elder Wizards despise techmagic and call it an abomination of the modern day. Those who follow a divine path call it blasphemy of the highest form due the abuse of the sanctity of the soul. But others see its unnerving potential.



Tip: Akin to the Arcane, Techmagic is a realm not dependent on the magic books that a Wizard possesses. Instead, one must have the Techmaster Trait in order to gain access to the new realm.

Techmagic Spells

Drona Scout



Summons the drona scout, series 53N3X, a flying unit with very good scouting capabilities, but poor durability.

Tech Sprite



The tech sprite is an odd and alarming amalgamation of technical wonder and magical infusion. Where once this was a common sprite, the creature has become a tech-buzzing, flying, ranged servant of Techmagic Wizards.

Power Seeker



The powerful Techmagic spell seeks out all Power Nodes on the chosen plane and makes them visible on your map. Once discovered, the nodes will also become marked as explored and so their defenders can be inspected prior to entering.

Extract Minerals



The spell finds minerals hidden deep in the earth and brings them to the surface, thus allowing the Wizard to add a new resource on a chosen hex. A new mineral can only be spawned on a hex that is at least one tile away from another resource.

Techincarnation



The powerful spell of techincarnation calls into service the unusual champion referred to as Moma and Ilde. This dual hero answers to Wizards wielding Techmagic in exchange for enriching their knowledge of this new arcane art. The dual champion cannot be resurrected, only summoned again once lost (they are a fantastic hero, so will not be affected by spells targeting normal units and heroes).

Mass Shielding



Mass Shielding gives all friendly units on the battlefield the Large Shield skill, unless they already have it. This provides +2 to armour against all ranged attacks.

Reconstruct



The Reconstruct spell repairs fallen construct units, giving them back full health. But, the reconstructed unit will disappear after the battle ends, even if you use other spells such as raise dead.

Magic Bullet



Tech Bullet adds +2 Ammunition to a non-fantastic unit with normal range attack and makes the attack ignore weapon immunity. The bonus can increase natural max ammunition of the unit.

Hero Training



Through the ingenuity of the Techmages, heroes become instantly trained. Every hero in the service of the Wizard becomes a captain.

Multipurpose Drona



Summons a multipurpose drona, series 53N3X2. Main unit designation: engineering probe. Secondary functions include: Meld function and increased movement.

Spells unique to Moma and Ilde hero



Sharp Exchange



Sharp exchange adds Armour Piercing effect (halves the effectiveness of the defender's armour rating) to all units on the battlefield, but it requires the caster to sacrifice -5 health.

Fair Exchange



Everything in life carries a price, so it is a matter of careful balancing. Those who mastered Fair Exchange grant their Wizard 5 Caster Skill for every 2 damage the unit receives.

Heart Sacrifice



By sacrificing 2 health, the caster unit blocks the ability to cast spells in battle for the opposing Wizard for 1 turn.

Heroes

List of Heroes

Timur the Deadshot



(Alternate names: Fade the Deadshot, Albino the Deadshot, Pale the Deadshot, Floyd the Deadshot)

Born as a blind albino, stripped of the dark elven gift for dark magic, Timur was shunned and despised by his people. But, this only made him more determined. He was taken in by an adoptive father, and together, they went on a perilous journey to prove that Timur can still be the most deadly assassin. Through techmagic his eye now sees beyond mortal boundaries and even though he still cannot wield dark magic, his techmagic sniper shot is a dark force of its own.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
20 Fame	300	6 Gold	4	5	18	4	7	8	Natural Enchanted Weapons; Illusions Immunity; Blademaster; Poison 4; Invisibility; Techmagic Ranged Attack, Ammo 1

Billie the Gunslinger



(Alternate names: Tipi the Gunslinger, Calamity the Gunslinger, Annie the Gunslinger, Jessi the Gunslinger)

Billie is a cheerful halfling youth liked by virtually anyone who meets her. After achieving the highest ranks amongst the slingers, and inspired by her sister, Teria, Billie went on a quest to find her own niche. The quest led her to discover the wonders of Techmagic and thus she became the very first gunslinger of Arcanus. Riding on her faithful boar, Nibbles, she is now one of the best guns for hire any Wizard could wish for.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
3 Fame	150	2 Gold	4	4	5	4	7	7	Natural Enchanted Weapons; Stun; Lucky; Doubleshot ranged attack, Ammo 8; Random fighter skill x2

Oldmane Ironjaw



(Alternate names: Hakuna Ironjaw, Snarl Ironjaw, Hidegnarl Ironjaw, Gnarlfang Ironjaw)

Oldmane was once the greatest, and eldest of gnoll generals, until his capture by the dark elves. The darklings tortured the warrior for years, depleting his body beyond recognition. And yet, by chance or fate, the cries of a young boy gave Oldmane the will to fight again, he escaped his captors, rescued his adopted son, Timur, and together they embarked on a journey of rebirth. Thus, through the use of techmagic, Oldmane was remade into the metal-flesh menace that he is known as today.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
3 Fame	150	3 Gold	4	6	0	5	6	9	Natural Enchanted Weapons; Bite; Wolfrider Alpha; Leadership; Large Shield; Random fighter skill

Moma and Ilde



(Alternate names: Mama and Kiddo, Muti und Liebli, Mumsie and Gir, Mere and Pettit)

The dwarven girl is young, but still a formidable runekeeper with a tragic tale. She lost her mother to a terrible lab accident involving Techmagic. Soon after the explosion that incinerated her mum, the girl found a wandering soultrapped, who seemed to recognise the little dwarf. The girl is convinced

the soultrapped is her mother and has sworn to find a way to reverse whatever happened to her. Until then, Moma and Ilde answer the call of those who wield powerful Techmagic, hoping that by serving them they will learn what they need.

Prerequisites	Recruitment Cost	Upkeep	Movement	Melee	Ranged	Armour	Resistance	Hits	Special
Special: can be called upon via Techmagic spell only	n/a	12 Mana	4	6	8	8	10	10	Natural Enchanted Weapons; Magic Immunity; Techmagic Ranged Attack Agility; Arcane - Super Mechanician; Super Sage; Caster 12; Mountaineer; Fair Exchange; Lightning Vulnerability; 2 Random Ability (any)

Unit/Hero Skills

Techmagic Ranged Attack

This unit's ranged attacks are magically imbued with Techmagic. They are accurate at any distance, suffering no penalties to hit chance based on range. The attack will completely bypass a target's Missile Immunity and Magic Immunity.

Double Shot

In true gunslinger fashion, the double shot allows the hero to shoot twice in their round, with a normal ranged attack.

Release the Magbomb

Summons a Magbomb, a one-shot unit that deals deadly damage, but is very fragile.

Techsplosion

A powerful tech-fire explosion that damages itself as well as the target. A 20 strength magical fire attack that hits each figure of the target unit.

Piercing Bite

A ferocious, melee bite that deals piercing damage after its attack turn and after any counter attack.

Wolfrider Alpha

Gnoll army generals lead the wolf rider packs with great unity. As such, the hero receives a bonus of +1  armour for every two wolf rider units in their army. The wolf rider units in turn get a +1  melee attack in the presence of the alpha.

Repair

The skill allows the repair of mechanical constructs, increasing natural healing of the construct units stacked with it to 50% of its maximum heal each turn.

Lightning Vulnerability

The unit attracts lightning and is prone to its damage. When faced with a lightning-type attack, the owner of the weakness must defend against the amount of damage generated by the source increased by 200%.

New City Resources

Orichalcum

Orichalcum is a rare resource, only obtainable after the depletion of a Tech Dungeon or by using Techmagic. Reduces the construction cost of buildings and units by 20% and adds +3 ☒.



Note: The Amplifier requires a Power Node within the catchment area, but it does not require it to be claimed.

New Building

The Amplifier

The amplifier is a Techmagic building, its strange machinery powered by sorcery, amplifies the bonuses gained from a power node owned by the Wizard and within the city's catchment area (+8 ) and lowers unrest by -1 . The building may also unlock special units if race allows it.

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