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CREDITS

created by
Illwinter Game Design

published by
Shrapnel Games, Inc.

game design
Johan Karlsson
Kristoffer Osterman

programming
Johan Karlsson

graphics
Kristoffer Osterman

music
Falsobordone
Dråm
www.draam.com

manual
Bruce Geryk

maps
Jason Lutes
Kristoffer Osterman

example mod
Jerry Roys

additional sound effects
Michael Huang Productions
www.michaelhuang.com

...and thanks to everyone who participated in
Shrapnel Games' beta test of Dominions 3

Boris Jenjic, Lead Tester

Gene Anglen

Brian Dean

Gerhard Göth

Janne Joensuu

Peter von Kleinsmid

Patrik Matthews

Gandalf Parker

Jasper Phillips

David Quinn

Jerry Roys

Richard Trup

Stefan Weniger

and the others

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Shrapnel Games, Inc.

executive producer

Richard Arnesen

cd art and manual cover art

Greg Jackson

beta test coordinator,

projects coordinator

Mindi Arnesen

production coordinator

Annette Brooks

publisher

Timothy W. Brooks

A NOTE ON THE MUSIC

The music for Dominions 3 was performed Erik Ask-Upmark and Anna Rynefors. They have two projects, which are Falsobordone (medieval European music) and Dråm (Scandinavian folk music). You will find music from both of these projects in the game – intro music and early age music is Dråm, while middle and late age music is Falsobordone. Some of it is taken from their latest CD. You can learn more about their work, listen to more tracks, and even purchase the CD at www.draam.com. They also did the music for Dominions II, which was all performed as Falsobordone. They have two other CDs available of this excellent music, one of which – *Cantigas de Santa Maria* – features absolutely splendid vocal work from Rynefors. You can get more information on that by visiting www.falsobordone.com. If you are lucky enough to live on the US west coast, you may be able to catch them on tour when they visit the USA. If you live in Sweden, you can hear them more often. Enjoy!

Table of Contents

A Short History of Dominions	1
How to Use This Manual	3
Probabilities in Dominions	5
The Tutorial	7
The Interface	27
The Pretender	46
Units	55
Movement	64
Combat	73
Magic	83
Dominion	92
The Nations of Dominions	97
Strategy Tips	137
<i>The Grimoire</i>	
How to use the Grimoire	143
Alphabetical Spell Index	143
Summoning Spells	159
Non-summoning Ritual Spells	207
Global Enchantments	216
Divine Magic	221
Battlefield Spells	226
Magic Items	264
Path-boosting Chart for Magic Items	283
Independents	285
The Dominions Glossary	289
Index	291
Hot Keys	294

A SHORT HISTORY OF DOMINIONS

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

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

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

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

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

The move from a purely tactical to a strategic game made the world much more important. Some earlier ideas of an *Ars Magica*-like game of magical research and politics were remade. Random content and magical sites in the provinces would increase replayability. Mages of the Order of Hermes were replaced by competing gods. The magical and divine auras of *Ars Magica* gave us the idea of a dual war of armies and dominions. Mythological and historical paraphrases came naturally as I have a great interest in the history of religions.

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

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

Since 1997 the game has undergone many changes, but some things are as they were in the beginning. We still have old papers from 1997 that tells us how many resources a plate cuirass costs, and what a mage should cost at a given skill level. Even though we scribbled down new stats as the numbers were altered, the papers remained the same, until work began on *Dominions 3* in 2004 and we remade the armor protection mechanics.

Dominions: Priests, Prophets and Pretenders was released 2001. It got some Usenet attention and we were glad to get some input. Bugs and imperfections were pointed out and

we tried to fix most of them. After a half year or so we decided that we wanted to make a new game instead of making small changes to *Dominions*.

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

During Christmas 2001 I visited my parents and had some spare days. I accidentally made a board game map and system inspired by *Dominions*, but never managed to finish it. I still have a bunch of papers, a wooden map, and a little box filled with some hundred wood pieces that needs painting. Johan Karlsson (the programmer and co-designer) is more of a finisher than I am. We later scanned the map and used it as our first *Dominions II* map (The Sundering).

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

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

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

Then work slowed down for a while. Work, social life, and other computer games ate up part of our time. We didn't have a deadline, nor any clear direction, apart from adding fun stuff and making the game more user-friendly. After a rather long period of random adding of content and bug fixes, we decided that it was time to start the beta. In February, the *Dominions 3* beta forum was started, and now, almost 7,000 posts later, *Dominions 3 – The Awakening* is finished. There are still plenty of things I would like to see in the game, though, so expect new content and ever-increasing modability in future patches.

That's about it, I think.

—Kristoffer Osterman
Sweden, summer 2006

HOW TO USE THIS MANUAL

That's an annoying thing to put in a manual, isn't it? You bought the game, and it came with this manual, and now you are going to do pretty much whatever you want with it, yes? Ok, you have the right. But if you don't know a lot about Dominions 3 (or even if you do) you're going to find that there is a lot to learn. If you're expecting the world of Dominions to be just like every other fantasy world you've seen in strategy games, you're in for a lot of surprises. This can be great—who doesn't like surprises?—but it can also be frustrating. That's why we've included this nifty print manual. But having to read huge manuals before you can play your new game is frustrating. Sounds like a no-win? Here's our compromise solution:

The first part of this manual is a full-fledged walkthrough and tutorial. Everything you need to do in order to play the game is spelled out for you, with pictures and everything. We strongly recommend you do this, although you are free to make your own choices.

Once you see how the game works, you'll probably want to investigate various aspects of the game more closely. Then you'll find that the manual contains detailed explanations of how almost everything in the game works, complete with examples. For those who want to keep the reading to a minimum, there are bullet-pointed summary sections at the beginning of each chapter. If you just read those sections (the bullet points and the intro that goes with them) and play the tutorial, you'll find that a lot of things will become clear without you having to read multi-page explanations of the game mechanics. If you decide to dive in further, don't be scared off by the formulas. You don't need to know them. But some people insist on them, so rather than forcing all of that underground, we legalized it from the beginning. You know, so we can regulate and tax it.

A NOTE TO THOSE WHO PLAYED (AND MAYBE ARE STILL PLAYING) DOMINIONS II

Welcome back! We missed you. As did the Doom Horrors, who are on their way and will be here shortly. While we wait for them, there are some things that you should know before you start so you don't post bug reports.

- Themes no longer exist as independent entities. Instead, they are incorporated into the various ages by changing how a nation appears from age to age. For example, Early Age Man is a Tuatha-like nation, while Middle Age Man is the more traditional Tower of Avalon.
- Fortress type is no longer something you choose in pretender creation. Instead, the type of fort that can be built in a province depends on the building nation and the terrain in the province, modeled after real-life situations of what that nation actually built historically.
- The morale system has been revamped. The biggest (but by no means only) change is that everyone is subject to the special morale check that takes place for squads with four or fewer members. This includes pretenders fighting on their own. Supercombatants, beware!
- There are a lot more nation-specific spells in the grimoire. Certain nations have a lot of unique summons that gives them more thematic unity, and it also makes for a better-differentiated midgame if players choose a national summoning strategy. What it really means is that if you can't find a spell you remember from before, it may have moved, because it was learned after research that a particular nation did not actually have that spell after all.

- The game is more wide-open than in Dominions II, with more gold available and provinces providing more supplies. This will lead to being able to build larger armies earlier, and have truly gigantic battles later.

There are a lot of new things about Dominions 3, such as new nations, units, and spells, a better interface, a random map generator, some new rules, and lots of other things that you'll find when you play, but the ones above can confuse veteran players if they go looking for them and can't find them.

TO EVERYBODY

Thank you for buying the game. If you have comments or questions about it, there is a dedicated Dominions 3 forum at **www.ShrapnelGames.com**. Please join us!



When I started writing this manual, I picked up a copy of Johnny Wilson and Alan Emrich's classic guide for *Civilization*, entitled *Rome on 640k a Day*, at a garage sale for 50 cents. I remembered when I first read that guide back in 1992, and thought that when searching for inspiration, you should naturally start with the best.

Sadly, after long consideration, I deemed that guide unsuitable as a model for this one for a number of reasons. First, it made much of the historical background of the various game elements, not only devoting long sections to them but actually structuring a large section of the book around the tech advances, with detailed factual explanations of what DNA is, or how a steam engine works, and whatnot. I first thought I would do the same, and actually started reading fantasy textbooks like *Nine Princes in Amber*, but finally decided that there was no way I'd ever know as much about fantasy as Wilson and Emrich knew about history and science. So I gave up on that angle.

Second, there was a lot of humor and joking in that guide, which I found I was simply unable to emulate for the world of Dominions. You're not looking for entertaining stories about the Amber Clan Tritons (although there are several) when you read this – instead, you want detailed instructions on exactly what to do in every possible game situation at all times. And that's what this is: a totally serious, absolutely comprehensive guide to how every byte in the game works, what action to take in every scenario that might arise at any point in all games you'll ever play, delivered without any extraneous humor, commentary, or historical analysis. After all, everyone already knows which spell is for Chameleon – and nobody wants to take a history exam about it. –*Bruce Geryk*



There is an Amber Clan backstory that is essential to playing Dominions 3, it plays such a pivotal role in the game everyone should know it if they truly wish to get the maximum amount of satisfaction out of the game. Here it goes: The Amber Clan Tritons mainly frolic, this has made them powerful. While frolicking they listen to whale songs, this has made them magical. When they occasionally do not frolic they fashion items made out of the amber that is so prevalent in their special provinces, this has given them the name The Amber Clan Tritons. –*Johan Osterman*

PROBABILITIES IN DOMINIONS

Dominions Random Number (DRN)

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

Example: The game calls for a DRN. Two dice are rolled and they come up 3,6. Because one of the dice was a “6,” one is subtracted from the total (making 8), and the die is rolled again. But this die is also a 6. So one is subtracted from the total (now up to 13) and a die is rolled again. It is a 4. The final result for this DRN is 17.

Note that if both original dice came up as 6, both would be re-rolled and added as above. If a die keeps coming up 6, it keeps getting re-rolled and added, which can very occasionally lead to large numbers. Why is this?

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

In some very few cases, there may only one six-sided die rolled. It is still open-ended, but in this case, the rules refer to it as a **drn**, in lower-case letters. An example is the dispelling of global enchantments (p. 88).

Probabilities in Dominions 3

Most die rolls in Dominions 3 involve one player rolling higher than another player using the DRN system. To give players some idea of how likely something is to happen, here is a table that shows the difference between two values on the left, and the chance of *beating* that value using two open-ended dice on the right.

Difference	Chance	Difference	Chance
-14	1%	1	54%
-13	1%	2	62%
-12	2%	3	70%
-11	3%	4	76%
-10	3%	5	82%
-9	5%	6	86%
-8	6%	7	89%
-7	8%	8	92%
-6	11%	9	94%
-5	14%	10	95%
-4	18%	11	97%
-3	24%	12	97%
-2	30%	13	98%
-1	38%	14	99%
0	46%		

What does this mean? It means that if you have a Jotun moose rider with attack skill 9 and your opponent has an Abyssian infantry with defense skill 10, your chance of beating him with two open-ended dice (and thus scoring a hit) is 38%. If the values were reversed, your chance of success would be 54%. Why the seeming disjunction? Because the “zero-point” is only 46%. Remember – the table shows the chance of *beating* your opponent. Thus, if you are evenly matched, you need to roll *higher* than he or she does on the same type of dice, and thus your chances of doing so are less than even. 46%, to be exact.

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

An “average” value in Dominions is around 10. This is more true for some attributes than others, but is especially the case for Attack and Defense. Thus, if you see a unit with a value much above (or below) this, you can expect the unit to successfully hit more often, and be hit less often (or the reverse). You can easily gauge the likelihood of something happening by comparing the numbers involved. If you see an enemy unit with a defense of 19, you can assume that the “average” unit will hit it about 5% of the time, or one time in 20.



From the Dominions bestiary:



In the deepest reaches of Agarthia lies an ancient chamber sealed by ancient magic. According to Agarthian lore the chamber contains three imprisoned gods of an earlier age. In the deep cavern halls close to the prison, Umbrals lurks. Umbrals are shadow beings resembling ancient Pale Ones with elongated faces and drooling mouths. Agarthian legends claim that they are the souls of those who sacrificed themselves to seal the chamber. The disturbing fact that the Umbrals have become more numerous has led some to believe that the Seal is weakening. Umbrals are ethereal, undead beings able to drain life from the living.

THE TUTORIAL

Or a leisurely walk through the world of Dominions, with commentary

The first thing in this tutorial is going to be me thanking you for playing the tutorial. Dominions 3 has a lot of concepts that are difficult to explain from scratch, without playing the game. It's like trying to teach someone a boardgame without showing them the map or pieces. By playing through this tutorial, you'll be introduced to all of the most important concepts in the game in a step-by-step fashion.

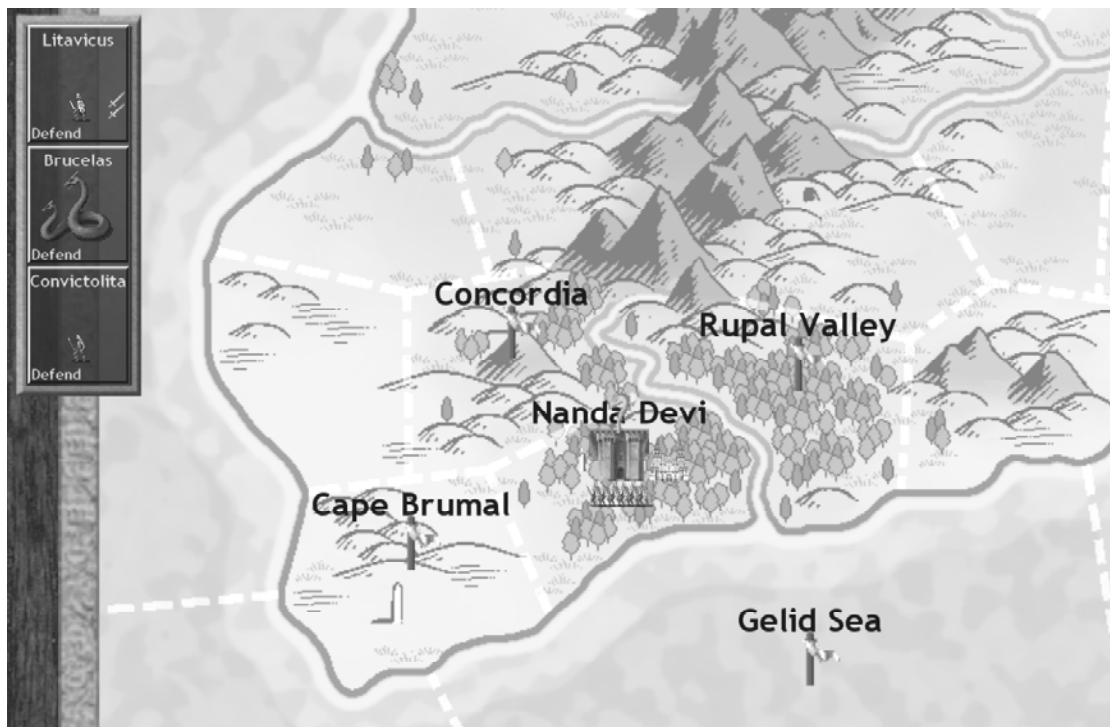
Dominions is a game with a lot of depth, and a lot of things to do. In an attempt to introduce as many things as possible without writing a novel about how to play Dominions, this tutorial is fairly long. Part of this is due to the fact that showing players how to do something is only half the story – just as in other games, knowing why you're doing something is very important. So there is a lot of commentary explaining why you are doing various things. To make it easier to follow the directions, text which specifically instructs you to take an action in the game will be underlined. Except that sentence. It was just an example.

Start the game and get to the main menu. Of the choices listed, you should **select Game Tools**, then click on **Tutorial**. The game has already been created for you, or you would first have to go through the **Create a New Game** process. There are some suggestions on that in the general strategy section. But we're getting ahead of ourselves.

Click on "Tutorial" so the check mark appears, then click on "Ok." We're ready to go.

Turn 1

The first screen is some welcome messages that you can just ignore if you want by clicking on "Exit." If you do click on something, and get into a menu that you can't get out of, the [Esc] key is good for exiting screens or menus. This applies throughout the game.



You should be looking at something like this. It is the world of Dominions, and you are the pretender god of Early Age Marvern, which is a Celtic-themed nation of druids and warriors. Hit the [9] key to display the province names. They will appear on the map. You can turn them off by hitting the [9] key again.

There should be three square icons towards the upper left of the screen with pictures on them. The one in the middle looks like a sea serpent. That's you.

Haha, not really. It's just the role-playing you. In game terms, that's your nation's pretender god. The object of Dominions 3 is to be the last pretender standing, at which point you ascend to godhood and lord it over the world of Dominions, which by that time has been pretty much trashed by all the fighting, arcane magicks, and whatnot.

This game is about one thing: your god and people worshipping your god. I guess that's kind of two things. Worship of your god is represented by "dominion," which is calculated on a per-province basis and is shown graphically by the candle icons. White candles represent your dominion, while black candles represent someone else's. If you don't have any dominion in any province on the map, you lose the game immediately. In order to spread your dominion, you have to conquer at least some provinces. In order to generate income and build armies, you have to conquer a lot of provinces. So while the game is about going to church, it's also about killing people - at least those people who don't go to your church.

The two icons next to your pretender are also commanders. One - Convictolitanus - is a scout, and his job is to sneak around and find out what is in the other provinces. Right now you don't have any concrete information about the world outside your home province of Nanda Devi. So let's get scouting.

To select Convictolitanus, left-click on his commander icon. It should turn white. Now left-click on the province directly east (right) of your home, which is called Rupal Valley. You should see an arrow appear, indicating that you have given him an order to move. Note that in his commander box, below the icon, the word "Sneak" appears. Because he is a scout, and thus he is Stealthy, his default movement type is to sneak. This means he can enter enemy territory without triggering combat. Next turn we will get a report from Convictolitanus and have a better idea of what is around us. Then we can plan our next move.

While we are waiting for our reconnaissance, we need to start researching some magic spells. Any commander with magic ability has a research skill. Right-click on Brucelas' icon. This gets you an information screen. You'll see a lot of statistics, which you shouldn't worry

about for now, but about halfway down the screen, you should see a stack of books with a number next to it, like this.



That's his research skill. Each turn, he can do five points of research.

To give him the research order, exit out of the stats screen by hitting [Esc], and click on the word "Defend" in his commander box. That should bring up a screen that looks like the one at left.

This is the Change Order menu, and it gives you a lot of choices. The one we want right now is Research. Click on it. That should return you to the map screen with the word below your pretender icon now reflecting this



change by showing “Research.” But what, exactly, are we researching?

Dominions 3 has a lot of spells in it (almost 600). These spells are divided up into magic paths like air, water, earth, fire, death, nature, and some other things you've probably seen in a lot of movie documentaries about magic. However, a particular mage will only have the magic skill to cast a small fraction of these spells, and even if he does have the skill, he cannot do so until the spell has been unlocked through research.

The magic paths serve as prerequisites for a mage to cast a spell. For example, right-click on Brucelas, and you will see three diamond icons right next to where you see his research skill. They look like this:



If you mouse over that, a helpful tool-tip appears and tells you that it means “astral mage level 3.” This means Brucelas will eventually be able to cast any spell with a requirement of Astral-3 or less. Astral-4 spells? Too hard right now. Maybe with a bit of help (magic items or empowerment).

So what is research about? If you're still looking at Brucelas, hit [Esc] to get back to the main map. Look in the lower right corner for the word “Laboratory.” Left-click on it.

This is your Arcane Laboratory. The left-most box shows a kind of magic tome thing, and if you mouse over it, the tool-tip says, “(F5) Research.” This means you can click here to set your research goals, and if you want to go there straight from the main screen, you can just hit the [F5] key. Go ahead and click on the leftmost picture.

As you can see, magic in this window is split up into seven “schools”: Conjunction, Alteration, Evocation, Construction, Enchantment, Thaumaturgy, and Blood magic. The magic system is described in detail starting on p. 83, but for now, just click on the word “Alteration,” since this is where the first couple spells we want to see are located.

That's a lot of spells, eh? You can scroll down here with the mousewheel to see them all, or use the scroll bar on the right. Note how the spells have little icons to the right. Those indicate the magic path skill needed to cast the spell. So why are the spells divided up into levels and paths? Because the levels here correspond to the level of research needed to unlock the spell. That's what the research points get you.

Hit [Esc] once to go back to the screen that lists all the schools. Everybody starts with Level 0 research in all the schools. To advance, you have to accumulate the number of research points indicated on the right to get to the next level. Because Brucelas has 5 research points, and he is the only one researching, he will accumulate 5 research points per turn. You need 40 to get from level 0 to level 1. So without any help, it will take 8 turns to advance one level. And it takes more points to get from level 1 to level 2 than it does from level 0 to level 1. Let's go get Brucelas some help.

Hit [Esc] (twice) until you get to the main screen. Over on the right side of the screen again, a couple buttons above “Laboratory,” is “Recruit units.” Make sure your home province is selected (right-click on the home province if for some reason your flag isn't flashing) and then left-click on “Recruit units.”

This is where you select the units you want to recruit to join your nation. At the top are the normal, everyday units, while below them, under the heading “Commanders,” are ... you guessed it. By clicking on a unit, you select it for recruitment. A unit you recruit this turn will show up next turn. Below the icons should be some stats on your gold and resources. You have 400 gold. The second-to-last commander on the right, the one dressed in white, should be a druid. You can confirm this with a mouseover. Right-click on him to get his stats.

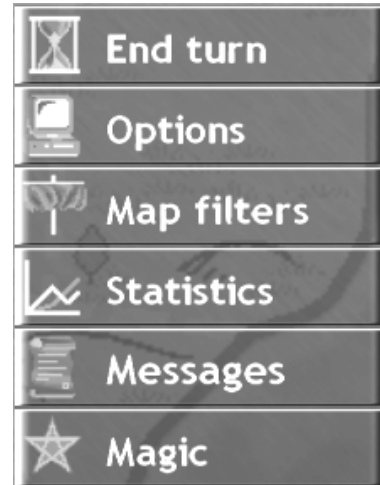
As you can see, druids are philosophers, mages, and priests. It's the mage thing that we're concerned with right now. See how he has an “8” next to the stack-of-books icon? You

remember research skill. If we can get this guy and Brucelas researching together, our progress will be much faster.

Hit [Esc] to exit the druid's stat screen, and now just left-click on the druid. He should show up in the lower left of the box, as he has been selected for recruitment. To cancel that, you would just click on the icon that just appeared, but don't – we want him. The only drawback is that you can only recruit one commander in a province per turn, but since druids cost a whopping 380 gold, we're not going to be able to buy much more, anyway. Since we still have 20 gold left, let's recruit some regular units. The third-from-left unit in the top row is a Marvernian javelineer. Confirm that by mouseover and left-click on it twice. That will use up all of our gold. Hit [Esc] to get to the main map screen again.

That's pretty much all we want to do on Turn 1. We have our scout going off to get the lay of the land, we've got our pretender started in research, and we've recruited a few units for next turn. We're ready to end the turn.

Up at the top of the buttons on the right is the "End turn" button. Once you hit this, the game will resolve all the orders, because turn resolution in Dominions 3 is simultaneous. Up until this time, you can change your orders. You can even quit the game, and save your orders up to this point so you can continue them later. But once you click on "End turn," those orders are resolved, and you get the results. There is no in-game way to save the previous turn so you can re-load it and re-play it, so more so than with other games, you have to live with the consequences of what you do. Hit End turn if you haven't already done so.



Turn 2

After the turn processes, you will get another message screen (if there are any events to tell you about – maybe there won't be and you will go straight to the map). This informs you of important events in the game, but for now, just hit "Exit" and go to the main map screen. You may already be there. You should see a new addition to the commander boxes on the left of the screen (and your scout should be gone since he is no longer in this province). Your druid is here! Because the names are randomly selected, we can't know for sure what he will be named. So let's use the "Rename" function: right-click on the druid's commander box, and hit the [r] key. Let's name him "Draam." Type that in and hit [Enter]. He is now named after the group that did the game music. Hit [Esc] to return to the main map screen.

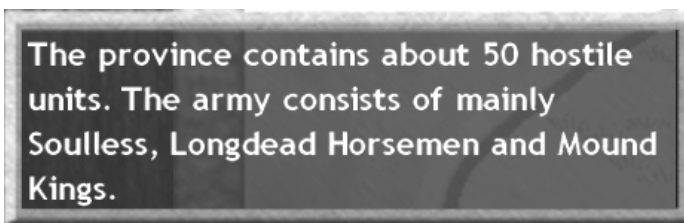
Like we discussed when we recruited him, we want to get Draam to help out with magic research. Now that you know how to give orders to units, let's take a shortcut. Left-click on Draam so he turns white, then hold down the [SHIFT] key and press [r]. He should be set to research – it's that easy. There is a whole list of hotkeys for the various game screens which you can bring up by holding down [SHIFT] and hitting [?].

If you hit [F5], which we learned earlier was the shortcut for the Research screen, you will see this:

Conjuration	<input type="text" value="0"/>	0 rp	level 0	<input type="text" value="40"/>	40 rp left
Alteration	<input type="text" value="13"/>	13 rp	level 0	<input type="text" value="35"/>	35 rp left
Evocation	<input type="text" value="0"/>	0 rp	level 0	<input type="text" value="40"/>	40 rp left
Construction	<input type="text" value="0"/>	0 rp	level 0	<input type="text" value="40"/>	40 rp left
Enchantment	<input type="text" value="0"/>	0 rp	level 0	<input type="text" value="40"/>	40 rp left
Thaumaturgy	<input type="text" value="0"/>	0 rp	level 0	<input type="text" value="40"/>	40 rp left
Blood Magic	<input type="text" value="0"/>	0 rp	level 0	<input type="text" value="40"/>	40 rp left
Research speed: 13 rp per turn					

We've done 5 points of research from last turn, and this turn we'll be doing 13 more. We could, if we wanted, do research in a different school this turn. We could even split up our points between schools. Try that now – move the sliders between schools and see how that works. Click on the “Evocation” slider directly below Alteration. See how the research points get re-adjusted? When you're done with this, make sure all the points are back in Alteration before you exit this screen, because that's the school that has the first spells we want. Hit [Esc] until you reach the main map.

Our scout, Convictolitanus, should have reached his destination. You've probably noticed that the provinces around yours have a bunch of symbols in them. These represent the types of units that occupy them. If you look in Rupal Valley, you'll see a pyramid-and-eye symbol in that province, which means the Freemasons know everything. And now you do, too, because if you right-click on that province, you'll find your scout.

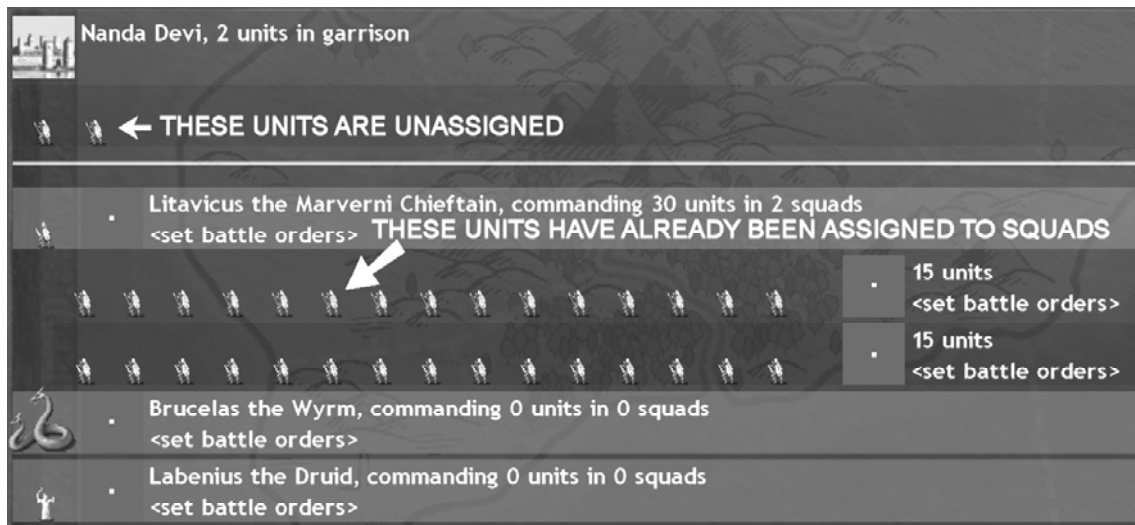


You should see a province report in the upper left of the screen that looks something like this. The number of units may not be exactly the same, because scouting reports are not completely accurate. But it does give you a general idea of what's

in store for you there. All provinces are controlled by independent forces until they are captured. If you look at the actual province on the map screen, you'll see some undead-looking monsters in Rupal Valley. The display shows the most numerous unit in that province, and the relative number of units in the army is reflected in the number depicted on the screen.

Let's keep our scout moving. Right-click on the province of Rupal Valley, where our scout is. That should make his commander icon appear in the upper left of the screen. Left-click on his icon so the box turns white, and left-click on the province of Zakopane. Convictolitanus will now scout further afield in search of information.

We recruited some other units, didn't we? To find them, right-click on your home province of Nanda Devi and left-click on the button on the right of the screen labeled “Army setup.” You should see a screen like this:



This shows all the commanders in the province and the units assigned to them. Note that there should be two Marvern Javelineers at the top of the screen. These are the units we recruited last turn. All newly recruited units go into the unassigned pool at the top, until you put them in a squad. Commanders go directly below in the commander area. You should have three in this province now:

Brucelas (your pretender)
 Litavicus (another commander)
 Draam (your new druid)

You are using a wyrm pretender. If you go on to a professional career in competitive Dominions, you may see this come up as an “SC,” which means “supercombatant.” That means a combat pretender all geared up to fight on his own. There is a whole Dominions glossary in the manual, so that you will be able to follow the commentary on television. The pretender is created at the beginning of the game, and can take various forms. We just chose the wyrm for this tutorial, but with Marvern, he could have been a sage, or a forest lord, or a manticore, or even a pillar of rock. Later on in this manual you’ll get some tips on how to create pretendrs. It’s one of the most fun parts of the game, because it’s so flexible.

You started the game with your pretender, a scout, and a commander with troops. Your scout has moved out of the province, and has revealed information about the inhabitants of adjacent provinces. As we saw before, the province of Cape Brumal looks lightly defended – it only has militia in it, and not so many at that. But let’s wait for a turn and recruit some more units before we go and invade it. Hit [Esc] to get out of the Army setup screen. With your home province selected, click on “Recruit units” again, and this time select the fourth unit from the left in the top row, which is the Marvern Bare-chested Warrior. Sounds sexy. Hold down the [SHIFT] key and click on it once – this should queue up ten of these. Note how our resources available have dropped. That’s because these units cost 10 gold and 9 resources each. And now we should talk about what that means.

Gold builds buildings. Gold plus resources builds troops. Gold accumulates in your treasury. Resources don’t accumulate, and can only be used in the province that they are produced in. Thus, if a province generates 5 resources per turn, it will only have 5 resources available each turn. If you don’t use them, they go away at the end of the turn. There is a role-playing reason for this, like that there are only so many forges and that blacksmiths can only work so fast.

While you won’t be able to determine how much income or how many resources a given province will produce until you’ve actually occupied it, you can generally guess by the type of

terrain in that province. Farmlands give good income but poor resources, while mountains and forest are the opposite.

As we learned above, armies are produced by gold and resources. Gold is collected from all provinces and pooled. Resources are not. Different provinces produce different units. Units have widely varying resource costs, which are greater for those units (heavy cavalry, armored troops) with more equipment.

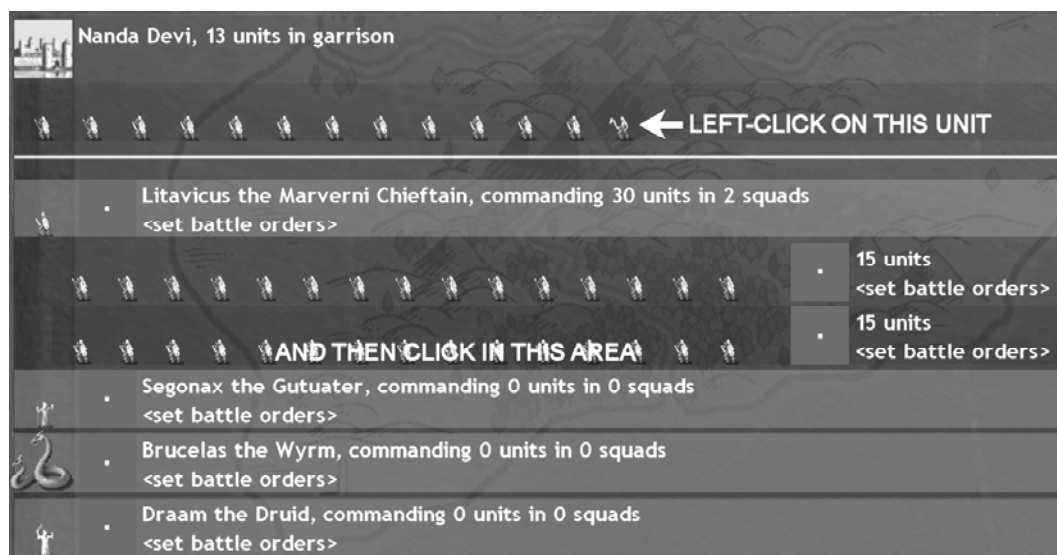
So what is this screen with the units on it? It's a listing of all the unit types you can recruit in this province. Because this province has a fortress, you can recruit your national units in it, which is why there are so many units listed here. Last turn we spent a lot of gold on a druid, which only costs one resource point, so we didn't even have to worry about running out of resources. This turn is different, because we're recruiting units with a higher resource cost. You should have a lot of gold left, but not many resources. We don't have enough for another druid, but we really would like more researchers, so click on the unit in orange that is just to the left of the druid, called the gutuater. He costs 120 gold. Now click on the left-most top unit – the Marvernian horn blower. We've still got gold left over, so it will be saved for next turn. The resources, unfortunately, won't carry over. That's enough for now. Note that we were able to recruit as many regular units as our gold and resources allowed. However, we can only recruit one commander in a province per turn, no matter how much gold and how many resources we have. This is a key limitation, and will drive us to expand and take over more provinces, and build more fortresses.

Click on "Exit" from the recruitment screen to get to the main screen (or just hit the [Esc] key) and click on "End turn." We will now resolve the second turn.

Turn 3

If there are any turn announcements, just exit out of them. If not, you should already be looking at the map. If you remember from last turn, your reports of the number of units in each province may have changed. This is because scouting reports are not exact. Thus, you'll see some oscillation around the true numbers. If you pay careful attention, you can get a better idea from multiple reports what the actual numbers are. For us, that's not so important, because in this tutorial we've turned the difficulty down a bit. Good to know for later!

We recruited some javelineers on the first turn, and some other units last turn. Where are they? On the right of the screen is a button labeled "Army setup." You can either left-click on it, or just hit the letter [t] key. You should see a screen like the one below (without the white tutorial letters).



The units up at the very top are the ones you recruited in the past two turns. They are placed in the “unassigned units” space until you get around to assigning them. That’s what we’re going to do right now. First, click on the right-most unit in that top row – it’s the Marvernian horn blower. Now that he is selected, you should see the two rows of units under Litavicus’ command turn grey. That means those squad slots are eligible to take the Horn Blower. While the Horn Blower is selected, left-click on the second row of units. The Horn Blower has joined that squad.

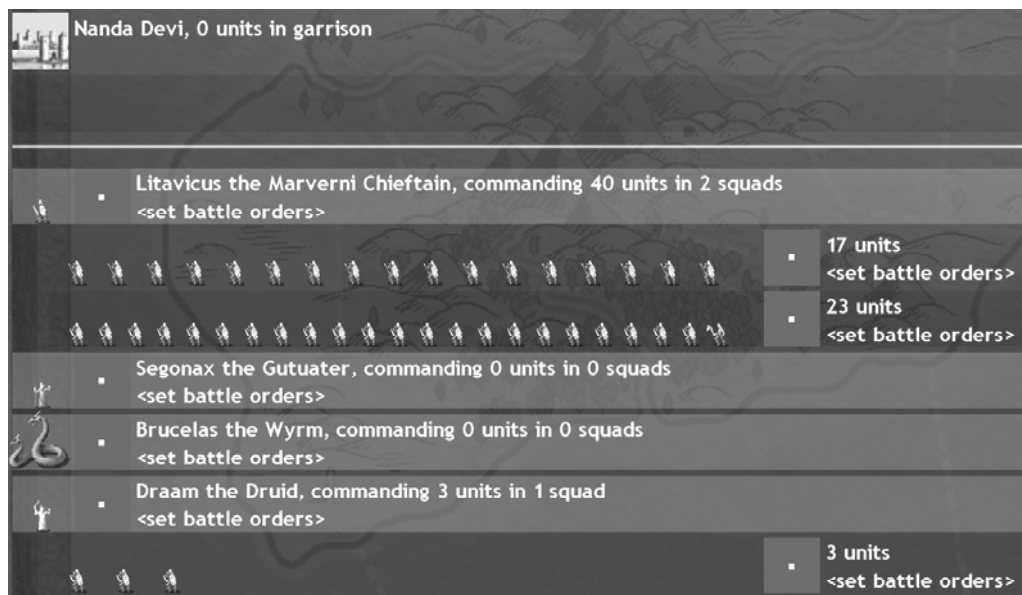
If you recall, we recruited two javelineers on the first turn. They are the units on the far left. Double-click on the first one. See how it selects both units? Double-clicking on a unit selects all units of that type in that row. While they are selected like this, left-click on the upper row of units under Litavicus’ command. The javelineers have been added to that squad.

Those two squads are both commanded by Litavicus. In total, he is commanding 33 units right now (17 in the upper squad, and 16 in the lower squad). If you right-click on Litavicus’ icon right now, you will get his stats. Note the following attributes:

Strength 12
Attack skill 12
Defence skill 15
Precision 10
Move 2 / 10
Leadership 40

The bottom number there is very important – that’s his Leadership rating. Litavicus can only command 40 units. He currently has 33, and we have more than 7 more units to add. Let’s see what happens. First, double-click on the remaining units in the unassigned units area. (Just double-click on one unit – it should select them all.) They are all bare-chested warriors. There are 10 there. While they are selected, left-click on Litavicus’ lower squad. You automatically added enough units to reach the Leadership maximum. The rest of the units stayed in the unassigned area.

You should take those extra units and put them in a new squad. You do this by selecting them first, and then clicking on a commander’s icon. Double-click on an unassigned warrior to select all the units, and then left-click on Draam the druid’s icon. You should now have 3 units in a squad under Draam’s command.



If everything worked, you should see a screen like the one shown above.

Go ahead and exit this screen by hitting [Esc].

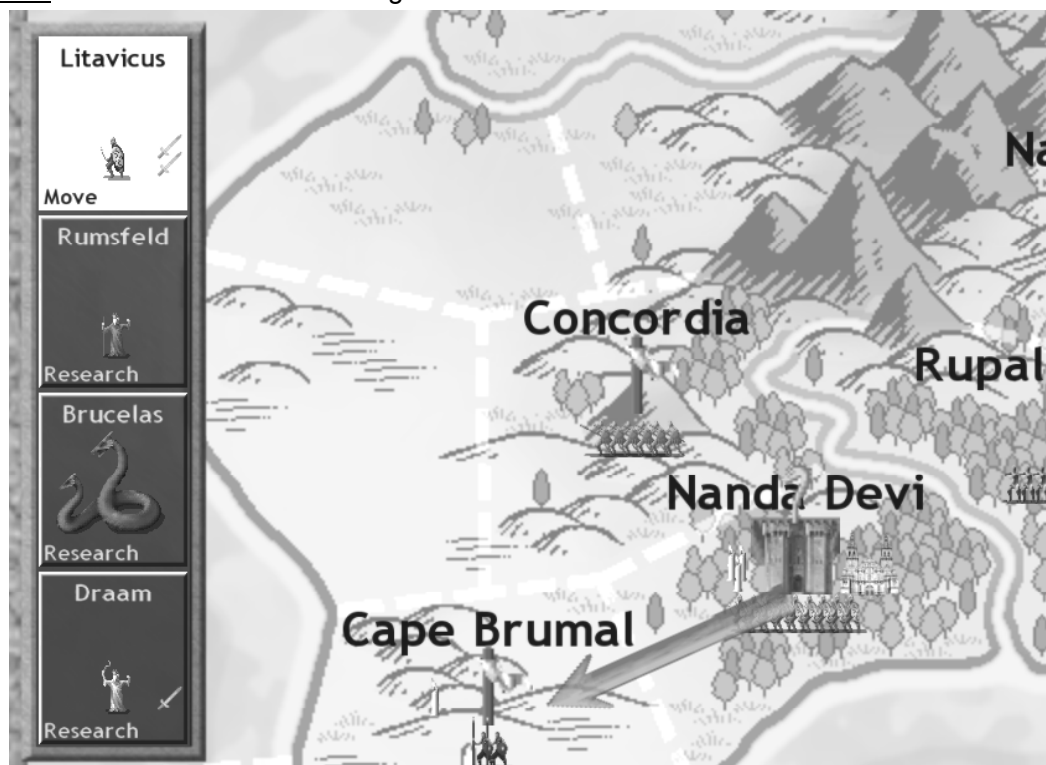
We still have some work to do before we can end the turn, though. First of all, our gutuater needs to hit the books. Click on him, hold down the [SHIFT] key, and press [r], or just click on the word “Defend” under his icon and select “Research.” His research points will automatically be added proportionally to whatever magic schools you are currently researching. In other words, if you had all your available research points split equally between two different schools, half of his research points would be allocated to each school. Since we’re just putting all available points into Alteration, though, all his points go to Alteration as well. You can verify this by pressing [F5].

We also haven’t recruited any units yet. Recruiting units every turn is very important. Because research is so vital, we want to recruit mages every turn we can. We have enough gold, so recruit another druid. Click on the “Recruit units” button, or just hit [r]. Now, left-click on the druid, like before. Let’s recruit another ten bare-chested warriors, too. Hold down [SHIFT] and left-click on the Marvernian bare-chested warrior, again as before.

Remember our scout, Convictolitanus? He is over to the east, in Zakopane. Right-click on that province (which should have a pyramid-and-eye symbol in it) and you’ll get a report on its defenses.

They’re weak. We’ll get an army together and take that province, too, eventually. For now, left-click on his icon (the province has to be selected to get the icon to appear – make sure you have right-clicked on the province) and after clicking on the commander icon, click on Opole, which is the province directly to the north.

With all of your units assigned, it’s time to capture something. Cape Brumal looks really weakly defended. Let’s capture it. Left-click on Litavicus’ icon, and then left-click on Cape Brumal. You should see something like this:



Litavicus has orders to advance into Cape Brumal. Since we do not own the province, we will fight any military units that happen to be there.

That’s enough. Click on “End turn.”

Turn 4

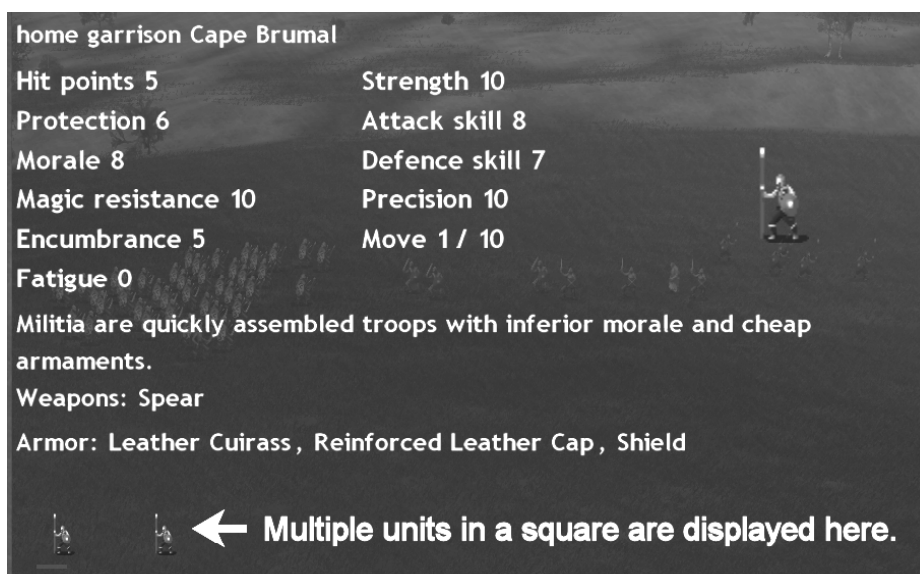
We have a battle report this turn! In the message screen, click on the words, “There was a battle in Cape Brumal.” You will get a report that tells you we captured the province, as well as a summary of how many commanders and regular units were involved, and what the casualties were. We took the province without much trouble at all. Hit [Esc] to get back to the messages.

To see what happened in the battle, click on “View Battle” in the messages window. You’re going to get a battle movie. So get ready to hit the [Space] bar. Not yet! In a few seconds.

When the screen shows a picture of a bunch of units on a green field, go ahead and hit [Space] to pause the battle, so you can read this first. This is the battle movie which gets recorded every time a battle is fought in Dominions 3. The battles movies contain a lot of information, and although you don’t control units directly, you can learn a lot about why you won, or what you’re going to have to do to win next time. There is a lot to the battles, both in this screen and elsewhere, so let’s take it a bit at a time.

First, you can scroll the battle map with the arrow keys, both left and right, and up and down. [Page Up] and [Page Down] raise and lower the camera. You can even hit [w] to turn off the scenery and just show a plain square grid, for those people who want to get down and dirty with the battle mechanics. You absolutely don’t have to. But the possibility is there. Hitting [w] again turns it back on. Almost all keystrokes in Dominions are toggles, for future reference.

The units in front of you are yours. You can scroll around the map while paused, so press the right arrow key on the keyboard to scroll over until you see some more units. That’s the enemy. When you can see both the enemy units and your army together, hit [Space] to un-pause, and watch the battle unfold. Note how your javelineers threw their javelins before engaging the enemy. The little red numbers that appeared are damage taken by the targets. You can get information on any unit by right-clicking on its square, which also pauses the battle if it hasn’t been paused already. Go ahead and right-click in the middle of one of the armies. See how there are multiple units in a single battlefield square? You can select which units stats are displayed by clicking on the individual units displayed. For example:



The first militia unit here has a big red bar under him. That means he is wounded, and has lost hit points. The second one is undamaged. By clicking on one or the other, the hit points stat will change, because you are changing the unit whose stats are being displayed. Bars of other colors can show up here, too, like fatigue bars (blue) and poison bars (green). You’ll

find out more about that in the manual proper. Hit [Esc] to get back to the battle after right-clicking on something. The battle is paused while the stats are up.

We really crushed the opposition in this province. However, you'll notice that all of our troops were just kind of in a mass in the middle of the battlefield, without any real formation. Not very military! That's because we didn't give them battle orders and a setup. That's ok, because we obviously didn't need it, but in many cases, you absolutely will. Remember this point when we cover battle orders and formations in a bit.

When a squad's morale fails, it routs. When enough of an army has routed, the whole army routs. This is how battles are won: one side breaks and runs. This can be done by inflicting casualties, or by routing/killing all of an army's commanders. An army without un-routed commanders will rout immediately. Why should it keep fighting when its leaders have bolted?

A lot of things can happen in a battle. If there are spells being cast, the caster and the spell will be identified in the upper left corner of the battle screen with text. Eventually, you will be able to tell different spells simply by the spell animations. The more you know about the way Dominions works, the more information you'll be able to glean from the battle movies.

You can watch a battle movie as many times as you like. You can interrupt a movie at any point by hitting the [q] key. In this movie, there isn't that much to see. We had a lot of soldiers, we inflicted early casualties on a lot of lightly armed troops by using our missile weapons (javelins), and we eventually just swept the enemy militia and infantry from the field. However, it isn't always that easy.

Once you're done watching, quit back to the messages screen, and hit "Exit" to return to the main map. Take a look at the province information for Nanda Devi, your home province, which should be displayed at the upper left of the screen. It should look something like this, although maybe not exactly:



Nanda Devi (7)					
Population 30190	Income 472	Resources 118	Defence 25+/-	Tax 100+/-	
Unrest 0	Supplies 1013	Supply usage 11			
					

How did the resources increase? Didn't we say earlier that resources don't carry over from turn to turn? That's still true, but since we captured Cape Brumal, and that province is adjacent to our fortress, the fortress is collecting some of those resources and making them available in Nanda Devi. It's our military-industrial complex at work! Each fortress has something called an Admin value, which is the percentage of adjacent resources that a fortress aggregates for itself. There is a detailed explanation of this on p. 41, so for now we'll just leave it by saying that if you can capture all the provinces adjacent to Nanda Devi (excluding the water provinces) you'll add a lot to the resource total available for building there.


Speaking of building, let's right-click on Cape Brumal and find out something interesting. Once it is selected, either left-click on the "Recruit units" button, or just hit [r]. We can recruit units here! Moreover, the units look familiar: I see militia, light infantry, and heavy infantry, plus some commanders – exactly what we fought in the battle! Cape Brumal has a lot fewer resources than Nanda Devi, but we can still recruit some valuable units in this province. Specifically, we can recruit a commander for our troops here while we recruit a different kind of commander (a druid or something) in our home province. This is a good way to deal with the one-commander-per-province-per-turn restriction.

Also note that one of the commanders lists, a priest, is greyed out. That is because he requires a temple to be built in this province before we can recruit him. We'll do that later.

So now we have two provinces. Exit out of this screen, and hit [F1]. This is the Nation Overview screen, which is a great tool for managing the vast empire we're eventually going to build on this continent. This screen makes it easy to see important information, such as the amount of province defense we have built. Unfortunately, while Nanda Devi has 25, Cape Brumal has zero. We need to fix this, after we explain what it means.

Province defense is an important way to defend provinces without having to station armies in them. Instead, you pay for your nation's basic units to defend the province against attack. Each point of province defense costs gold equal to the new defense level, so the first point of province defense (let's just call it PD from now on) costs 1 gold, but the tenth point costs 10 gold. If you add that all up, that means to get a province up to level 10 defense costs 55 gold. That isn't really that much if you think about it (10 Bare-chested warriors cost us 100 gold, after all) and even 20 points costs 210 gold, total, without any resource cost. What's great about PD is not the cost, though, but the fact that if it is not destroyed in battle (in other words, someone attacks its province but you do not lose the province) the PD *comes back full strength the next turn*. So if you put 20 PD in a province, and it gets attacked, and the PD repulses the attack but loses 19 units, an attacker on the following turn will be facing ... 20 PD. Let's buy some of these guys.

You should be looking at a screen like this, although not all commander names will match:

Province	Inc.	Tax	Unr.	Res.	Sup.	S.U.	Def.	Sites	Searches
Cape Brumal (6)	29	50	23	21	440	40	0		
↳ Litavicus Ⓢ ✕	Defend						commanding 39 units		
Nanda Devi (7) ✕	472	100	0	117	1013	-9	25		
↳ Vertiscus	Research							1	1 1
↳ Brucelas	Research							3	
↳ Draam ✕	Research						commanding 3 units	1 2 2	1 2
↳ Lucterius	Defend							2 3	1 2
Opole (18)									
↳ Convictolitanis	Hide								

At the top you can see the word "Def." Cape Brumal's value is zero. Click directly on the number zero. You will get a screen with Buy Province Defense at the top. You can either click with the mouse on the up-triangle next to the number "0", or you can just use the up arrow key on the keyboard. However you do it, increment the province defense to 10. Then click "Ok" to get back to the Nation Overview screen, because we're not done here.

There are two columns we should be particularly interested in, which are labeled "Tax" and "Unr." The latter is short for "Unrest" and is a measure of how docile and satisfied the population of the province is. As you can see, the population of Cape Brumal isn't so pleased. Hey – you just conquered them. For this reason, the game's auto-tax function has set the tax rate here to 50. This means we're only collecting half as much money from Cape Brumal as we might. However, unrest reduces income as well, and if unrest gets to 100, you can't recruit any units from that province at all. So keeping unrest low is a good idea. Click on the number "50" just to see that you can set the tax rate yourself. If you uncheck the box that allows the computer to set the tax rate, you can control this yourself. For now, don't change anything, and click "Ok" to exit.

Tax rates below 100 lower unrest. Tax rates above 100 raise unrest. The computer will never set the tax rate higher than 100. If you want to, you can set the tax rate as high as 200. That makes people unhappy fast. Some even leave, and the population decreases.

You can also see that your commanders are listed here, and you change their orders right from this screen. For example, last turn we recruited a new druid, who is listed with the default "Defend" order. Click on the word "Defend" and change that to "Research."

Note that Convictolitanus is shown in Opole, but there are no stats for that province. That's because he's a scout, and we don't control the province. This screen only shows province stats for friendly provinces.

Go directly to Cape Brumal by clicking on the words "Cape Brumal" in this screen. Now hit [r] to get to the "Recruit units" screen. Left-click on the left-most commander (simply called a "Commander") to recruit one here this turn. We're going to need someone to lead all the troops we're recruiting in Nanda Devi, because in Nanda Devi we're recruiting a bunch of researchers, and we can only recruit one commander per province per turn, so we don't want to waste a turn by recruiting a non-mage commander there.

Are you getting tired? If so, you can take a break and quit the game at any point by hitting [Esc] from the main map, or clicking on "Options." Either choice gets you to a screen where one of the choices is "Save game and quit." This saves all the orders you gave for this turn, so that you can continue from that point later. Note, though, that this does *not* mean you can go back to this turn once you have hit "End turn." Once a turn has been processed, the orders from previous turns are erased, and you cannot go back to them.

We hope you're not tired, though, because there are a lot more exciting things left to do in the world of Dominions, on this Silent Seas map. If you go to the Research screen [F5] from the main map, you'll see that you are now doing 25 research points per turn, and you only have 5 points left in Alteration this level. If you wanted to switch schools, you could adjust the sliders so that you only did 5 points in Alteration this turn, and put the remaining 20 into something else, like Evocation. That would get you to level 1 in Alteration and do 20 points in Evocation, getting you halfway to level 1 there in a single turn. We still want to stay with Alteration, though, so don't change anything yet. Exit out of here back to the main map.

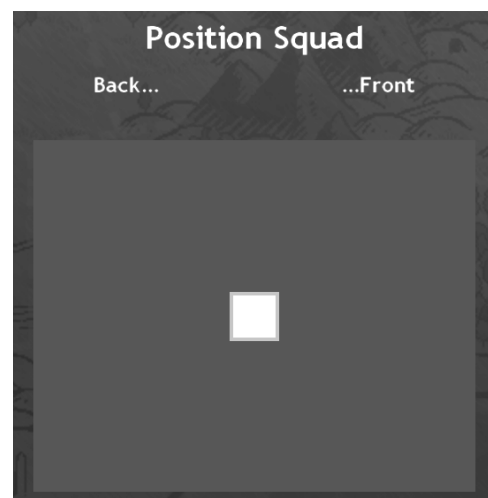
We have an army in Cape Brumal. This army is kind of disorganized right now. As you saw in the battle movie, everybody was just kind of in a clump in the middle of the battlefield. We can change this by positioning the squads in the Army setup screen. That's the screen we get to by hitting the [t] key. Right-click on Cape Brumal to select it, and hit [t] now.



The white arrows in the picture above indicate green boxes, which are used to set a squad's position on the battlefield. You can see a squad's position relative to others by comparing positioning boxes. Right now, both squads are in the middle of the square, and thus are in the middle of the setup area. Let's change this.

Left-click on the positioning box of the javelineer squad, which is the top one on the screen. You should get a box that looks like this:

You can tell a few things from this. First, there is a white box in a slightly larger red box. The white box is the squad whose box you clicked on, and will always be the "active" squad in this window. All other squads will be in red. The white box is slightly smaller because the javelineer squad



has fewer units in it than the other squad does. So you can tell the relative size of squads simply from the sizes of their squares.

Now click over to the right of the box. The white box should have moved. You are repositioning the squad towards the front of the battlefield setup area, a little to the top (which is the left flank). Now, when your army enters the battlefield, the javelineers will be in the forward ranks.

Exit from this screen and click on the green box for the other squad. Notice how the forward box is now red, and the middle box is white. This is because the active squad is now the bare-chested warrior squad. Move them forward a bit, but to the side (toward the bottom, which is the right flank).

What's that small blue box that just appeared? That's Litavicus, the commander of these squads. Commanders are blue in the position screen. Exit out of this, and click on the commander's position box. As you might expect, his small square is white, because he's active, while the two squads are red. Move him back a bit. Before you exit this screen, it should look like this:

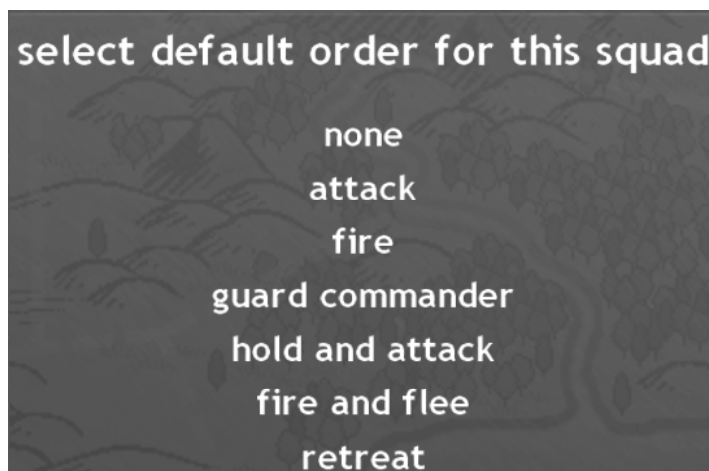


It need not look exactly this way, but the point is to separate the squads here so you can see how this appears in combat. Right now, from the perspective shown in the box, the javelineers are forward and slightly to the left (when facing the enemy) while the bare-chested warriors are a bit further back and to the right. The commander is well behind them and in the center.

This is only one half of the preparation for battle, though. Next to both squads and the commander, you should see something that says <set battle orders>. Clicking directly on these words will take you to a new screen, which is appropriately called the battle orders screen. This is how you tell your units how you want them to fight the next battle.

With proper use of orders and positioning, your control over a battle can become pretty sophisticated.

For now, let's just let the computer order our javelineers, and thus we'll leave the orders as they are (which is blank). Instead, let's click on the words <set battle orders> next to our bare-chested warrior squad, at which point we'll get some choices that look like this:



Choose "Hold and attack."

You'll get another screen. This is asking us what to do with the "attack" part of "Hold and attack." When the squad attacks, what should it attack? Let's tell it to "Attack closest." Exit out of the screen and notice that "Hold and attack" is now listed next to the positioning box, instead of <set battle orders>. Just one more order to give. Click on the words <set battle orders> next to Litavicus.

You'll see that the battle orders screen for commanders is different than for squads. The choice we want for Litavicus is "Stay behind troops." We don't want him attacking anybody,

because if he routs, the whole army will rout. He is their only commander! So we have to be careful.

Now that we have given orders to our army, exit out of this screen and select Litavicus in the main map screen by clicking on his icon. Now left-click on the province of Western Zastrugi. He has been ordered to push further into enemy territory. The report on this province seems to indicate a weak defense. This makes sense, since when we created the tutorial scenario, we lowered the strength of independent units. This means most provinces are going to have weak defenses. The downside is that the AI will be able to take advantage of this, too. But we've done something about that as well.

Right-click on the home province of Nanda Devi. With a new province in our empire, we need to start expanding our dominion. Dominion is such an important concept in the game that the designers decided to name the game after it. Dominion represents the religious dominance of the pretender god. You may have noticed small white candles which appear in the corner of some provinces on the main map. White candles represent friendly dominion, meaning yours. Black candles indicate enemy dominion. There shouldn't be any black candles on the main map. Yet.

Dominion expands from several sources. Your pretender god and capital city are two of those. However, there is only one of each of those. To spread your dominion effectively, you need to build temples. This is what we're going to do next.

Find your gutuater commander in his orange robes among the commander icons in your main province. Right-click on his icon to get his stats. Note this symbol:



That indicates that the gutuater is a level-1 priest. Both of our druids are priests, too. Better ones, in fact, since they are each level 2. But they are also good researchers, and the reason we are singling out the gutuater is to have him go build a temple in Cape Brumal. Since the only requirement for building a temple is any priest level, and higher level priests don't build better temples or anything, we will use the gutuater and leave the druids to their business. Exit out of this screen.

Click on the gutuater and left-click on Cape Brumal. When he arrives next turn, we will be able to instruct him to build a temple.

Our scout is way out in Opole. Right-click on that province, left-click on him to select him, and left-click on the province to the north, Baltoro Flats. We need to keep him scouting. If you can't find Opole quickly, just use [F1], and click on the name from there.

All that is left is recruitment. Select our home province, Nanda Devi, and hit [r]. Recruit one druid and ten javelineers (or as many javelineers as you can afford). Then exit the screen and click on "End turn."

Turn 5

The turn messages should include a battle report for Western Zastrugi, as well as something that tells us that our research in Alteration is complete. Actually, it's hardly "complete," because we just advanced one level, but it does let us know our progress. Let's deal with the research first.

Click on the part of the message that says "View Research." You'll be taken to the same screen you get when hitting [F5]. Since we had more research points available last turn than were required to finish level 1 in Alteration, we got partway to level 2. Let's see what this did.

Click on the word “Alteration” to see a list of all spells in the Alteration school. We’ve seen this before. But now, hit the [s] key. This will automatically filter the spells to only show those which have a primary path that requires Astral magic. (You can do this for any magic path by pressing the letter of the first letter in the word of the path, so [e] shows only Earth, [n] shows just Nature, and so forth. But [a] shows Air. Astral magic is the only one that doesn’t have this association.

We’re filtering on Astral magic because we’re interested in three spells in the Astral line: Twist Fate, Personal Luck, and Body Ethereal. The first two of those are now available to us. Body Ethereal, though, is an Alteration 3 spell. We still have some research to do to get there. Once we get all three, we can do something interesting with our pretender. So our mages need to keep studying. Hit [s] again to toggle back to all spells.

Exit out of this screen, and exit out of the previous screen as well. You should be back at the turn messages. (You can bring up the turn messages from the main map at any time by hitting [m].) Let’s take a look at the battle in Western Zastrugi.

Click on “View Battle” in the turn messages, and watch what happened when Litavicus attacked that province with his army. Remember how we set one squad to hold and attack? For the first two combat rounds, our squad of bare-chested warriors stayed in place, while the javelineers attacked. Note that this might not have been the optimal strategy for these units, but we wanted to clearly distinguish the two squads and their different actions. It also probably saved the bare-chested warriors from some friendly fire, since if you put troops in front of archers and they get too close to an enemy, the missiles that fall short may hit friendly troops.

Exit when you’re done. Hit [q] if you’re in the middle of the battle – otherwise, [Esc] gets you back to the main map from the message screen.

Our gutuater should now be in Cape Brumal. He should be there with a Commander who we recruited last turn. Right now we need the gutuater. Click on the word “Defend” in his commander box, and select “Construct building” from the list that appears. You will get a choice of buildings, including Motte-and-bailey, which is a type of fortress, and a laboratory. Right now, we want to build a temple, so click on that. It costs 400 gold. More than a druid! But we need it, so what can you do? It will be worth it later.

We also have a new Commander in this province, and need to send him to our home province, where we’re assembling an army. Left-click on him, and then left-click on your home province of Nanda Devi. We’re going to be constructing a big invasion force in a little while.

Right-click on the province of Western Zastrugi. It’s time to bring the troops home. Left-click on Litavicus’ commander icon, and then left-click on your home province of Nanda Devi. Your army can move two provinces! This is possible for two reasons: one is that both provinces are friendly, and the other is that there is no intervening rough terrain, like forests or mountains. A third, extra reason is that the commander and all the troops he is leading have a map movement of “2,” which you can confirm (for Litavicus, anyway – you may not want to click on every single soldier in his army) by right-clicking on him and looking at his stats, which list his Movement as “2 / 10.” That means he has a map movement of two, and 10 Action Points on the battlefield. You can read about Action Points in the manual on p. 74. For now, they’re not so important.

With our army withdrawing from Western Zastrugi, province defense (remember that?) will be even more important. Click on the word “Defense” at the top of the screen, making sure you have selected the province. You’ve seen this screen before. Use the up arrow to buy ten points of province defense. Province defense of 10 points or more gives the ability to discover sneaking enemy units. The more points, the better.

Because of our temple construction, we're going to be a bit low on cash this month. Let's save it and move on. Just find Convictolitanus the scout in Opole (use the [F1] key if you need to) and move him north again, to the coastal province of "Plains of Polabia." Set your new druid to Research. We're done with our orders. Hit "End turn."

Turn 6

If there are any messages this turn, skip them, because we have much more important things to do. First, you should have a new temple in Cape Brumal. It should look something like this:



Right-click on the province of Cape Brumal. Hit the [r] key while Cape Brumal is still selected, and notice the priest commander in the white robe available for 50 gold and 1 resource. Left-click on the priest to recruit him. Remember how when we captured the

province, we saw his icon greyed out? This is because we needed a temple in the province to make him recruitable. Note that this does not mean that building a temple in a province means you can build priests there. If a province happens to have priests available in its recruitment roster, you can recruit them after you build a temple. Anyway, he can be our designated temple-builder in this part of the world, and release our gutuater for duty back home. Exit the recruitment screen, and left-click on the gutuater's commander box. Then left-click on the province of Nanda Devi. So that's done.

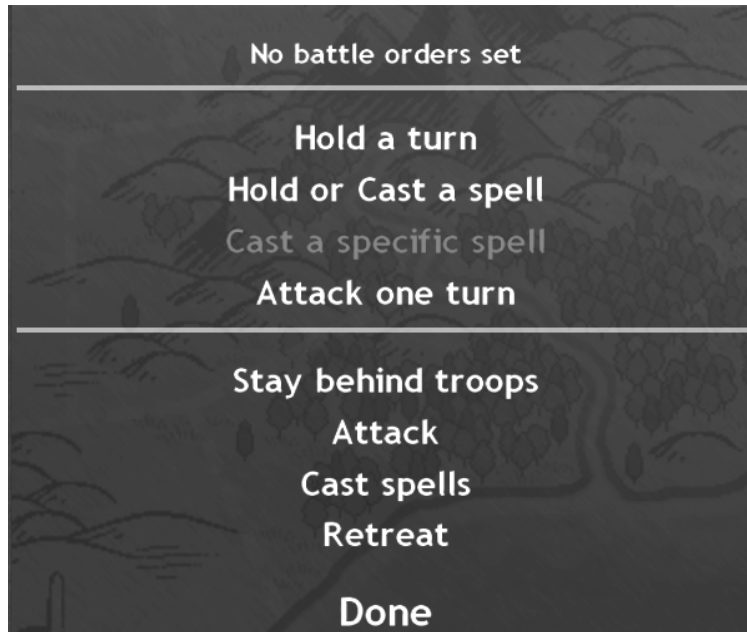
What else is going on? Well, Litavicus is back home with his army, and there is a new commander (recruited from Cape Brumal last turn) and fresh troops waiting for him. Let's create some new squads. Right-click on the province of Nanda Devi, and hit the [t] key to check out your army. At the top of the screen should be some javelineers and bare-chested warriors. Double-click on a bare-chested warrior at the top of the screen to select all the unassigned ones, and click on the icon of the Commander you recruited from Cape Brumal. You've just created a new squad. Now double-click on a javelineer, and click on that commander's picture again. You should have now created a second squad under that commander's leadership. Lastly, remember how we gave Draam the druid some extra troops a few turns ago because we didn't know where to put them? Scroll down to Draam, using the mousewheel or the scroll bar on the right of the screen, and double-click on a unit in that squad of three soldiers. Then scroll up and click in the middle of the squad of Bare-chested warriors you just created. When you're done, the goal is to have four squads: two of javelineers, and two of bare-chested warriors. Litavicus and the other Commander should be commanding one squad of each type.

You probably noticed that the province of Rupal Valley is occupied by a bunch of units called longdead horsemen and soulless. These are undead units, which you might have guessed from the name "longdead." Rupal Valley is right next to Nanda Devi, meaning that if we could capture it, we'd be able to concentrate some of its resources in our home province, which would allow us to build more units there. So we need to do that. But in order to do so, we need to call out our secret weapon: our druids.

All of these units have a holy level of at least 1, and thus are priests. Priests can cast divine magic, which works very well against undead. What we need to do is to tell our priests to cast these spells when they go into battle. We do that by setting battle orders, the way we did before.

In that same Army setup screen, choose a druid and click on the words <set battle orders> next to his icon. You'll get a screen like this:

The highlighted choice is the one you want to click on: "Cast a specific spell." You'll get a list of all the spells that druid could cast in battle. Find the one called "Banishment." This does



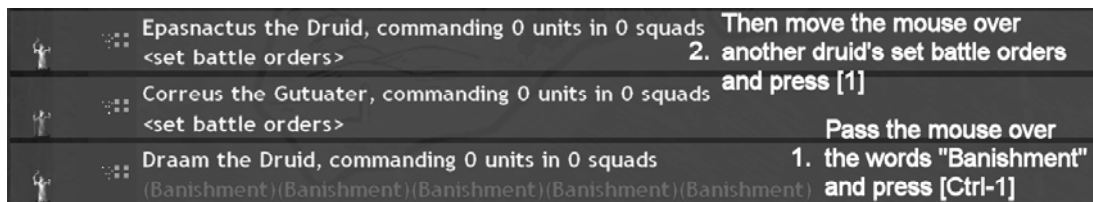
damage to undead units, and can hit more than one unit at a time. Click on the word "Banishment." Then repeat this process four times. You can script up to five orders for a unit. For example, you could have told the druid to Hold, Cast a spell, Attack one turn, Cast a spell, and Retreat. But in this instance, we want to make sure our priests cast Banishment five times. After that, the computer will take charge of their orders. But this will serve as an excellent artillery barrage.

Once you're done, the words "Banishment" should be

repeated five times in parentheses at the top of the screen. Click "Done" to return to the Army Setup screen.

So you mean I have to do that same procedure for all my priests? Nope. Move the mouse over the battle orders you just assigned. The word "Banishment" should appear five times. Move the mouse over those words until they turn red, meaning they are highlighted. Now, hold down the [Ctrl] key and press [1]. You've just assigned that script to slot 1. Now, move the cursor until it is over another druid's <set battle orders> and it is highlighted, then press [1]. The orders should have been copied to the second druid. Do this for all the druids.

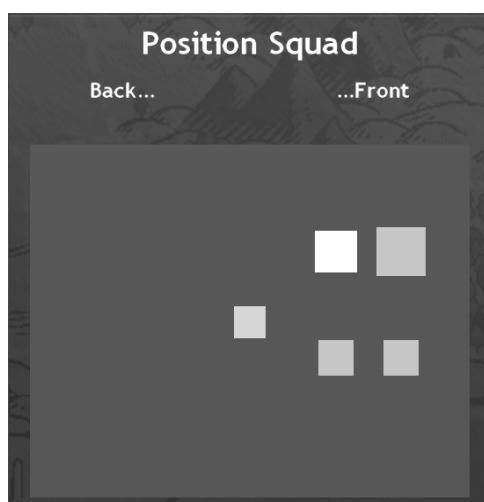
Your priests are now ready to take on the undead. Let's make sure your soldiers are, too.



Scroll up to the squads with commanders, and click on a squad position box. We want to spread the bare-chested warriors out to cover the javelineers. Put the two squads of warriors in front with the "Hold and attack" order, while and place the javelineers in back. When you give the javelineers their orders, click on "Fire" and then "enemy cavalry." This is a good way to protect missile troops. Unfortunately for us, the javelineers have a little too short a range to be most effective in this setup, but just do it and see how it turns out.

You can also set up your units by first giving movement order to the units you would like to move into Rupal Valley. Then select Rupal Valley and hit the [y] key. This will give you a special Army Setup screen that only shows the units moving to that province. It is very useful for coordinating attacks on a province that originate in multiple provinces.

When you're done, your squad setup should look something like this.



Don't worry about the commanders – they can just stay back and cast Banishment all day.

Once you have done this, exit to the main screen by hitting [Esc]. Now, give everyone except your pretender orders to move to Rupal Valley by clicking on their commander icons and then left-clicking on the province of Rupal Valley. There is going to be a big fight here this turn.

Don't forget the scout – Convictolitanus should move north along the coast to Tengpoche. That's all. Hit End turn.

Turn 7

There will be a battle message about Rupal Valley, which should tell you that you won easily. It's worth watching this battle movie closely to see just how the different units worked together. The longdead horsemen should have been hit by the banishments as they advanced, leaving them as easy pickings for the javelins of the javelineers and swords of the warriors. While Banishment only works on undead, there are other spells that can be cast from far away that damage regular units. More spellcasting strategy is discussed in the general strategy section at the end of the manual. You can use the [f] key to fast-forward the battle movie, and [n] advance to the next battle round.

If you right-click on Nanda Devi now, you should find that you have almost 200 resources available there. You can start building armies of Marvernian noble warriors, who have better armor (and thus cost more resources).

Before you forget, you should erase your priests' spell scripts by going to the Army setup screen, clicking on the words (Banishment) and then just hitting "Done" without giving any orders. This resets the order script. The corollary to this is that you should never click on the orders of a unit you don't plan to change, because you'll erase what you've already set.

Convictolitanus should by now have gotten to an area where provinces have yellow flags on them. This is Kailasa, the AI nation in this game. It has been set to Easy AI with a Defensive personality so that you have plenty of time to try things out. Eventually, you will want to work your way up to this part of the map and confront Kailasa in a massive showdown. To do that, you'll need to build up some armies, and research some spells.

You're almost ready to take control of Marvernian on your own. Before you do that, though, we should explain magic sites and magic gems.

Right-click on your home province. In the lower right corner of the screen, you should see a button for something called "Carnutes." If you left-click on this, you'll see that it's a magic site which provides you with three Astral gems, two Earth gems, and one Nature gem per turn (as well as the ability to recruit some unique units). What the heck are these things?

Magic gems allow mages to cast ritual spells, which are different from spells on the battlefield spells in that they take an entire month (turn) to cast. These can be accessed by using the order "Cast ritual spell" in the commander orders menu (which is the same place you found the "Research" order). Right now, most of your mages cannot cast any useful rituals,

because you haven't researched any such spells. So far, your pretender has been leading the charge in the Alteration school, trying to get access to a few key spells. Once that is done, though, it will be worth re-focusing the research effort in the Conjunction school to be able to summon some monsters to fight for you. Your mages with Earth magic skill will be particularly helpful in this regard.

Speaking of your pretender and the Alteration school, what were we doing with that, anyway? The three spells we had mentioned were Twist Fate, Personal Luck, and Body Ethereal. Twist Fate negates the first successful strike against the caster, while Personal Luck allows the caster to avoid half of all successful attacks against him. And Body Ethereal makes him even harder to hit. Once you've researched Alteration 3, you can script these three spells into your pretender's battle orders, and send him off to fight. He should be extremely difficult to hit for normal troops, which is what you'll be facing in the independent provinces. This is a type of "supercombatant" strategy.

After Alteration 3, switch to Conjunction with all of your researchers. Research can only be done in a laboratory, so you'll have to move them back to Nanda Devi to continue, or build a new laboratory in one of your other provinces. Eventually, you'll want to expand so you can build a second fortress. You'll also want to choose a druid to become the prophet of your god, which increases his priest level and causes him to spread dominion wherever he goes. Find that order in his regular orders menu, and then read about prophets on p. 71.

A tutorial which tried to teach you everything about Dominions could go on for another twenty volumes or more. We're going to leave it at this, and let you explore the various elements of the game. There are so many aspects to the game of Dominions that you can easily stay busy as long as you choose to do so. We hope that throughout this time, you're enjoying it. We've gone to great lengths to make as much information as possible available in this manual, so make sure to read through it for explanations of what really happens in the world of Dominions. Remember that you can always find answers at **www.ShrapnelGames.com** in the Dominions 3 forums. We look forward to seeing you there.



Further exploration of Dominions will reveal:



Pale Ones can live for a very long time and they do not stop growing. Stone Hurlers are strong enough to carry and throw great boulders. This is the only missile weapon used by the Pale Ones. These ancient giants have sacred status.

I. THE INTERFACE

STARTING A GAME

Game creation and game playing in Dominions 3 are separate things. In order to start a new game, you must create it under **Create a New Game**. This is different from Dominions II, where you first had to create a new god. In Dominions 3, pretender creation is part of creating the game itself.

Creating a pretender is an involved process (see Chapter II, The Pretender, starting on p. 46) but once you have done so, your pretender for that nation is stored in the /newlords folder. The game will store multiple pretendors for each nation, and the order in which you created them corresponds to the order (top to bottom) in which they appear when you get to the **Load Pretender God** screen.

This manual will introduce you to the various game elements before systematically explaining pretender creation. If you're completely new to the game, *we strongly recommend that you play the tutorial* (see p. 7). This will put you in command of the nation of Marvern and walk you through all the basic aspects of gameplay. It uses a pre-made pretender. For now, this



guide will explain how to create and play games without giving specific details of pretender creation until all the game aspects have been introduced. It is difficult to explain the details of pretender creation before you know what magic is, what bless effects are, and what it means for something to be a sacred unit. If you want to try pretender creation anyway, the chapter explaining the relevant concepts starts on page 46.

Creating a new game

To create a new game, click on **Create a New Game** in the opening menu screen. You'll be asked to choose a map, which can be a pre-made map or a randomly

created one. Depending on the speed of your computer, generating a random map may take a while, so don't be too impatient. The map will be generated once you have made all your choices for the game. The next step is to give the game a name. This generates a folder with this name in the /dominions3/savedgames folder so you can find the files easily. This is important if you are playing by email.

Once a game has been created, you can play it by choosing **Play an Existing Game** from the same menu, and selecting the appropriate one. You must first go through the entire game creation process, though, and return to the main menu once you have completed it.

Choosing an Age

The next choice will be whether to play in the **Early, Middle, or Late Age**. This determines the nations available. In general, Early Age nations have weaker troops and stronger mages. See the Nations section (starting on p. 97) for a list.

Choosing participants

Once you have selected an age, you can select the nations you and the AI player(s) will represent. The default is "Random" which will choose from the available list of nations.

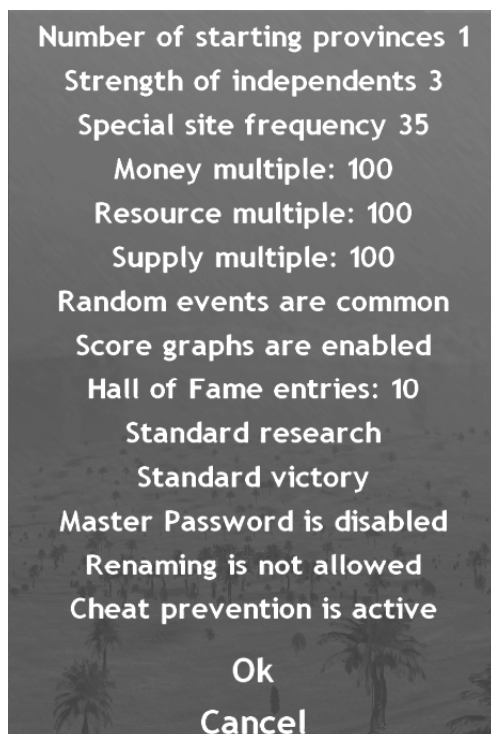
You can choose a specific nation by clicking on the word "Random" which will open a window listing

the available nations for that age. Then click on the nation you desire. Nations cannot be duplicated – there can only be one of each in a given game. You can also set the AI players to specific nations in the same way. To add another player (either AI or human), click on "Add new player." To remove a player from the game, click on the name of the nation (or on "Random" if you have not set a nation) and click on the word "None" at the bottom of the list of nations. Click on the text under Player and AI Type to change difficulty or AI personality.



Once you have selected your nation and the other nations (random or otherwise), you need to either create a pretender or choose one from your available pretenders. If you have already created a pretender for a nation, you can access it via Load Pretender God once you click on "Ok" in the Choose Participants screen. If not, you are prompted to create a pretender right there.

Note: Pretenders created "on-the-fly" in the Create New Game process are not saved. They function for that game only. The only way to save a pretender build for later use is to go through the Game Tools from the main menu and choose Create Pretender God. That will create a pretender and save it to the /dominions3/savedgames/newlords folder. So if you have a good idea while whipping up a pretender during game creation, remember it or write it down and then go back and make it using Game Tools!



Game settings

The last issue is the game settings. These control the makeup of the world, as well as some options for renaming commanders, showing score graphs, and various other options. The options are straightforward and are described by tooltips that appear when mousing over the different categories. Players can choose to make gold more or less available, change the frequency with which magic sites will appear, adjust the strength of independents, and many other things which will give the game a unique character. This is largely up to the players' taste. For example, a game with a high independent strength will slow players' expansion while they build larger armies to conquer adjacent provinces, and will prolong the time before enemy nations come into contact. Increasing magic (either sites or research) will hurt nations which have weak magic to begin with, because more magic-oriented nations will be able to start using more powerful magic faster. You'll eventually get a feel for what works for you. For

those playing multiplayer, though, there are three tips that are worth knowing ahead of time:

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

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

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

The game supports hotseat play (multiple players on the same computer), play-by-email (PBEM), or online play (either over a LAN or the Internet). If you are the only human player in the game (all other nations are AI) then it is a solo game and you can skip the descriptions of PBEM, hotseat, and network play below.

Victory Conditions Lastly, changing the victory conditions for multiplayer games is recommended to keep the game pace up and make passive hoarding strategies, for which the game is less well suited, less viable. Cumulative victory points are new to Dominions 3, and in the designers' opinion this is a very good way to keep games limited and interesting.

Playing a PBEM game

Because turns in Dominions 3 are resolved simultaneously, it works well in PBEM (play by email) because turns don't have to be passed around sequentially from player to player. All it needs is a player to be the "host" and collect turns from all the players. He then resolves the turns and sends the results to each player.

Starting a PBEM game is very similar to starting a solo game. It can include AI-controlled nations as well. All that is required is that players create their pretendors using the **Create a Pretender God** tool, and send the resulting file to the host player. This file is located in the /newlords folder which resides inside the aforementioned /savedgames folder. For example, the first pretender you created for Early Age Marverni will be named *early_marverni_0.2h*. Subsequent pretendors will be named *early_marverni_1.2h* and so on, sequentially. This corresponds to the order (top to bottom) in which they appear when you get to the **Load Pretender God** screen. So if you have five pretender gods for a given nation, the fifth god you created will be the bottom one on the list. Make sure you send the host the pretender file you want to play with, and tell him the name of the pretender to confirm it!

Note that the host does not actually have to be a player in the game. Thus, really paranoid people can find a neutral party to resolve all the turns.

Creating a PBEM game Once the host has received all of the players' pretender files, he or she must place them in his own /savedgames/newlords folder. If he or she has similarly named files for pretendors he or she created for his or her own adventures in the world of Dominions, he or she must make sure to move them or otherwise not overwrite them. Then the host creates a game just as though he were creating a solo game, by choosing a map, naming the game, and selecting the appropriate Age as described above. The host then sets

all of the nations and chooses human or AI control as appropriate in the Choose Participants screen. When this is done, the host must **Load a Pretender God** for each human player in the game. The host will be prompted for each nation that is not controlled by AI. He can then proceed to create the rest of the game normally.

Preparing for PBEM Once the host has created the game, he needs to make sure every player has the appropriate map. If you are using one of the included pre-made maps, like Orania or Desert Eye, there is no need to distribute the map as everyone should have it. Because Dominions 3 can generate random maps, this means a host who generated a new map for a game will have to distribute the map files to everyone, since this map is unique. There are two such files, with the following naming convention: `__randommap_[gamename].map` and `__randommap_[gamename].rgb`. So if you choose to name your game "Akalabeth" for some reason, the map files will be `__randommap_Akalabeth.map` and `__randommap_Akalabeth.rgb`. All participants, including the host, should place the relevant `.map` and `.rgb` files in the `/dominions3/maps` folder.

Likewise, if you have downloaded a map from one of the map artists in the Dominions community because you like it, you should make sure everyone has downloaded the map (and has agreed to play on it). Just like random maps, the relevant `.map` and `.rgb` files should be placed in the `/dominions3/maps` folder. That is where Dominions 3 goes to look for maps.

Finally, all players need to create a folder in `/dominions3/savedgames` with the name of the game created by the host. All turn files will be placed here, and all orders generated by players will be saved here.

Hosting a PBEM game After this is done, all the host needs to do each turn is send the appropriate `.trn` file to each player. This file will be named the same way the pretender file was named, but it will be found in the game folder, not `/newlords`. For example, if a player is playing Early Age Niefelheim in the Akalabeth game, the appropriate file to send to him or her is `early_niefelheim.trn`, which will be located in the `/savedgames/akalabeth` folder. On the first turn, the host just sends these files out to everyone. On subsequent turns, the host will need to collect orders from each player in the form of `.2h` files (see below), load the game, and hit the **Host** button.

Playing in a PBEM game Playing in a PBEM game is simple. A player receives the `.trn` file from the host via email, places it in the folder on his computer with the appropriate game name, selects **Play an Existing Game** from the main menu, chooses that game name, and does the turn. When finished, the game will generate a `.2h` file with the nation's orders. The player just sends this back to the host.

The Hosting Function When the host has all the `.2h` files he needs, he loads the game using **Play an Existing Game**. To advance the turn, he or she selects **Host** from the screen showing all the nations. A nation which has current valid orders will have a dash in front of the name in the nation list. AI nations never appear on this list – only those nations under human control will show up. If the host is playing, he shouldn't forget to do his own turn! If he or she is playing on the hosting computer, he or she will not have to transfer his own files – they are saved in the right place automatically.

The PBEM sequence is summarized below:

1. The players send the appropriate pretender file to the host. This file is found in `/savedgames/newlords`. The host places these files in his `/savedgames/newlords` folder, taking care not to overwrite any of his own, if applicable.
2. Host creates game, making sure to set nation control to "human" for each nation that will be controlled by a player. AI nations can also be included.

3. All players ensure that they have the correct map files in their /maps folder. (Only necessary if playing on random or user-made maps.) The actual truth here is that players (as opposed to the host) only need the *.rgb* file – the *.map* file is just for game creation. Once the game has started, all of the *.map* information is incorporated into the *ftherlnd* file. But it's good to have both files, because you'll need them if you ever want to play your own game on that map.

4. The host sends each player the appropriate *.trn* file, which is found in the appropriately named game folder in /savedgames, and will have the nation's name in the filename.

5. Players put this *.trn* file in the appropriate folder in /savedgames, load the game using **Play an Exiting Game**, and perform their turns. The turn can be saved and exited as many times as necessary. Once complete, players find the *.2h* (*not the .trn!*) in the game folder and send it back to the host. Remember: *.2h* = 2 the host!

6. The host collects the *.2h* files, puts them in the game folder, selects **Play an Existing Game**, checks to make sure he has all the turns (there will be dashes next to the names of all player nations) and hits **Host**. He then goes to step 4 above, and steps 4-6 are repeated for the rest of the game.

Hosts send .trn files. Players send back .2h files. It's that simple. The host will always need the *ftherlnd* file, but it is never sent to anyone. Note that the player files are the *.2h* files in the /savedgames folder of the appropriate name. In the above example, files for the game "Akalabeth" would be in the /savedgames/akalabeth folder. The *.2h* files in /newlords are only for pretender loading at game creation. They have the same file extension but are not the same in fact.

Stale turns If not all nations have submitted orders for a turn, the host can still host the turn, but a warning will come up. If the host goes ahead anyway, the nations missing their turns will generate a "stale turn" report. This is how you know if you missed your turn.

Turning a player to AI control Sometimes players drop out of games, but the rest wish to continue. If the player who is dropping out does so voluntarily, he can set himself to AI control by selecting the **Options** screen once he is actually in the game (during the turn) and choosing **Become computer controlled**. This will allow the AI to take over, and the host will no longer need to receive files from him or her (apart from this final *.2h* file, which needs to be sent to the host with the orders to go to computer control). This choice wipes out any orders for that turn – the computer will do the whole turn on its own.

However, sometimes players just vanish. If this happens, the host can manually load the player's turn and set it to computer control using the hosting computer. If the player in question has password-protected his pretender and the host does not know the password, he can use the Master Password if the game was set up to use one.

If not, and the host decides to host through it, the dropped player's position will hold, generating stale turns. No orders will be issued, so units will not move, there will be no recruitment, etc. The only things that will happen will be automatic events, like gem accumulation. Because it is easy to roll over a nation when you know his or her armies will be stationary, this is something that needs to be agreed upon by all players, since the dropped nation's neighbors will likely benefit disproportionately.

Once the computer has taken control of a player position, it cannot be reversed.

Patches Throughout the history of Dominions, the developers have regularly issued patches to fix bugs, add features, and make balance adjustments. There is no reason to believe this will not continue with Dominions 3. Usually, the new version can load files from the old version, but not vice versa. The way to manage this in PBEM games is to have the host patch when he has all the turns and is ready to host. So when a patch comes out, all players

should first complete their current turns with the old version and send their *.2h* files to the host. Then the host should apply the patch, and then host the game. Players should then apply the patch to their own machines before loading the *.trn* file they get back from the host, which will be using the new version.

Hotseat games

Hotseat games are run simply as PBEM games where no files are sent – players just sit down at the same computer and do their turns sequentially. To start your turn as a given nation, click on that nation's name. When everyone is done, click on "Host" and the new turn will be generated. No fair peeking over people's shoulders.

Playing a network game

Dominions 3 can also be run over a network (TCP/IP or LAN) using a server. This requires someone to run the game continuously on a computer where the players can log in and access their turns. The server computer acts as a host, and can be automated to host the game at regular intervals. Alternately, the owner of the host computer can simply select **Host** manually each turn. There can be someone (even multiple people) playing on the host computer, or it can just run the game. A single machine can host multiple games, as long as each one is on a separate port.

Creating a network game To play Dominions 3 over a network, the host machine must first create the game, just as in PBEM. This is done from the **Network** selection in the main menu. Choose **Setup Dominions server**, and choose a port. The port does not matter as long as it is reachable on the host's machine. The default port of 1024 often works well.

The host chooses the Age normally, and then a screen will appear with all of the available nations showing. In order to claim a nation, a player will need to connect to the game using the **Connect to Dominions server** selection from the **Network** choice in the main menu. The game will ask for an IP address and port, which the host must provide to the players. Clicking on the text "Open" next to a nation will claim that nation. The player will then load a pretender or create one.

The host will have the ability to set nations to AI control (by clicking on the text next to the nation to cycle through choices).

You can connect to a hosted game using the same computer that is doing the hosting. Just open another instance of the Dominions 3 application and join normally. Thus, the host machine can be used to play as well. The hosting instance of the application must always be running, though.

Note that because the network connection is to an IP address, a computer with a dynamic IP on a DSL or cable modem connection that has its address frequently renewed may become unreachable if players are not informed of the new IP address when it changes. Likewise, if the hosting computer is behind a firewall, the host will have to open the appropriate port (chosen above) so it can be directed to the host machine. Because there are so many possible configurations, players should be familiar with their networking setups to ensure that the port the game is using can be passed back and forth through any firewall. Only the port chosen in the **Setup Dominions server** screen needs to be forwarded – nothing else.

The three most common reasons for a player not being able to connect to a server game are (1) There is a firewall/routing problem on one end or the other; (2) The player and the server are running different versions (someone didn't patch!), and; (3) the host computer is down.

PLAYING THE GAME

Once you have started a game and are presented with the main game screen, you'll need to become familiar with the interface. The most important thing to remember about this system is that

*in order to select a province, you must **right-click** on it.*

However, to select anything else, you **left-click**.

- To select a commander, left-click on his icon and he turns white (selected).
- To give a commander order to move, you left-click the province to which you want him to move.
- To select a unit in the Army Setup screen, left-click on it.
- To change gems into gold using alchemy, you left-click.

Thus, left-clicking works for selection in most other screens, but not the main map screen. The popular strategy game convention of "left-click to select, right-click to set destination" doesn't apply here. Right-clicking, in many cases, gives you further information. For example:

- To get information on a unit in almost any screen, you right-click on the unit.

The most common consequence of this inversion is that players may give a unit an order to move, and then while the unit is still selected, left-click on a faraway province in order to select it. Because left-clicking is used to specify a unit's destination, and the faraway province you clicked on is an invalid destination for the leader that you (still) have selected, the leader you just moved defaults to Defend. If you don't notice this, your commander that you think has been ordered to move will just sit there. Another common error is to not notice that a stealthy commander is commanding all stealthy units, and thus instead of moving, they end up sneaking (and not attacking). See Stealthy Units below for more information. Stealthy units can be ordered to move normally by holding down [Ctrl] while selecting their destination.

BASIC GAME FUNCTIONS

At the right of the map screen is a panel of buttons that forms the main game interface. These are divided up into three sections. The **Game** and **Province** buttons are present no matter which province you have selected. Depending on which province you have selected, some of these buttons may be inactive. For example, you cannot recruit units in a province you do not control, so clicking on this button while such a province is selected does nothing.

You can hide the **Game** and **Province** buttons by hitting the "h" key. The **Location** buttons will always be displayed.

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

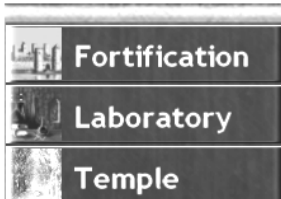
For those who played Dominions II, there is no longer a Province Info button. That information is now all displayed on the main screen.



GAME BUTTONS



PROVINCE BUTTONS



LOCATION BUTTONS

Below the **Game** and **Province** buttons are the **Location** buttons. There may be none showing if the province you have selected has nothing to display, or if you simply don't know about it. If you control a province with a temple, clicking on that button will yield additional information. If it is another player's temple, the button will be inactive. You may also find information on magic sites, or simply the fact that they exist (but nothing further).

Most of these buttons will be discussed in detail in further sections. All have hotkeys listed here in [brackets]. The basic functions are:

End Turn [e] When you have completed your turn, this button saves your move to a file in the game folder, or uploads it to the server if you are playing an online game. You may still go back and adjust your move, or even start over from scratch. *Exception: In a solo game, hitting End Turn automatically hosts the current turn.* This is not like Dominions II – do not hit End Turn in a solo game as a way of saving your orders!

Options [Esc] Adjusts music and video settings, and allows you to save, and quit the

game.

Map filters [1-5,8,9 keys] Toggles map displays of armies, national flags, temples, fortresses, etc.

Statistics

[F1] Nation Overview This screen gives a global picture of your units and provinces. You can change taxation, buy province defense, or go straight to a province using this screen. It also keeps track of magic site searches.

[F2] Score graphs If score graphs are enabled, you can see a running comparison of the strengths of the various nations in terms of provinces owned, total dominion, army size, etc. You can also see the names and status (human or AI) of all pretenders, and whether or not they are still in the game.

[F3] Hall of Fame Commanders who have survived the most fights and killed the most enemies receive a Heroic Ability for entering the Hall of Fame. This ability continues to improve as long as the hero is listed here.

[F4] Pretenders Displays a list of pretenders in the game if the score graphs are enabled.

arrows	scroll map
Home	go to home province
End	zoom x0.5
Insert	zoom to cover screen
Delete	zoom to fit entire map
Page Up	zoom in
Page Down	zoom out
1	toggle flags/forts
2	toggle armies
3	toggle dominion icons
4	toggle income/resources
5	toggle temples/misc
8	toggle neighbors
9	toggle province names

Messages Allows you to read [m] beginning-of-turn messages, and send [s] messages, items, or gold to other players.

Magic Takes you to the Arcane Laboratory screen where you can access spell research, magic items, gem inventory, and magic items. This is exactly the same as clicking on the **Laboratory** button in a province with a friendly laboratory.

Mercenaries Players can see which mercenaries are available for hire. See Mercenaries, p. 45.

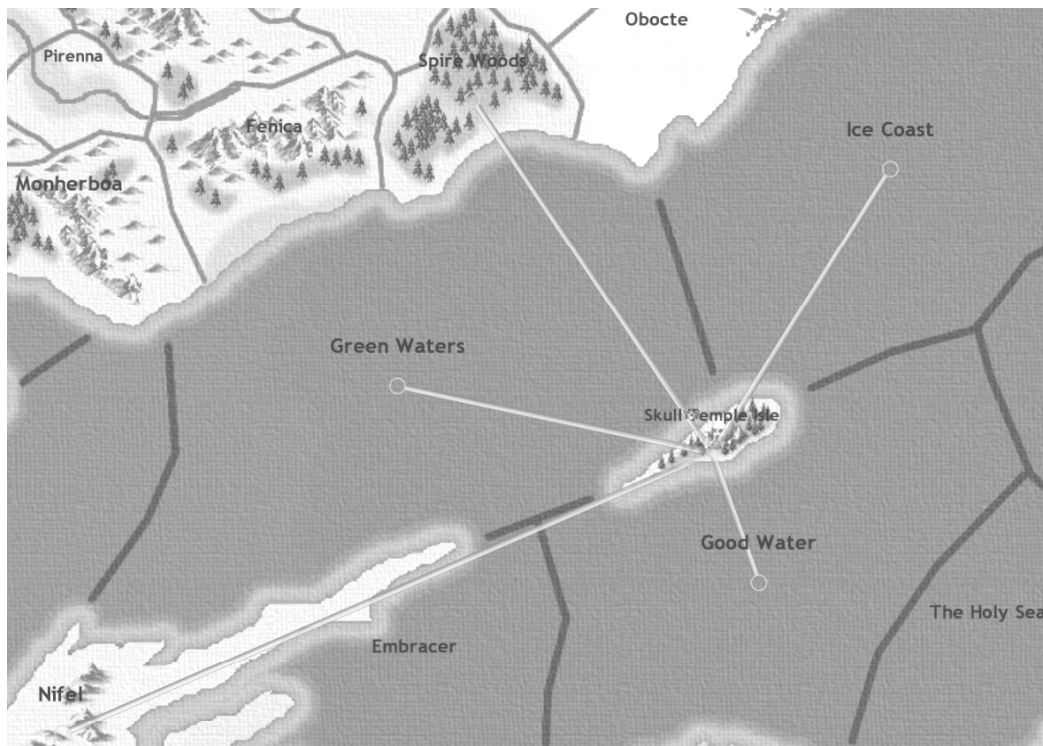
The remaining buttons will be described in their appropriate sections.

THE MAP

Maps in Dominions 3 have one characteristic feature: they are divided up into provinces. These provinces are delineated by the brown lines. However, the lines are really only for your visual reference; the game engine does not use them in any way. Instead, what is important is which province is a neighbor of which other province. You can see this by hitting the [8] key to Toggle Neighbors.

The reason that the concept of neighbors is so important is that some provinces may not seem like they are connected, but they actually are. This most often happens with provinces separated by water.

See the diagram below, taken from the Orania map which comes with the game. From the map appearance, Skull Temple Isle appears to be accessible only by water. However, when you Toggle Neighbors, you find that not only is it possible to reach the Isle from the peninsula of Nifel, but you can actually move directly from the Isle to the province of Spire Woods to its north, seemingly bypassing the underwater province of Green Waters.

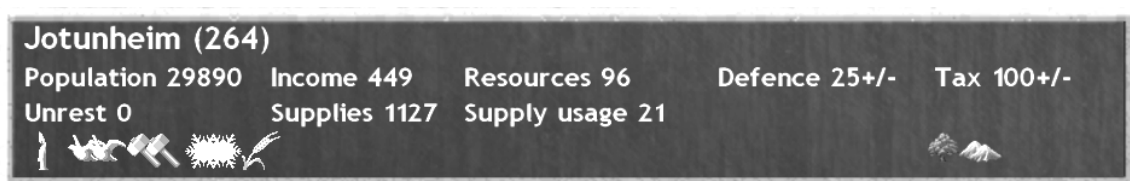


Some provinces are separated from one another by a heavy brown line, usually in the mountains. This designates an impassable border, and two provinces that are joined solely by such a border are not neighbors. On some maps there is simply an absence of a border. To confirm this you can select one of the provinces and hit the [8] key as above. Other display toggles are shown in the chart on the page 34.

Provinces are designated by both a name and a number. You may not know the name of a province if you don't have any way of getting intelligence on it (like a nearby friendly province or scout), but you will always know the number. While some special provinces (like Skull Temple Isle in the above example) may have fixed names, most are randomized at the start of the game. However, for a given map, the province number will be constant; province (5) on the Desert Eye map will always be in the same place in every game.

All game mechanics in Dominions 3 are based on provinces. Movement is done from province to province. Units are recruited on a province-by-province basis. Each province has a number of attributes that govern its contribution to the game.

Province attributes



When a province is selected, you can see its attributes in a box in the upper left corner of the screen, provided that you have some way of gaining this information (either through scouts or the proximity of friendly provinces). If you don't have any way to gather this information, all you'll get is the map number of the province. You'll always be able to tell which type of terrain a province has, even if it is on the opposite side of the map. Most information about a province will be unavailable unless you actually own it (it is friendly to you, displaying your national flag).

If you have dominion over a province, you will be able to see its income, even if you do not control it.

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

Terrain Terrain is shown in the lower right of the province info box. It is very important in determining how valuable that province will be in terms of income, resources, supply, and magic sites. Farmland tends to have high population (and therefore income) but low resources. Mountains tend to be just the opposite. Mountains, forests, swamps, and wastes are more likely to contain magic sites.

Terrain also allows or restricts multi-province movement. See Chapter IV, Movement.

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

Population Population determines income, and is affected by many factors: Growth/Death scales, patrolling, dominion, pillaging, and random events. The population in a province sets the base income from that province: **Income base = Population / 100.**



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

The basic formula is **Modified Income = (Population / 100) * (dominion scale modifiers) * (1 + fort administration / 200)**.

If the province has unrest, this number is **Final Income = Modified Income / (1 + (unrest * 0.01))**.

A "pile of coins" icon displays a general indication of how much income a province can earn. This is simply a graphical approximation.



Resources The resource value of a province. Resources are reduced by unrest just like income. Resources are collected by forts from neighboring provinces. A province only produces half of its potential resources for use in that province unless it contains a fort. Resource availability in a province is reduced by unrest according to the formula

$$\text{Resource \%} = 100 / (100 + \text{unrest})$$

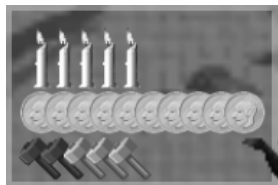
Thus, an unrest level of 100 means a province produces only 50% of its normal resources. Furthermore, no units may be recruited in a province with an unrest level of 100 or greater.

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

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



Dominion This represents the religious dominance being exerted into that province. Only one pretender can have dominion in a given province. If it is positive, the dominion is yours and is represented by a white candle. Negative dominion is someone else's dominion, and is represented by a black candle. See Chapter VII, Dominion, for detailed information.



Capsule screen The income, resources, and dominion in a province can be displayed (and toggled off) by hitting the [4] key.

Unrest Unrest represents turmoil in a province and reduces both income and resources there. Unrest can be raised by random events, enemy spies, blood hunting, taxation above 100, certain targeted spells, or global enchantments. Unrest can be reduced by patrolling, taxation below 100, or random events. Unrest also affects the chances of capturing blood slaves, or of successfully finding stealthy units by patrolling.

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

Population-based supply is calculated from the population present in a province, modified by the Growth/Death and Heat/Cold scales. *The first 10,000 population in a province generates supplies at 4 supply points per 100 population.* Additional population generates 4 supply point per 200 population. This is modified by the Growth/Death scales (first) and the Heat/Cold scales (second) to arrive at a Population-Based Supply number.

Fortress-based supply depends on the province's proximity to a fortress. If the province in question is within four provinces of a fort, fortress-based supply is added to the population-based supply calculated above. This depends on the fortress' Admin rating (see section on fortresses below) and uses the formula **(Administration * 4) / (Distance + 1)**. Only the highest fortress-based supply is used if there is more than one nearby fortress.

Example: A province with 20,000 population has Growth 1 and Heat 3 dominions in it. It generates 400 supply points for the first 10,000 population, and 200 supply points for the remaining 10,000 population for a total of 600 supply. Supplies are increased by 20% for the Growth 1 dominion, increasing the total to 720. The Heat 3 dominion, however, reduces this amount by 30%, or 180 supply points, for a population-based supply of 540.

The province is also three provinces away from a jeweled city (Admin 40). This generates an additional 40 supply points. The province has a final supply value of 540 + 40 = 580.

If there are not enough supplies in a province to supply all of the units currently occupying that province, starvation may occur.

Tax The tax level determines the actual income received for ownership of a province, based on the population and current level of unrest. Increasing the taxation level above 100 will increase the unrest level in a province, while lowering it below 100 will reduce it. The amount of income generated is based on the income formula, and the multiplied by the tax rate as a percentage. Thus, a taxation level of 50 will provide one-half the calculated income.

Every 5% tax above 100 increases **unrest** by 1.
Every 3% tax above 100 kills 0.1% of population.

Every 3% tax below 100 decreases **unrest** by 1.

The tax level can be set by clicking on it. A box will appear in which you can adjust the level. Taxation can never be raised above 200.












Auto-taxation Dominions 3 has an auto-tax mechanism where the game will automatically adjust the tax level in each province to try and reduce the unrest to zero. When you click on the Tax Rate, you can check or un-check the box which says, "Set tax rate automatically for this province." If you do, the computer will lower the tax below 100 when unrest begins to rise. The computer will never set the tax above 100.

Defense Defense indicates the level of provincial defense present in a province. Raising provincial defense costs an amount of gold equivalent to the new level purchased. (Thus, level 1 costs 1 gold, going from level 1 to level 2 costs 2 gold, going from level 10 to level 11 costs 11 gold, and so on.) Additional benefits are gained at levels 1, 10, and 20. Provincial defense costs no upkeep, and is fully restored after a battle if the owner does not lose control of the province.

Provincial defense levels can be raised by clicking on the word Defense in the main province screen. A box will appear just as in taxation. Provincial defense levels cannot be voluntarily reduced.

Unburied corpses The number of unburied corpses in a province. This is important for some spells (Raven Feast) and for raising undead.

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

	Order	Increases income by 7%. 5% fewer random events.
	Turmoil	Decreases income by 7%. 5% more random events.
	Productivity	Increases resource production by 10% and income by 2%.
	Sloth	Decreases resource production by 10% and income by 2%.
	Heat/Cold	Each step on heat/cold away from a race's ideal level... decreases tax revenues by 5%. decreases supplies by 10%.
	Growth	Increases population growth by 0.2% per month. Increases supplies by 15%. Increases income by 2%.
	Death	Decreases population growth by 0.2% per month. Decreases supplies by 15%. Decreases income by 2%.
	Fortune	Increases by 5% the chances of a random event being good.
	Misfortune	Decreases by 5% the chances of a random event being good.
	Magic	Makes spells harder to resist (-0.5 MR to all units in a province). All spellcasting generates 10% less fatigue. Gives all friendly mages + $\frac{1}{2}$ research per scale, rounded up.
	Drain	Makes spells easier to resist (+0.5 MR to all units in a province). All spellcasting generates 10% more fatigue. Gives all mages - $\frac{1}{2}$ research per scale, rounded up.

Much of this information can also be seen in the **Nation Overview screen** [F1], which will also show commanders and their locations. You can set defense, taxation, and give orders in this screen, as well as use it to go directly to a province in the main map. This makes it quite useful. New players should get their [F1] fingers in shape. The specific finger used to access this screen is unimportant.

National summary



Regardless of which province is selected, the national summary will appear in the top right corner of the screen. The treasury lists the total amount of money your nation has. Total

income is the income prior to paying upkeep costs. In the right-hand corner is a symbol denoting the season. You can mouse over it for more specific information.

Upkeep All units in the game (except for most summoned units) cost upkeep each turn equal to their gold cost divided by 15. Sacred units cost half as much upkeep (gold cost divided by 30). Pretenders and prophets cost no upkeep.

Magic gem inventory Your gem inventory's contents are displayed in the national summary, and you can go directly to the inventory screen by clicking on any of the gem icons.



FORTRESSES

Fortresses are the closest you'll get to building cities in this game. Fortress types are limited by your nation and the terrain you are building on. If you capture an enemy fortress, you keep that fortress type.

Fortresses serve as collection points for resources, supply depots for distribution to surrounding provinces, and shelter for troops in the event of a siege. Each fortress type has different attributes.

Admin The admin value of a fortress determines the percentage of resources from neighboring provinces that the fortress can collect. It also propagates supply into nearby provinces. The formula for this is $(\text{Administration} \times 4) / (\text{Distance} + 1)$. Thus, a fortress with admin 50 contributes 100 supply to adjacent provinces. Four provinces is the maximum distance for this supply propagation.

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

Administration also increases the income of a province by $\text{Admin} / 2\%$. Thus, a fortress with an Admin value of 40 would increase the income by 20% of any province in which it is built.

Defense The defense value of a fortress represents the number of points of damage that must be done to a fort by an enemy siege before it can be attacked. Each turn a comparison is made between the strength of the sieging and besieged forces at a fortress. The difference between these forces determines the amount of damage (or repair) done to the fortress' defense value. The full resolution is explained in Besieging Fortresses on p. 81.

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

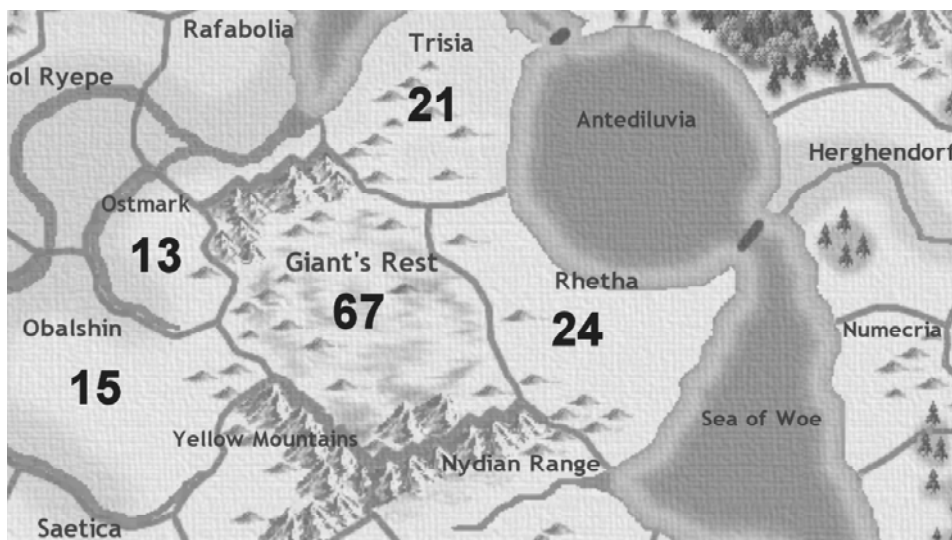
Fortress statistics

<u>Name</u>	<u>Admin</u>	<u>Defense</u>	<u>Supply</u>	<u>Cost</u>	<u>Build time</u>
Castle	30	400	350	1000	4
Cave Castle	30	600	150	1400	6
Cave City	30	600	150	1400	6
Cave Fort	15	500	150	1200	5
Citadel	40	600	100	1000	4
Dark Citadel	20	600	150	1000	4
Ermorian Castle	0	100	0	800	3

Name	Admin	Defense	Supply	Cost	Build time
Ermorian Citadel	0	200	0	1000	4
Forest Castle	20	350	200	1000	4
Forest Fortress	15	300	200	1000	4
Forest Ramparts	10	150	100	800	3
Fortification	20	300	250	1000	4
Fortified City	50	250	1000	1200	5
Fortress	25	400	300	1000	4
Great City	60	200	1250	1400	6
Hill Castle	15	700	150	1200	5
Hill Fortress	10	600	150	1200	5
Hillfort	5	200	100	800	3
Jeweled City	40	500	500	1400	6
Kelp Citadel	40	300	150	1000	4
Kelp Fortress	10	100	25	800	3
Motte-and-bailey	20	200	100	800	3
Mountain Citadel	20	800	200	1200	5
Mountain City	30	700	750	1400	6
Peg Castle	20	700	150	1000	4
Ramparts	15	100	150	800	3
Swamp City	50	400	1000	1200	5
Swamp Fort	0	100	100	800	3
Tel City	40	500	750	1400	6
Woodland Citadel	30	250	200	1200	5
--- only for spells ---					
Living Castle	30	200	250	800	3
Wizard's Tower	30	150	200	600	2

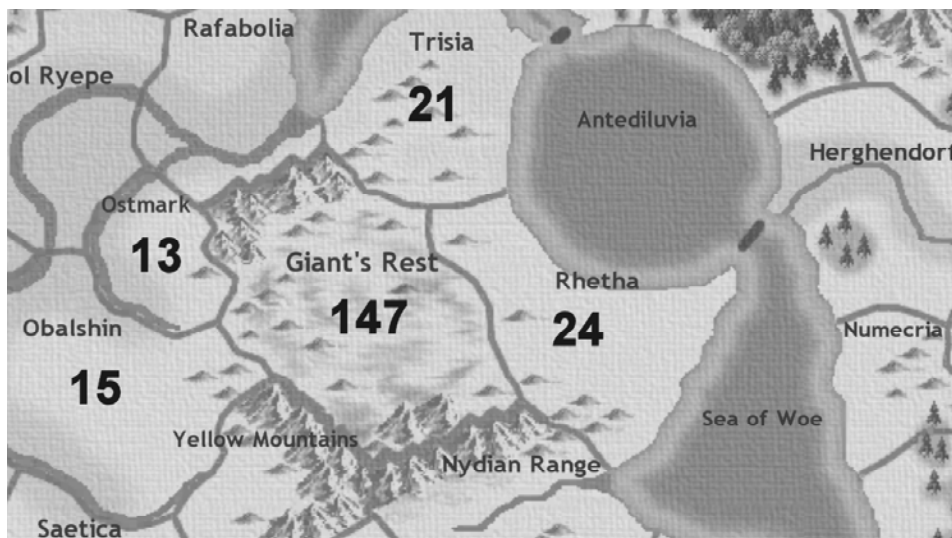
Example of resource collection by fortresses

You're playing Emoror, Broken Empire (Middle Age) on the Orania map and are building a



fortress in Giant's Rest. Because the terrain is mountainous, your fortress will be a Hill Fortress (according to your nation's fort chart) which has an Admin of 10. Before you complete it, the resource distribution of Giant's Rest and the surrounding provinces looks like this. The resource values listed are the values you'd see in the province's info box.

Rafabolia, Nydian Range, and Yellow Mountains are all separated from Giant's Rest by impassable mountain borders, and thus are not neighbors. The Admin value of 10 means that it collects 10% of the available resources from neighboring provinces. When you build your hill fortress, here is the new resource picture:



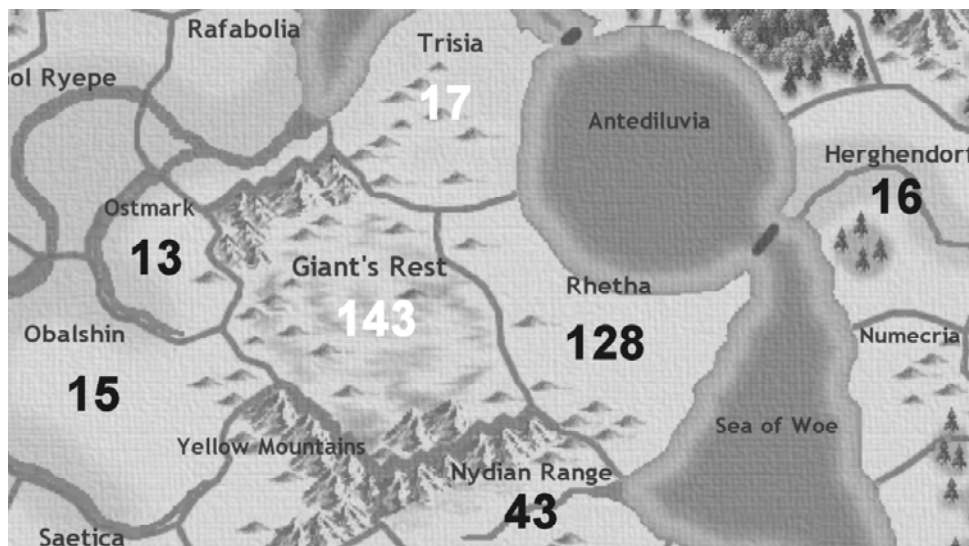
Why aren't the remaining province resources reduced by 10% from their previous values? *Because since those provinces do not contain fortresses, they are only producing half of their available resources.* Thus, Trisia really has 42 resources in the province, but only 21 of those are available for *building in that province*. The full capacity is used when calculating resource collection by a fortress. So the hill fortress takes 10% of the 42 resources that exist in the province. The displayed resource value of Trisia won't be reduced until it drops below 50% of its original value. You can think of these resources being gathered from the "hidden" 50%. Thus, having a single fortress adjacent to a province will not reduce that province's available resources, unless it is a Great City, which has an Admin value of 60.

How did Giant's Rest get so many resources? Because the province now has a fortress, it can utilize its full production capacity, so instead of 67 it now has a base of 134. When you add the resources from the four adjacent provinces, you get 134, plus 10% of all the following: 42 (4), 48 (4), 26 (2), and 30 (3). Those are the "actual" resource totals in Trisia, Rhetha, Ostmark, and Obalshin, respectively. Fractions are dropped.

Let's say you decide to build another fortress in Rhetha. This province has no special terrain and thus Ermor's default fortress will be built, which is the fortified city. That has an Admin of 50. When it is complete, the resource picture will look like the picture below.

Provinces where the number of resources has dropped are shown in white. Giant's Rest can no longer collect from Rhetha, because a fortress cannot collect resources from a province with another fortress in it. The 10% of Rhetha's 48 points (4) that was collected before is lost, reducing Giant's Rest to 143. Trisia is down to 17 because it is losing 60% of its resources: 10% to Giant's Rest and 50% to Rhetha. Thus, of the original 42 in the province, it has lost 25, and only 17 are left.

Rhetha went from being a mediocre resource-producing province to being a powerhouse. The full 48 resources are now available due to the fortress, plus 50% of Trisia's 42 (21),



Nydian Range's 86 (43), and Herghendorf's 32 (16). Rhetha cannot collect from the two adjacent underwater provinces (Antediluvia and Sea of Woe) but can collect from Herghendorf because the two provinces are neighbors. Find that part of the Orania map, select Rhetha, and hit the [8] key if you don't believe it. Remember: looks are deceiving.



TEMPLES

Temples are the second of the three buildings you can construct in Dominions 3. Clicking on the Temple button on the lower right of the screen tells you how many temples you have built, how many provinces have friendly dominion in them, and some numbers which represented your dominion "spread rate" based on your current maximum dominion and number of temples. This gives a quantifiable idea of how fast you are spreading your dominion. The numbers are calculated by taking each individual dominion spread chance, multiplying by ten, and adding them together.

Example: A nation has a maximum dominion strength of 5, plus three temples. The pretender gets one automatic (100%, or 1) spread, plus two temple spread checks (50%, or 0.5, due to the dominion strength of 5). With three temples you get three additional dominion spread checks. So the calculation goes:

Pretender: $(10 \times 1) + (10 \times 0.5) + (10 \times 0.5) = 20$

Temples: $3 \text{ (temples)} \times (10 \times 0.5) = 15$

Pretender + temples = 35

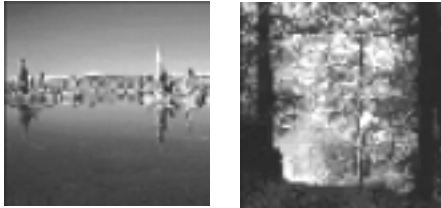
Temples help you spread your dominion, either by directly inducing dominion spread [Exception: Mictlan, Reign of Blood as well as Mictlan, Blood and Rain] or by providing a location for blood sacrifices (which are only available to certain nations – see the Dominion chapter). Temples also give priests a bonus when preaching. All of this is explained in detail in the Dominion chapter, which starts on p. 92.

A temple can only be built in a friendly province. If an enemy takes control of a province with another nation's temple in it, the temple is immediately razed. If there was a temple in a province you captured, the razing will be reported in the turn's events, along with the capture. Only one temple can exist in a province at a time.

LABORATORIES

Laboratories (or labs) are the last building type available, but have no icon that shows them on the game map. Instead, any province with a lab displays the "Laboratory" button on the lower right side of the screen when in the province view. Clicking on this button is the same as clicking on the "Magic" button in the top section of the interface.

Labs serve as magic gem collection points and centers of research. They allow mages in that province to perform the Research order, enable transfer of gems from the national inventory, and allow the casting of ritual spells. For a detailed description of these game elements, see Chapter VI, Magic. Ritual spells can only be cast in a province with a laboratory.



MAGIC SITES

Magic sites are not buildings per se (although there are some sites which are buildings, such as the Firbolg Fortress and Jervellan Wall) but rather locations within a province that possess some special attribute, like magic gem production, unique unit recruitment, or other benefits. A province may have multiple magic sites, not all of which may be visible at once. Magic sites are more likely to be found in mountain, forest, swamp, and waste provinces than in those with farmland or plains.

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

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

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

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

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

PROVINCE DEFENSE

Province defense (PD) is a way of protecting a province without actually stationing an army there. Defense is purchased at a cost of whatever the new defense level will be. So to buy the first level of province defense costs 1 gold, while the tenth costs 10 (and to get to 10, you have to buy the intervening levels as well, so ultimately a PD of 10 costs $1+2+3+4+5+6+7+8+9+10 = 55$ gold.

At defense level 1, a nation gets a commander and some troops. Each level of defense from 2-19 confers more troops (no more commanders, though). At level 20, you get another commander (usually different type) and a new type of troop. This is in addition to the previous troops. For every level of defense from 20 and above, you get both types of troops. The maximum level of province defense is 125.

The type of commander and troops purchased for each level of province defense for a given nation is listed in the Nations section, starting on p. 97.

Example: Kailasa's province defense is given as Atavi Chieftain at level 1, with 2xMarkata and 1½xMarkata Archer for every level. At level 20, Machaka gets a Bandar Commander, with a Bandar Warrior for every level. Therefore, at level 30, Machaka would have an Atavi Chieftain and a Bandar Commander, as well as 60 Markatas, 45 Markata Archers, and 11 Bandar Warriors.

A province defense of level 10 or greater will have a chance of detecting stealthy units (although far less effectively than patrollers will). See Patrolling on p. 67 for the exact method of resolution.

UNREST

Unrest represents people being unhappy with the ruler of the province. This can be the result of many different unhappiness-generating events: a difference between the nation which controls the province and the one that exerts dominion over it will do it, since the people worship one god but are ruled by another. Blood hunting will definitely do it – imagine how happy you would be if someone came through your village and rounded up a bunch of young virgins for a blood sacrifice. Taxation above 100 will do it for reasons related to Arthur Laffer. Enemy spies and bards can do it because that is their job.

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

MERCENARIES

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

Mercenaries are hired in the province that you have selected at the time the winning bid is placed. This means you can control where your mercenaries appear.

II. THE PRETENDER

Dominions 3 depends on the idea of a Pretender God. The backstory works like this: The Land of whatever-the-name-of-your-map-is is rife with turmoil. Each nation is led by a pretender. Once a nation achieves victory, its pretender ascends to godhood, and all the other pretenders are banned forever to the forbidden zone. That's why there can never be any draws in a game of Dominions 3. There can only be one God in the end.

When you construct a pretender, this not only creates a special unit that has a huge impact on gameplay, but it also defines a lot of elements that will affect your entire nation. Pretenders can be of many types and each physical form has its own special characteristics. The important points to remember about pretenders are:

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

In previous versions of Dominions you were also able to choose a fortress type. This is no longer the case. Instead, the type of fortress available to build in a given province will be a function of the terrain there as well as the nation you are playing.

CREATING A PRETENDER

Besides choosing a nation, creating a pretender is the most significant decision you'll make in Dominions 3.

Each player starts out with 350 points to create a pretender god. These points are spent on the three categories below: physical form, magic, and dominion. A fourth category, The Awakening, is a way in which you can trade the later appearance of your pretender for more build points at the outset.

Physical form

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

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

Immortal Pretenders Some pretenders (Vampire Queen, various manner of liches, the Phoenix for obvious reasons, and others) are immortal. This means that if they are killed while in a province with friendly dominion, they simply re-appear in their nation's home

province. If they die in a province that does not contain friendly dominion, they are subject to Call God (see p. 52) just like non-immortal pretenders.

Immobile Pretenders Some pretenders (Monolith, Fountain of Blood, and others) cannot move. This means they have no inherent movement ability. They can still be transported by magical means (Cloud Trapeze, Gateway). Designing a good immobile pretender can be a challenge, but they have their advantages.

Dragon Pretenders When players select a dragon for their pretender, a wizard shows up. This is not a bug. According to the latest research, dragon pretenders don't change into dragon form until they are wounded. The pretender will be displayed as a wizard except in battle once he is wounded. Prior to that, he remains in wizard form for easier spell-casting gestures.

Magic

Some pretenders begin with skills in magical paths – others don't. This is listed in the character screen for that physical form. For example, the Lich begins with Death 4. Some pretenders don't begin with any skills in magic paths. Regardless of starting abilities, magic skills can be purchased in the Magic screen. The cost is shown below

Skill chosen in path	*1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
Cost	8	16	24	32	40	48	56	64	72	80

These costs are cumulative, so that increasing a magical path from zero to 6 costs 168 points (or more, see * below).

Note that this refers to the numbers of skills chosen by you in that path, not the actual total skill. In other words, if your pretender already starts with Nature 3, and you want to bump him up to Nature 4, that only costs 8 points because that's the first skill increase *by you* in that path. Thus, starting with a pretender who already has skills in paths you want can be a significant cost savings. Of course, this is partly accounted for in the point cost of that physical form.

* If the first skill chosen is in a new path with no magic skill yet selected, the cost is the pretender's "New Path Cost."

Example: The Prince of Death begins with Death 3. You decide you want to increase his skills to Death 7 and Air 1. That means you need to select four skills in the same path (Death) at a cost of 80, and one skill in Air. However, because the Prince of Death does not start with any Air, selecting Air is a new path purchase and the first skill in Air costs 50 points as listed in his character screen. The total cost of magic for this pretender is thus 130 points. Magic can be very expensive.

Bless Effects

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

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

- **+2 morale**

- all the bless effects conferred by his nation's pretender's magic paths

Bless effects become available when a pretender has at least a skill of 4 in any magic path. The list below specifies exactly what these effects are. A nation may gain multiple bless effects depending on the pretender's magic skills. The bonuses listed at a given level *include previous bonuses*. Thus, a pretender with skill 8 in Astral magic has a bless effect of +3 Magic Resistance to all blessed units, as he gains +1 MR for skill 4, another +1 MR for skill 6, and another +1 MR for skill 8. The final total of +3 MR is listed in the skill level 8 box.

In general, the bonus gained at level 4 increases through level 8 and 10, and at skill level 9, an additional new bonus shows up. Air and Death have intermediate bonuses at skills 5 and 7 while the rest of the paths do not.

Skill Level 4	Effect
Air	Air Shield (20%)
Astral	+1 Magic Resistance (maximum 18)
Blood	+2 Strength
Death	Affliction chance +100%
Earth	Reinvigoration +2
Fire	+2 Attack skill
Nature	Regeneration +5%
Water	+2 Defense skill

Skill Level 5	Effect
Air	Air Shield (30%)
Death	Affliction chance +150%

Skill Level 6	Effect
Air	Air Shield (40%)
Astral	+2 Magic Resistance (maximum 18)
Blood	+3 Strength
Death	Affliction chance +200%
Earth	Reinvigoration +3
Fire	+3 Attack skill
Nature	Regeneration +10%
Water	+3 Defense skill

Skill Level 7	Effect
Air	Air Shield (50%)
Death	Affliction chance +250%

Skill Level 8	Effect
Air	Air Shield (60%)
Astral	+3 Magic Resistance (maximum 18)
Blood	+4 Strength
Death	Affliction chance +300%
Earth	Reinvigoration +4
Fire	+4 Attack skill

Skill Level 8	Effect
Nature	Regeneration +15%
Water	+4 Defense skill

Skill Level 9	Effect
Air	Air Shield (70%), Shock Resistance (70%)
Astral	+3 Magic Resistance (maximum 18), Twist Fate
Blood	+4 Strength, Death Curse
Death	Affliction chance +350%, Death Weapons
Earth	Reinvigoration +4, Protection +4
Fire	+4 Attack skill, Flaming Weapons
Nature	Regeneration +15%, +2 Berserk
Water	+4 Defense skill, Quickness

Skill Level 10	Effect
Air	Air Shield (80%), Shock Resistance (70%)
Astral	+4 Magic Resistance (maximum 18), Twist Fate
Blood	+5 Strength, Death Curse
Death	Affliction chance +400%, Death Weapons
Earth	Reinvigoration +5, Protection +4
Fire	+5 Attack skill, Flaming Weapons
Nature	Regeneration +20%, +2 Berserk
Water	+5 Defense skill, Quickness

Some of these effects (Flaming Weapons, Twist Fate) are spells, and behave as set forth in the spell descriptions. In general, these are all battlefield effects.

Pretenders also gain Indirect Magic bonuses (see p. 85). However, *pretenders are not sacred units and cannot be blessed*.

Example: A pretender has Nature 9, Astral 5, and Earth 3. His sacred units, when they are blessed, will get +2 Berserk, Regeneration +15%, +1 Magic Resistance, and +2 Morale. The Nature skill is high enough to get all the Nature bonuses. The Astral skill is high enough to get the skill 4 Astral bonus only. The Earth skill is not high enough to gain any bonus. The +2 morale is the standard bless effect that would be gained even if the pretender had no magic skill at all.

When you are constructing your pretender, the Magic screen will list all of the bless effects to which your path selections have entitled you. Look at the bottom of the screen. The +2 morale effect is not listed because it is common to all pretenders. Only magic-path-based bonuses are shown.

Dominion

Two separate things fall under the category of dominion: maximum dominion and dominion scales. For detailed information about dominion and its spread, see Chapter VII, Dominion.

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

This works exactly the same as magic paths, except that every pretender starts with at least Dominion 1, and the maximum is 10, so you can only ever choose 9 new candles, and thus the table stops there.

Awe In addition, pretenders that start with a maximum dominion of 9 or 10 acquire the Awe special ability (or, if they already have it, it is increased) according to the following:

Maximum dominion 9 at start: Awe +1

Maximum dominion 10 at start: Awe +3

Pretenders whose physical form does not normally have the Awe ability are treated as Awe -1 before the bonus.

Example: Virtue, a pretender physical form with Awe +4, is chosen as a pretender for Caelum. During pretender creation, the player selects a maximum dominion of 9. Virtue now has Awe +5.

Another pretender, the Titan, has his maximum dominion set to 10 at start. Because he did not have Awe to begin with, his final ability is Awe +2.

Question: So if a pretender starts with no Awe and chooses maximum dominion 9, he ends with a total of Awe +0? What the heck is that? He has Awe but it is worthless?

Answer: No, that simply represents the standard Awe with no bonus. Any ability with a "+" (like Stealth +40) designates a bonus to the regular ability. If you have Stealth +0 you are still stealthy – *the normal kind of stealthy!*

Scales

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

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












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

- Each left-click (favorable tip) of a scale costs 40 points.
- Each right-click (unfavorable tip) of a scale *gains* you 40 points.

Exception: *Any* tipping of the Heat/Cold scale (either way) gains you 40 points per click.

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

Dominion scales

	Order	Increases income by 7%. 5% fewer random events.
	Turmoil	Decreases income by 7%. 5% more random events.
	Productivity	Increases resource production by 10% and income by 2%.
	Sloth	Decreases resource production by 10% and income by 2%.
	Heat/Cold	Each step of heat/ cold level away from a race's ideal level... decreases tax revenues by 5%. decreases supplies by 10%.
	Growth	Increases population growth by 0.2% per month. Increases supplies by 15%. Increases income by 2%.
	Death	Decreases population growth by 0.2% per month. Decreases supplies by 15%. Decreases income by 2%.
	Fortune	5% more random events. Chance of a random event being good increased by 13%.
	Misfortune	5% fewer random events. Chance of a random event being good decreased by 13%.
	Magic	Makes spells harder to resist ($-\frac{1}{2}$ MR per scale rounded down, to all units in a province). All spellcasting generates 10% less fatigue. Gives all friendly mages $+\frac{1}{2}$ research point per scale, rounded up).
	Drain	Makes spells easier to resist ($+\frac{1}{2}$ MR per scale rounded down, to all units in a province). All spellcasting generates 10% more fatigue. Gives all mages $-\frac{1}{2}$ research point per scale, rounded up).

The bonus/penalty listed above is per click. So clicking twice in the direction of Order gives you Order 2, and increases your income by a total of 14% while decreasing random events by 10%. Like in the magic screen, the scales screen displays the cumulative effect of your choices.

Example: The Prince of Death from the above example begins with dominion 3. Because the Prince of Death costs 75 points for his physical form, and you spent 130 points on magic, that leaves you with 145 points for dominion and scales selection. Increasing dominion to 8 costs 105 points, leaving you with 40 points for scales. You left-click once on the Order scales, which costs 40 points and gives your nation an Order 1 scale. You are now out of points. You can either right-click on a different scale to gain extra points, or use The Awakening (see below).

Some nations (see Nations list) prefer certain heat or cold settings. They suffer penalties when outside of their preferred environment, just like nations without a preferred temperature setting suffer penalties when the environment has heat/cold scales other than zero.

However, *these nations still get bonus points for tipping the heat/cold scales*. Thus, if you're playing Jotunheim, you still get 80 extra pretender points for tipping the heat/cold scales to Cold 2, even though Jotuns actually *like* Cold 2. That's a nice deal. The downside is that if it isn't sufficiently cold (or if it's too cold!), the giants of Jotunheim suffer penalties.

The scales in a province under your dominion will likely not initially exactly correspond to the scales you've chosen. This is because the dominion scales in a province change more slowly than the level of dominion. It may take several turns of strong dominion over a province to tip the scales to the settings you chose at the outset. If you have low dominion over a province, your scales will likely never ramp up to full value. The exact mechanics can be found in the Dominion section, on p. 92.

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

For each level of friendly dominion in a province a prophet and/or pretender gains
+1 strength,
+½ magic resistance point
+10% hit points

For every level of enemy dominion in a province, a prophet and/or pretender loses
-1 strength
-½ magic resistance point
-10% hit points

Hit points cannot be reduced to zero.

The Awakening

This category is new to Dominions 3 and determines the time needed to pass before the pretender is actually summoned to this world. If you start the game with your pretender, your initial points for pretender construction are 350 (minus the cost of the physical form of your god). To have your pretender appear one year (10-13 turns) into the game (Dormant) gives you a 150-point bonus. If you wait three years (28-42 turns) you get an extra 250 points (Imprisoned). Note that while one turn is a month, and thus 12 turns = one year, the time to the Awakening is not precise, and you may wait a little longer than (or not as long as) even other nations in the same game.

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

Call God

If a pretender dies, he or she can be brought back by his nation's priests. Each priest level assigned to the Call God order in a turn generates 1 point. Once a nation has accumulated 40 points, the pretender returns to his or her home province. A pretender loses one skill level in each path of magic for each death suffered. This does not affect bless effects, which remain what they were at the beginning of the game.

Example: The pretender of Arcoscephale has died. On the following turn, Arcoscephale assigns two level 1 priests and a level 2 priest to Call God. If no other priests are assigned to this, it will take ten turns for the pretender of Arcoscephale to return.

Immortal pretenders who die *in a friendly dominion* re-appear in their home province on the next turn, and do not suffer the magic skill loss. An immortal pretender who dies outside a friendly dominion is subject to all the above rules.

Pretender design thoughts You could write an entire strategy guide just on pretender design theory, and some college will probably have a course in this in the far future, when Dominions is used by national armies as a simulation tool. A pretender should take advantage of his nation's specific traits. A nation with powerful sacred troops, like T'ien Ch'i, can choose magic which would confer advantageous bless effects on those units, whereas Marverni has much weaker sacreds, and a bless strategy for that nation would be much less effective. Nations with sacred units with a lot of hit points (like Niefel jarls) are well-advised to take Nature paths sufficient to gain regeneration as part of a bless strategy, since regeneration is a percentage and thus dependent on total hit points. Thus, large units benefit from this effect more than small ones.

It is also worth noting that indirect magic bonuses (like the bonus to Attack with Fire, or Defense with Water, or the increase in Fear with Death) can also be useful in creating combat pretenders. Earth skill increases Protection, which is another key consideration for such units. Even the Awe ability can be useful, here.

You also should decide what that pretender will be doing: a pretender with a lot of hit points, like a Titan, can be equipped with forged magic items to create a supercombatant, or SC, which can fight on its own. In this case, the pretender should be given sufficient magic paths to cast appropriate spells in combat, such as Fire Shield and Soul Vortex. A nation with a lot of versatile national mages can design a "rainbow mage" using one of the mages who only pay 10 points for each additional magic path, and have that mage search for magic sites to obtain gems for the mages to use.

Immortal pretenders have the advantage of coming back to life if killed in a friendly dominion. An immortal pretender can be a good supercombatant when fighting inside your own dominion, so it's a good idea to select a high maximum dominion to ensure rapid early dominion spread to give your SC the best chance of fighting in "safe" provinces.

With the introduction of The Awakening, players now have much more flexibility to design pretenders because of the extra points gained from dormancy or imprisonment. The tradeoff is obviously that the pretender will not be available for the first 10-42 turns. However, bless effects gained from a dormant or imprisoned pretender are in effect from the beginning of the game.

We have included some example strategies in the Nations section, many of which contain examples of possible pretender builds for a given nation. Try some out. You will eventually find a style that you feel most comfortable with, and you can start optimizing from there. Remember that you can correlate pretender styles, to some extent, with play styles in other strategy games (and not necessarily even turn-based ones). If you like "rushing," a supercombatant style might be your thing, while those who prefer "turtling" would want a research pretender who also did some site searching.

One of the things many new players overlook is the importance of "personal buffs" like Ironskin, or Body Ethereal, which can make a pretender much more effective in combat than he or she would be otherwise. The tutorial set up one such simple buff strategy: an Astral-3 pretender who scripts Twist Fate, Personal Luck, and Body Ethereal. Strikes against the wyrm will miss 75% of the time unless the strike is with magic weapons, and half of those that get through will still miss due to Personal Luck. And the first hit that gets through misses automatically. That's a huge reduction in successful strikes. Back that up with something like Personal Regeneration, and you're not only almost never being hit, but you're healing the damage as fast as it can be inflicted, unless your opponent makes a point of really trying to stop you. And that means he or she is playing on your terms. In the tutorial, your pretender can't cast Personal Regeneration due to lack of Nature magic skill, but this illustrates how

pretender design will dictate the buffs that will be available. Think about the spells you might want your pretender to cast when choosing magic, even if your pretender isn't going to be fighting. If you want to try and use Blood magic but your nation has no Blood mages, buying Blood skill for your pretender will be the most straightforward way to do this.

It is important to have goals for the magic spells you wish to cast, especially things like global enchantments. If you design a pretender to cast a specific spell, you can often be the first to cast that spell if you set your mind to it. Global enchantments and summoning spells are important to keep in mind when designing a pretender. Even battle magic and the ability to forge magic items are worth considering. If you're going to try and boost your pretender's paths, a skill of at least 3 in the desired path is helpful, as that is where most path-boosting magic items start. Refer to the Magic Path Boosting Chart on p. 283 as a guide.

As stated earlier, immobile pretendors are tricky to use to their full potential. However, they can be useful simply as a scale boost for their nation. Take strong scales, perhaps even with the extra points from a pretender which hasn't yet Awakened, and use this advantage in lieu of having the pretender do anything special once he arrives.



From the Dominions bestiary:



The Virtue is an angelic being, a divine messenger or servant stranded in the physical world. Winged and radiant with divine light, she will don the yoke of godhood for the people of the world, leading them on the path of righteousness and salvation. The Virtue is surrounded by a powerful Aura of Splendor that strikes mortals with awe.



The SIRRUSH is a wingless dragon sacred to the lizards of C'tis and the priestesses of Arcoscephale. It is often depicted on temple murals.



III. UNITS

Dominions 3 is all about units. These range from weak, lightly armed militia to giant monsters of unspeakable horror and magnitude. Some units become available as the results of summoning spells, while others are recruitable through the basic provincial summons. Each province has its own recruitable units. Some units may require a structure such as a temple or laboratory before they can be recruited. Some can only be recruited in a province with a particular magic site.

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

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

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

Some attributes show further attributes. For example, clicking on Hit Points will display a unit's Size.

Basic attributes

Hit points: Everyone knows what this is.

Size: This attribute is displayed when you click on Hit points. Size determines how many units can be in a single square on the battlefield (a maximum of 6 points). It also determines how many supplies a unit needs each turn (Size minus 1).

Strength: This determines how much damage a unit does when it successfully strikes a target.

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

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

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

Morale: This measures a unit's likelihood of running from battle.

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

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

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

Move: This is two numbers. The first is the number of provinces a unit can move on the world map. The second is the number of action points a unit has on the tactical map. Action points are used to move and attack. The larger this number, the further a unit can move.

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

Age: The first number is the unit's age in years. The number in parentheses is the age at which the unit will start suffering afflictions due to old age. This attribute is displayed when you click on Fatigue.

Leadership: Commanders only. This is the number of units a commander can lead. Clicking on this attribute shows additional leadership abilities or restrictions, such as the ability to lead undead and/or magic beings. A commander can lead 20 undead beings per level of Death magic skill he or she has. Magical leadership is determined by indirect magic bonuses (see Indirect Magic chart on p. 85 – not all paths confer the same benefits).

Units also may have special abilities. Some of these are summarized below.

Special abilities

Units in Dominions 3 can have a wide variety of special attributes. In fact, there are almost 100 such attributes in the game. Each modifies the unit's abilities in some way. A mouse-over or right-click on the ability in the stats screen will give an explanation of what it does. Some of these attributes bear further explanation, which appear below.

Ambidextrous	There is no icon for this ability, but you will find it if you click on Attack. It reduces the penalty for wielding two weapons by an amount equal to the Ambidextrous level.
Berserker	A unit with this ability goes berserk when wounded if it passes a morale check vs. 12. Berserk units fight until dead – they do not rout. A unit with +Berserk ability gets that number as a bonus to its berserk attributes.
Ethereal	Very difficult to hit with non-magical weapons. 75% of such strikes will miss.
Glamour	These units are Stealthy +25, gain Mirror Image in combat, and are undetectable in friendly provinces.
Recuperation	This unit can heal its battle afflictions.
Sacred	This unit can be Blessed.
Sailing	Can cross (but not remain in) water provinces when moving.

Unit classes

Some special abilities divide units into classes. The classes may have special requirements for leadership.

Magic being	These units require a mage to lead them. They rout if left without magical leadership.
Mindless	Mindless beings suffer mindless dissolution on the battlefield if left without a commander.
Undead	Undead units are subject to banishment, as are demons. Undead units require undead leadership, which is generally conferred by skill in Death magic (or being an undead commander). Zombies aren't going to take orders from just anybody.

Several abilities have detailed effects.

Awe Units with Awe force enemies to take a morale check against 10 + Awe in order to be able to attack them. Thus, a unit with Awe +4 would force attackers to pass a morale check against 14, or be awestruck and unable to attack the awe-inspiring monster on that combat round.

Fear Units in a monster's Fear area of effect must take a morale check against the monster's Fear, or rout. The basic Fear effect requires a check against 10. Unlike Awe, the bonus to Fear indicates the additional area of effect, not the Fear strength. So a Fear +4 monster has normal Fear that radiates to 4 additional squares. The Fear strength itself is increased for

every full +5 Fear, so a Fear +10 unit would radiate to ten additional squares, and force a morale check against 12. The base area of effect (Fear +0) is 6 squares.

Heat Units with this ability radiate heat into adjacent squares. You will see this as little black smoke. This causes 5 armor-negating points of stun damage. It is considered fire damage, so units with fire resistance have protection.

Chill This is exactly the same as Heat, except the stun damage is cold, and thus units with cold resistance have protection. It looks like bluish-white smoke.

Poison cloud This is the green smoke. Each turn the area of effect is blasted by poison, and anyone in this area takes 2 points of armor-negating poison damage. This effect actually lasts for two turns, so a single unit can take multiple poison damage effects from a single source.

Heat, Chill, and Poison Cloud effects stack, so if a unit is in a square where three Abyssians are radiating heat, that unit will take damage from each.

Petrification This is the medusa's special ability. Anyone attacking her is killed if the attacker fails a magic resistance roll.

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

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

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

Lure of the sirens works in a similar way. First there is a MR check, followed by a morale check against the lure ability (10). The lure can only be used in coastal provinces. Failure doesn't cause an assassination battle, which makes the siren's attempt rather safe. If successful, the target drowns himself, or enters the sea and attacks the siren in an assassination attempt if he is able to breathe underwater (and returns to land if he survives).

Standard The standard ability increases the morale of friendly units in the area of effect of the standard. The bonus denotes the number of squares of effect, so a Standard +8 raises the morale of units by 1 within an 8-square area of effect. There are no Standards +0, like there is with Fear. Each full +10 increases the morale-boosting effect by +1, so a Standard +15 gives +2 morale to all units in a 15-square area around the standard. Morale boosted by standards will be lowered by 1 per round and can never exceed +5.

Trample Trample is exactly what it sounds like – a large unit runs over a smaller one. Smush! A trampling unit displaces all of the units in the square it enters to an adjacent square. These units have to take a Defense – (fatigue / 10) check against 10. If they fail this check, they take 8 + 2xSize trample damage. This is an armor-piercing attack, so Protection is halved. A trampled unit will always take at least one point of damage, regardless of Protection. A unit which successfully passes the defense check is still displaced, but just takes one point of damage, total.

Horror marking A horror mark is a condition which can lead to dire results. A horror mark will result in a small chance each month that a unit will be attacked by a horror. A unit can be

horror marked more than once which will increase this chance, but there is no way of knowing how bad the mark is. Certain spells will cause a horror-marked unit to be attacked. In battle, Horrors always attack a horror-marked unit first.

Additional abilities

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

Experience

Units which survive the world of Dominions for a period of time are likely to get experience. This experience is denoted by a grey circle with a yellow star. This can grant increased morale, magic resistance, and the like. It can even grant additional research – units that do a lot of research will eventually get good at it, and gain experience for it.

Heroic Abilities

Non-pretender units which join the Hall of Fame get heroic abilities. These are denoted by a yellow star in a red circle, and can grant increased attributes, such as strength, leadership, magic resistance, and the like.

Afflictions

Units may suffer battle affliction when they suffer damage. The chance is simply the percentage of its total normal hit points a unit suffers on that strike. In other words, an infantry unit with a healthy strength of 10 hp will have a 20% chance of suffering an affliction upon taking 2 hp damage.

Afflictions are denoted by a red heart. A unit may suffer from multiple afflictions. Diseased units gain additional afflictions each turn.

RECRUITING UNITS

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

- Each province has its own pool of units.
- Some national units can only be recruited in a nation's capital.
- Building a fortress in a province adds a nation's non-capital troops to that province's pool.
- Gold and resources are spent to produce units.
- A maximum of one commander can be recruited per province.

Recruitment costs

Units have two costs: gold and resources. In the world of Dominions, a unit's training is reflected in its gold cost, while its equipment requires the resources. Expect highly skilled units to cost a lot of gold, heavily equipped units to cost a lot of resources, and highly skilled, heavily equipped units to cost a fortune.

Sacred units also have a Holy cost, which is always 1 per unit. Sacred commanders have no holy cost.

Recruitment restrictions

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

Commanders: Only one commander may be recruited per province per turn. They cannot be queued.

Gold: Units may only be recruited up to the limit of that nation's current treasury. *Units cannot be queued up for the next turn based on gold cost.*

Resources: Units may only be recruited in a province in a given turn based on that province's current resources, but they *may* be queued for following turns. This makes it possible players to recruit units in provinces that don't produce enough resources to fulfill that unit's resource requirement in a single turn. Units that cannot be built in the current turn, but are in the queue, are dimmed in the recruitment area.

Holy: Sacred units can only be recruited up to the home province's Holy limit, which is the same as the current maximum dominion. Units can be added to the queue beyond the Holy limit.

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

Recruited units go into the unassigned unit pool of units at the top of the Army Setup screen. Below them you'll see all your commanders in that province.

Holding down [SHIFT] while selecting a unit for recruiting will choose ten of that unit. Up to 100 units may be queued in a province.

ARMY SETUP

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

Garrison units

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

Squads

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

All commanders in a province will appear with their icons on the far left side of the **Army Setup** screen, with their placement window next to them followed by their name and squad

information. Their squads will be arranged below them, with a battle placement box, a unit count, and the **Set Battle Orders** menu.

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

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

Double-click to select all units of the same type

Shift-click to select multiple units

Click a unit and hit '**w**' to select all units with afflictions

Click a unit and hit '**e**' to select all units with 2+ experience stars

Hit '**Enter**' after you've already clicked on a unit(s) to deselect the unit(s)

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

Battle Position

There are green boxes to the right of each commander's icon on the left side of the **Army Setup** screen. Similar boxes appear to the right of each squad (on the right edge of the **Army Setup** screen). These boxes define where a unit will appear on the battlefield initially. The box shows all of the units currently occupying the province. Commanders are shown in blue, and squads in orange. The currently selected unit (either squad or commander) is highlighted in white. By clicking on the green area in the Battle Position box, you can move the icon of the squad or commander around. At the top of the screen, the words "Back..." and "...Front" show that the left side is the back of your formation, and the right side is the front. The size of a squad or commander is reflected in the size of its box.

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

Use the '**y**' key to include all the commanders *moving to* a selected province. This is very useful for coordinating attacks into a given province. You can use it on enemy provinces, too.

Battle Orders

Because players don't control units directly in combat, squads have to be issued orders which they then attempt to follow once combat is joined. Each squad can be issued a different order, even if it is under the leadership of the same commander. Squads can be assigned general orders, or general and target orders. The ones indicated by an asterisk (*) require target orders – the remainder do not.

General orders

None

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

Attack*

This will engage an enemy in melee

Fire*

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

Guard commander	The unit will move toward the commander and protect him or her from harm. If there is an assassination attempt on the commander, up to five units with this order will fight in the assassination battle.
Hold and attack*	The squad will hold in place for two turns. If it is armed with missile weapons, it will fire at targets in range. After two round, it will advance to melee combat.
Fire and flee*	The squad will fire missile weapons for three turns and then retreat off the battlefield.
Retreat	The squad retreats off the battlefield. This is treated exactly like a rout and the units may scatter to adjacent provinces.

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

Target orders

None	Targets one random enemy and his squad
Archers	Targets a random enemy archer and its squad
Cavalry	Targets a random enemy cavalry unit and its squad
Fliers	Targets a random enemy unit which can fly, and its squad
Large monsters	Targets one random enemy of size 5 or 6 and its squad. If no enemy of this size exists, a size 4 unit will be treated as a large monster.
Closest	The squad will target the closest enemy squad
Rearmost	The squad will target a random enemy at the rear of the enemy battle formation.

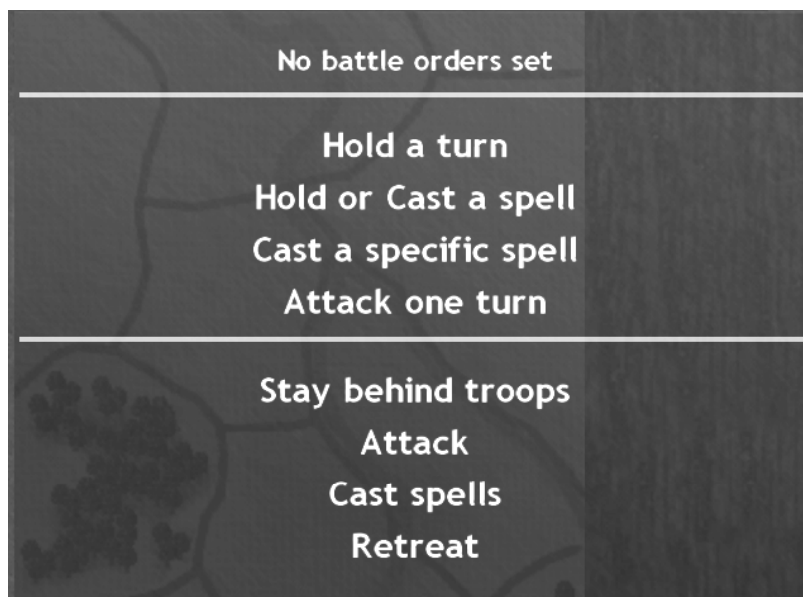
No matter what orders a squad is given, it may not get there if it gets stuck in the zone of control of an enemy unit that gets in the way.

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

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

Commander orders

Commanders can be given orders just like squads. In the commander battle orders menu, the top four orders are specific, while the bottom four are general orders. Specific orders last



for one turn, while general orders guide the commander's actions for the rest of the combat.

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

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

number key. The script will be stored under this number. Then, place the mouse over the <set battle orders> text of a commander to whom you wish to copy the script, and hit the same number key (without holding down [Ctrl]). The script will be copied to the new commander. You can store multiple scripts by using the 1-9 keys.

Specific orders

Hold a turn	Hold position for one turn
Hold or Cast a spell	Same as hold position, except that commander will cast a spell (chosen by the AI) if possible
Cast a specific spell	Cast a spell specified by the player if the commander has sufficient gems and there is a valid target in range. If one of those two conditions is not met, the AI will choose a spell to cast.
Attack one turn	Commander will move toward a random enemy for one turn and engage it in melee if possible

General orders

Stay behind troops	The commander will cast spells, fire missile weapons, and attempt to place himself or herself in the rearmost part of the army.
Attack	The commander will move towards enemies and attempt to engage them in melee
Cast spells	The commander will cast spells chosen by the AI
Retreat	The commander will attempt to rout off the map.

Battlefield strategy Placing units on the battlefield and giving them the right orders is a big part of being successful in battle. Some things are obvious, like protecting lightly armored missile troops behind heavy infantry, or covering your flanks so enemy cavalry doesn't sneak by. But some things are obvious only to people knowledgeable in the world of Dominions. Sacred troops can be blessed, but someone has to bless them. The Blessing spell has a range of 10 squares. If you put your sacred units out front but leave your priests behind, you may not be able to get the Blessing cast on them. You can get around this by casting Divine Blessing, which affects all your units, but only if you have a priest able to cast it. Likewise, if you plan to cast something like Legions of Steel on your troops, you need to make sure that the mage who has been scripted to cast the spell is in a position where he can do so.

Your choice of tactics will obviously be dictated to a large extent by the units you control, but it should also be influenced to some extent by the units your opponent controls, assuming you have managed to gain some knowledge through scouting or previous combat. If your opponent has a lot of missile troops, it's risky to give your melee troops the "Hold and attack" order, as this will expose them to missile fire for an additional two combat rounds. Conversely, if you're the one with the archers, you should be thinking of ways to protect them so they can do as much damage as possible. Or you can use them as decoys for any enemy troops set to "attack archers" in order to set a trap.

Remember, however, that in Dominions, looks can sometimes be deceiving. A samurai archer of Jomon is an archer, but if you look at its protection and attack, it is comparable to that era's heavy infantry. So what you really have is a heavy infantry unit with missile weapons as well. When trying to figure out the best use for a unit, look at its weapons and attributes. A unit may not necessarily be exactly what it appears to be.

Cavalry with lances get a bonus to their first attack based on the number of action points they have (not unused points, just action points in general as an attribute). This is a nice bonus to use at the beginning of a battle.

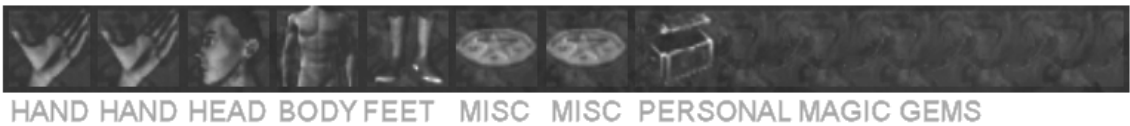
When you have flying units at your disposal, you can hold and attack rearmost to allow the leading enemy units to separate a bit from the back ranks, allowing the fliers to attack without having immediately adjacent units be able to turn around and attack them. But if the enemy

has fliers set to “attack enemy fliers” this may allow them to engage your fliers before they get a chance to carry out their orders. The interplay of battle orders can make for some unexpected results once battle is joined.

These are all things to consider when deploying your troops for battle. There is quite a bit of strategy involved here, and it becomes even more interesting when you get an idea of what your units are capable of.

UNIT INVENTORIES

Commanders’ inventories are important places for equipment. Clicking on an empty inventory slot takes you directly to your nation’s magic item inventory, and selecting an item in this screen will equip that slot with it. Magic items can grant all sorts of benefits to the wearer, which are given in the Magic Item section of the appendix. Not all units will have all inventory slots, though. The example shown below is for a typical human commander. A non-human commander may not have a head slot, for instance. Or no feet.



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

Magic gem inventory

Commanders may also carry magic gems, which mages can use for a variety of purposes. Gems can be transferred between commanders in the same province by clicking on the

	0	0	5
	0	0	9
	0	0	0
	0	0	5
	0	0	0
	9	0	6
	0	0	0
	0	0	0

Magic Resource Treasury [F7] in the main screen and then clicking on “Transfer gems to commanders” button, or simply clicking on a commander’s personal magic items inventory slot, which goes directly to the Transfer Magic Resources screen, shown at left.

All commanders in the province will be shown. If there is a laboratory in the province, the right-hand column will show the nation’s magic gem inventory. Otherwise, this right-most column will be greyed out.

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

Any commander can carry gems, even if he or she cannot use them. Because the gem-carrying limit is 30,

sometimes it can be helpful to have a commander accompany a mage as a “gem squire.” Sancho “Gem” Panza. You get the idea.

IV. MOVEMENT

The province borders on the maps of Dominions 3 regulate movement, whether they are colored black, red, or white, or any other color. The concepts governing Dominions 3 movement are straightforward.

- A province is either friendly or enemy. A province occupied by independent forces (white flag) is still enemy.
- Entering an enemy province triggers combat, unless all entering units are Stealthy (like scouts).
- A unit entering an enemy province may only move one province that turn, unless it is flying.
- Units may move multiple provinces if all the provinces entered are friendly, up to the limit of their movement.
- Underwater movement is one province at a time. You can't fly over water, either.


There really isn't much more to it than that. Now, the details.

Basic rules governing movement




Movement in Dominions 3 occurs from province to province, and is determined by a unit's map movement factor. If you right-click on any unit, you will see this factor next to the word "Move" in the unit attributes. A unit with "Move 2 / 10" can move two provinces on the strategic map, and has 10 Action Points in combat. Even if a unit has a movement greater than 1, however, it is subject to certain restrictions.

- No unit may move more than one province if it is moving into or through an enemy

province. [Exception: flying  units]


- Units may not move two or more provinces through non-clear terrain, such as forest 


swamp , waste , or mountains  unless they have the appropriate survival attribute.


- Unless a unit is amphibious  or aquatic  or a poor amphibian  it cannot enter an underwater province. Poor amphibians suffer penalties in underwater combat.

- Aquatic units  cannot enter land.

- A unit may only move through one underwater province per turn, regardless of movement


factor. [Exception: units with sailing ]

- Flying  units may not cross water provinces.

- A unit with the sailing ability  may cross water provinces, but may not remain in such a province at the end of the turn. It may cross only one such province in a single turn.

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

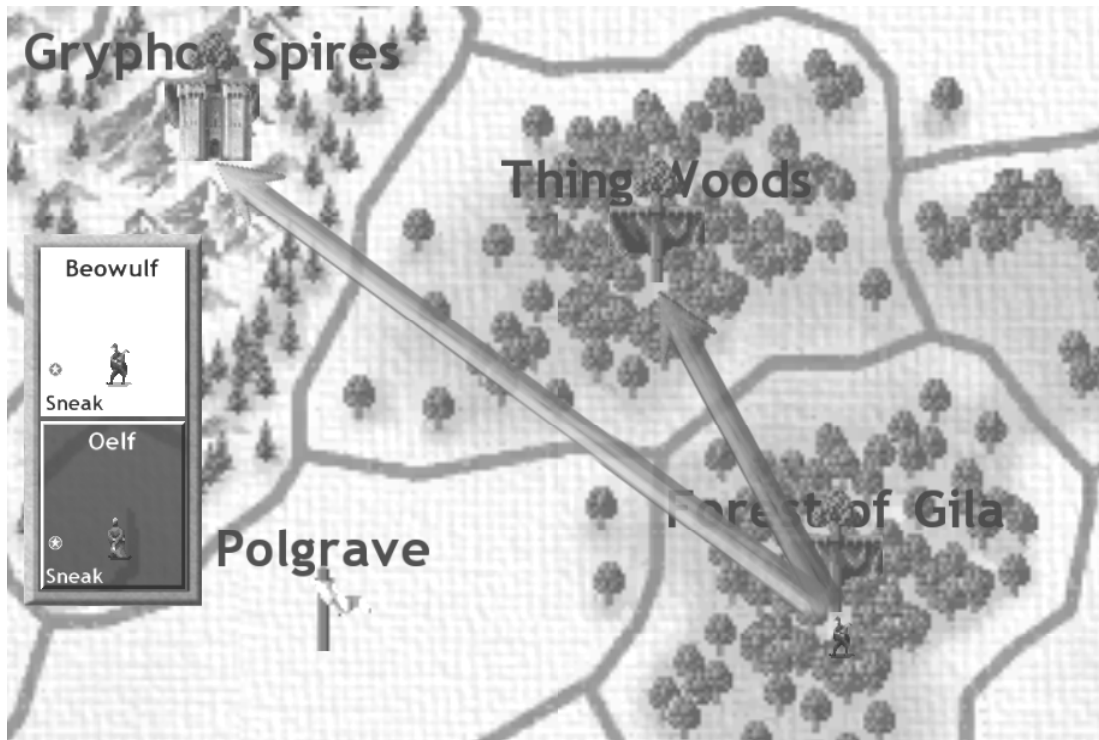
Terrain restrictions on multi-province movement apply only to intervening terrain.



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

Armies move at the speed on the slowest unit in the army. Thus, forming armies composed of units with widely varying speeds will slow the whole group down.


Example of movement: The example below shows two commanders of Man: Beowulf the Bard and Oelf the Monk. Both have a map movement of 2. Thus, they should be able to move two friendly provinces in ideal circumstances.

When moving multiple provinces, the only terrain that can obstruct movement is the terrain in the intervening provinces. Thus, mountains and forest in Gryphon Spires don't obstruct movement terminating there.



Multi-province movement can only take place between friendly provinces. [Exception: flying  units] Both Beowulf and Wealdhere start in Forest of Gila and are trying to move to Gryphon Spires. Because Polgrave is not controlled by Man, these units cannot pass through it. The only available route is through Thing Woods. Beowulf is a Bard, and has the forest survival  capability. Consequently, he is not hindered by the forest in that province and can reach Gryphon Spires in one turn. Oelf, on the other hand, does not have this ability, and is stopped by the Thing Woods terrain.

Note that if Polgrave were friendly, the plains in that province would allow Oelf to pass through it and into Gryphon Spires, since that would offer an alternate path with no obstructing terrain.

 **Stealthy** Units with the Stealth ability can move unseen from province to province, and may even enter enemy provinces. All movements restrictions apply normally.

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

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

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



Glamour Units with the Glamour ability receive +25 Stealth. In effect, these are simply extra-Stealthy (as most Stealthy units have Stealth +0, which is normal, unmodified Stealth). Thus, units with Glamour are more difficult to locate than regular units with Stealth. Units with Glamour cannot be seen at all when in a friendly province.

Glamour also gives units the Mirror Image ability in combat.

Initiation of combat

Combat in Dominions 3 is resolved between any mutually discovered enemy forces in a province where neither side has the benefit of a fortress. This means that you can have a scout or spy in a province with the enemy, but if he remains undiscovered, combat is not initiated. If one side is in a fortress, it cannot be assailed until the fortress is besieged and broken [see Sieges], or the defending force chooses to sortie [see Break Siege].

More than two enemies in combat. If forces from different sides occupy the same province at the end of a turn (and neither one is in a fortress), they fight. There is no provision for allying with other sides, so even if you are temporarily friendly with another power, your units cannot co-exist in a province with them. If three or more sides have forces in a province at the end of a turn, the game will determine in which order they entered, *and will fight the battles sequentially, with the survivors of each battle being the defenders in the next battle.* There will never be more than two sides (attacker and defender) in a single battle.

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


ORDERS


Units can be given a variety of orders. A movement order is given simply by left-clicking on the commander's icon, and then left-clicking on the destination province, whereupon a movement arrow will extend between the two provinces. This arrow is point-to-point and does not mean the moving unit will enter each province the arrow crosses. If the move is illegal (move too far, intervening rough terrain blocks, etc.) then the order will not be issued, and no arrow will be displayed.

Move

Move to another province. If it is an enemy province, combat will occur. This is the default move when left-clicking on another province while an active non-Stealthy commander is selected.

Sneak

Sneaking is movement into enemy provinces without being detected. Only Stealthy  units can attempt such moves. Their chance of success (and of staying hidden in an enemy province once they are there) depends on their Stealth rating, the number of units trying to hide, and the number of units looking for them. Provincial defense automatically searches for hidden units in its province each turn as long as the defense level is 10 or greater. A commander, however, must be set to the Patrol order. Fast units, like cavalry, or units which fly, are better at revealing hidden units than slow units or non-flying units are. Units with a


Patrol bonus  are also better, as you might expect.

Combat will not occur unless the unit is discovered by patrollers or other means. This is the default move for stealthy units. To give a stealthy commander the order to move normally (and thus attack the province it enters), hold down [Ctrl] while left-clicking on the destination province.

A stealthy commander will not sneak unless all units under his or her command are stealthy as well.

Patrol

Patrolling a province both reduces unrest and has a chance to discover hidden units. Some units are better at patrolling than others (fast units, flying units, or units with the patroller

bonus ). For each point of unrest eliminated in a province by patrollers, the population is reduced by 10. This represents the permanent elimination of the troublemakers. The larger the patrolling force, the more effective it is. A provincial defense level of 10 can act as a patrolling force for purposes of detecting stealthy units (only), but it is not as effective as an actual army. If there is no unrest in a province, nobody gets hurt by patrollers. Patrollers will fight an attacking army, just like the Defend order below.


The success of the Patrol order depends on the Stealth ability of the units that are hiding, their number, the provincial defense (if any), and the “Destealth strength” of the patrolling units. Destealth is affected by unrest.

Stealth strength: $40 + \text{Stealth value of leader} - 1 \text{ per stealthy unit in his army (or zero if unit has } \geq +10 \text{ in stealth)}$

Destealth strength: $\text{Sum of Destealth strength of all patrolling units} - \text{unrest}/2$ (capped at unrest 100) + (province defence minus 9 if province defence is 10 or greater)

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

The individual **Destealth strength** of a given unit = $(\text{Precision} + (\text{AP value, or 30 if flying})) / 20$.

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

Example: A Lord Warden of Man and his army of 15 Wardens of Avalon are moving to a province of Ulm which is being patrolled by 10 Black Knights and their commander. The province has a provincial defense of 20, but also has 14 unrest. The Lord Warden has a Stealth value of 0, as do the Wardens of Avalon, so his army's Stealth strength is simply 25 (40 base – 15 units). The Black Knights each have a Precision of 10 and 18 Action Points. This gives them a Destealth strength of 1.4 each. Since there are 10 of them, their total Destealth strength is 14. But the unrest level is 14, so half of that is subtracted from the

Destealth strength, yielding a new value of 7. The provincial defense level is 20, so it has a Destealth strength of 11, and Ulm's final Destealth strength is thus 18. The chance of Ulm locating the hidden army from Man is therefore the chance of rolling 8 higher than someone else on two open-ended 25-sided dice. You can ask a statistician what that is.

Note that the provincial defense is unaffected by the unrest level for Destealth purposes, but the patrollers are.

Defend Province

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

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

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

Defend Castle

Units ordered to defend a castle will not fight an enemy force entering the province containing the castle. Instead, they will become besieged.

Movement is carried out in two steps.

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

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

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

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

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

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

Important: if you order a force into a friendly province containing a fortress, it will automatically "enter" the fortress and behave as though it has the order "Defend Castle." Thus, if you have one army defending a province with a castle, but it is assigned the Patrol order, and you move another army into that province to reinforce it, and then an enemy army

attacks, the first army will fight, but not the second. If the first army loses, the enemy will besiege the second army in the castle.

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

Move and Patrol

This order only become available to a unit once it has been given an order to move into a friendly province *with a fortress in it*. After giving the initial move order, you can click on the commander's orders again, and "Move and Patrol" will now appear as a choice. Selecting this will instruct the commander to move to the province and then patrol, and will cause it to engage enemy units entering that province in combat.

Blood Hunt

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

- First, a **level** check: % chance of **success** = $10 + (\text{blood level} \times 40)$
- Second, a **population** check: % chance of **success** = $\text{province's population} / 50$
- Third, an **unrest** check: % chance of **failure** = $\text{province unrest} / 4$

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

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

Break Siege

This orders units besieged in a fortress to fight a battle against the enemy units in that province. Units which retreat are eliminated instead of being able to return to the fortress, so don't try to break the siege if you're not pretty sure you're going to win!

Maintain Siege

This is the default order for any units besieging a fortress. It does not have to be given unless you change such a commander's order, and then need to change it back.

Storm Castle

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

Assassinate

A random enemy commander in that province is targeted for assassination. The assassin will fight a battle with the commander, plus any bodyguards assigned to that commander.

Preach the Word of God

This allows priests to increase dominion in a province. The formula is involved, and explained fully in the dominion chapter on p. 94. In short, the chance of success depends on the level of the preacher.

Pillage

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

Reanimate

This is an order available to all undead priests, some nations (Ermor), and some units (Carrion Lords and their servants). Pangaea gets manikins instead of normal undead. Pangaea cannot choose what to reanimate – they just get random types of manikins and undead.

Reanimation table

Priest level	Ghouls	Soulless	Longdead	Longdead horsemen	Lictors
1	4	10	0	0	0
2	5	15	5	0	0
3	6	20	6	5	0
4	7	25	7	6	1
5	8	30	8	7	2

Search for Magic Sites This order is only available to commanders with at least one skill level in a magic path. They can discover sites of difficulty equal or less than their magic skill. See p. 44.

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

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

Early age: Mictlan, Marvern, Sauromatia, Abysia, Pangaea, Vanheim, Helheim

Middle age: Abysia, Vanheim

Late age: Marignon, Mictlan, Abysia, Midgård

Heal Troops Priestesses of Arcoscephale (50), Arch Bishop of the Shroud (15), Bishop of the Shroud (10), Mother of Serpents and some summoned creatures and heroes may be able to heal afflictions on friendly troops. The number in parentheses is the approximate chance of a wounded unit losing an affliction when staying in the same province as a unit that has been given the Heal Troops order. Chances are higher with more afflictions on the same target, lower if afflictions are severe (lost arms, never-healing wounds, crippled, etc.)

Capture Slaves This order is only available to Mictlan. A **1d6 + 4** number of slaves are rounded up and forced to join the armies of Mictlan. They are weak and cowardly soldiers but are free to recruit.

Become Prophet This order designates the unit as the one and only prophet of the nation's pretender god. The unit's priest level is increased by 1, or to 3, whichever is higher (even if the initial level was zero) and the prophet will start spreading dominion like a temple (see p. 93). There are other effects as well, such as increased hit points in friendly dominion (and decreased hit points in enemy dominion) as described on p. 95. If a prophet is killed, the nation must wait half a year (6 turns) before announcing a new prophet.

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

Hide

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

Attack Current Province

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

Turn resolution sequence

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

- 1. Recruit** New units and commanders are recruited. This means recruits will always be available during the turn, no matter what else happens.
- 2. Research** Mages perform their research. Even if a mage is assassinated or otherwise killed, he will contribute his research points to his nation that turn.
- 3. Empowerment** Increased magic paths due to Empowerment are conferred here.
- 4. Forge** New items are forged and placed in their nation's magic item inventory.
- 5. Rituals** All mages cast their rituals in a *random order*.
- 6. Magic battles** All battles caused by magic are resolved. For example, commanders taken away by Wind Ride fight now.
- 7. Site searches** Magic site searches are resolved.
- 8. Prayers** Prophets are declared and gods awaken.
- 9. Blood hunting** The hunt for blood slaves takes place.
- 10. Random events** Like it says. This is where those Fortune/Misfortune events happen.

11. Assassinations	Assassination attempts are resolved. The battles are fought immediately.
12. Friendly movement	All movement ending in a friendly province takes place now. If you are trying to get to a friendly province before an enemy does, you will do it if you are not stopped by an event that takes place in steps 1 through 11.
13. Other movement	All other movement, including Break Siege, takes place.
14. Movement battles	Battles caused by movement are resolved.
15. Castle storming	Castles are stormed and battles resolved.
16. Global enchantments	Global enchantments take effect on the world. Note that the casting takes place during the Rituals step (5), though.
17. Magic items	Special effects from magic items take place.
18. Sneak discovery	Sneaking units may be revealed in this step. All battles are resolved immediately.
19. Building construction	Fortresses, temples, and labs are built (or demolished).
20. Special orders	Special order like Reanimate, Heal, or Summon Allies are performed. Thus, allies summoned during a turn will not be available for that turn's battles.
21. Income	All nations collect income for their provinces.
22. Starvation	Units without supplies suffer starvation effects. This means that the first turn an army goes without supplies, it will fight its battles without starvation effects, since all battles occur in previous steps.
23. Upkeep	Unit upkeep is paid for. Note that this is after income is collected for the turn.
24. Dominion	All dominion spread (for whatever reason) is conducted now.
25. Site effects	Magic sites spread disease, unrest, and the like, if they have such an effect.
26. Heal	All units regain lost hit points, unless they are diseased, in which case they suffer more wounds, instead.
27. Mercenaries	Mercenaries are bought or maintained.
28. Scouting	New scouting reports are generated for each player.



From the lore of Dominions:



In the mountain range of Mashu, lies a pass beyond which one can find the path to immortality. This pass is guarded by giant Scorpion Men of awesome terror, set there by a previous Pantokrator. They are armed with deadly bows and swords. The mere gaze of a Scorpion Man makes mountains tremble in fear.

V. COMBAT

At the end of each turn, combat occurs in each province where there are two or more discovered enemy forces (see **Initiation of combat** on p. 66 for exact details). Players don't directly control combat in that they cannot individually move units on the battlefield, but they have a lot of input into what their units will do, and giving useful tactical orders is a key to success.

This section is devoted to how combat is resolved. Combat is really the heart of Dominions 3, and a clear understanding of the system is essential to good play. There are a lot of factors to combat, and while the details are explained fully here, in practice you won't follow every single strike and counterstrike. What is important is to remember the fundamental concepts, which are:

- Units move across the battlefield according to the orders in the Army Setup screen
- Moving adjacent to an enemy unit halts movement due to a "zone of control"
- Once adjacent to the enemy, units will attack each turn
- The chance of scoring a hit in melee combat depends on the difference in attack and defense values
- The chance of doing damage after scoring a hit depends on the difference between strength and weapon damage values on one hand, and protection values on the other.
- Squads which take enough casualties are subject to morale checks
- A squad will rout when it fails a morale check
- Battles are fought until one side routs; you don't have to kill all the opposing units to win
- Troops will rout when all of their commanders have routed

So you can rout an enemy by killing or routing his commanders. The biggest army in the world will rout if it is led by a single commander, and he is killed or routed.

Note that commanders will *not* rout when all of the troops on their side have routed. It was the case in Dominions II that having all of their troops rout would cause the commanders to do so also, but no longer.

Making sense of the battle view

New players are often bewildered by the tactical combat view. There are a whole bunch of units running around, spells being cast, and strange noises, and if you don't know what is happening it is very difficult to figure it out. This combat section of the manual assumes you have read and followed through the tutorial section at least as far as the combat example on page 16. That's the place to go if you have absolutely no idea what is going on. Once you have at least a basic idea of who is the attacker, who is the defender, and what is kind of going on, you can fill in the details which are in this chapter. Movement of units is further explained in the Units section under Battle Orders, since units in battle will be carrying out the orders issued to them.

The battle view can be paused and replayed as many times as you want, so that you can see what tactics worked (or didn't work) and why. See the end of this section for battle view tips.

Entering the battlefield

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

Battlefield placement Each unit on the battlefield takes up space according to its size. The total Size of units that can fit into a single square is 6. That means you can have 3 size 2 units in a square, 2 size 3 units, and only one unit of size 4 or larger can fit in a square (although it could share it with a size 2 unit). Each unit in a square with multiple units functions independently (takes its own damage, strikes its own opponent).

Battlefield movement Each unit in combat has a number of action points. Action points can be spent in movement or in combat. A move of one square on the battlefield costs

- 2 action points to one of the four adjacent squares.
- 3 action points to one of the four diagonal squares.

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

Engaging in melee combat costs all of a unit's action points. If this is more than the unit's remaining points, he can still attack, but the unit's action points next turn will be reduced.

Example: Principles of Ermor have 8 action points. During a battle, a principe moves forward two squares (4 action points) and encounters an enemy. He is able to attack that turn but it costs him 8 action points, because that is his full allotment during a turn, and it costs all of a unit's action points to attack. Since he had already used 4 points to move, he has -4 points at the end of the turn. At the beginning of the next turn, those negative points carry over and he only has 4 to start the turn with. On this turn, he moves one square diagonally (3 action points) and attacks another unit. He now has -7 action points to start the following turn, and effectively is unable to move (since moving one square costs 2 action points, and he only has one). On that turn he remains stationary, and there are no units adjacent, so he doesn't attack. He now starts the next turn with his full allotment of 8 action points.

Battle sequence

Battles are conducted in turns, during which a single side performs the following actions in order.

1. Mages cast spells
2. Missile units fire missiles
3. Units move
4. Melee combat occurs

MELEE COMBAT

Battles in Dominions 3 are resolved at the level of individual units. Each unit has a chance to attack the enemy, which happens when the enemy is in an adjacent square.

Squads As described in the Movement section, troops need commanders to move across the strategic map. Thus, troops will be organized into squads before combat begins according to however the player decided to arrange his units.

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

Basic melee combat facts

At heart, melee combat is very simple. The attacker makes an attack roll, and the defender makes a defense roll. If the attack roll is greater, the attack hits. Otherwise, it misses.

Attack roll: attacker's **Attack** attribute + **DRN** – **Fatigue** penalty

Defense roll: defender's **Defense** attribute + **DRN** – **Fatigue** penalty – **multiple attack** penalty

If the defender has a shield, the hit is a “shield hit” unless the attack roll beats the defense roll by more than the shield's Parry value. Some weapons (e.g. morningstars, flails) ignore shields.

Example: A Jotun axeman (attack skill 10 with a Jotun axe of attack value -1, for a final total of 9) is attacking a Black Centaur of Pangaea (Defense 17). The giant axeman rolls a 6,3,6,5 (two re-rolls) for a total DRN of 18 and a final attack total of 27. The Black Centaur rolls a 5,4 for a final defense total of 26. The axeman beats the centaur's defense value by 1, which is less than the centaur's shield parry value of 4. The giant axeman has scored a shield hit.

Once someone scores a hit, determining damage is done similarly, only using strength and protection.

Damage roll: attacker's **Strength** attribute + weapon **Damage** + **DRN**

Protection roll: defender's **Protection** attribute *at hit location* + **DRN** (+ shield **Protection** attribute if it is a “shield hit”)

If the damage roll is greater than the protection roll, the defender takes damage in hit points equal to the difference.

Example: The giant in the above example hit the Black Centaur, and now the damage roll is calculated. The giant's strength is 20, and his weapon damage is 7. His DRN is 4,6,3 (one re-roll) for a final damage value of 39. The Centaur's DRN is 2,1. His Protection is 9, and his shield protection is 15. That makes his final protection value 27. The giant axeman inflicts 12 hit points of damage. The Black Centaur started with 22, so he has 10 remaining.

Note that in the examples above, if the giant had beaten the centaur's defense roll by 5 or more, the shield parry value would have been exceeded, and the blow would have missed the shield and gone straight to the Centaur's armor. In that case, it would have done 15 additional points of damage, and killed the centaur with one blow.

Damage is displayed in red numbers above the unit that suffered the damage. This can be very helpful in determining the effectiveness of your units and tactics.

Multiple attack penalty A unit will have its defense reduced by two for every time it is attacked in a turn. So if the centaur in the above example had already been attacked twice in that turn, its defense would have been reduced by four.

Thus, swarming high-defense units with multiple attacks is an effective way of overcoming their advantage.

It's important to note that the original chance for the axeman to hit the centaur was something like 6% (rolling 8 higher than your adversary on two open-ended dice). The chance to hit and miss the shield was about 2% (rolling 12 higher than your adversary on two dice – that requires re-rolls). But the consequences of a single hit from a giant are severe for lightly armored troops. High-defense, low-protection troops are thus very brittle. And that's before factoring in the effects of fatigue.

Fatigue

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

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

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

Critical hit due to fatigue Each time a hit is scored, a DRN is made to check for a critical hit and the unit's Fatigue / 15) is subtracted. If the DRN is less than 2, a critical hit is scored and the defender's protection values are all reduced by half.

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

Example: If the centaur above had a fatigue level of 30, its defense would have been reduced by 3. Upon any hit, a critical hit DRN would be rolled, and 2 would be subtracted from the roll (Fatigue / 15). If the final total were less than 2, the centaur's protection values would be halved. In the example above, a critical hit would have reduced the centaur's protection to 12, and the die roll would have made the final value 15. The giant would have inflicted 24 hit points of damage, killing the centaur outright.

Note that it is impossible to score a critical hit on an unfatigued unit (since it is impossible to roll less than a "2" on 2d6) while a unit that has a fatigue of 60 will suffer a critical hit about once every four times it takes a hit.

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

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

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

A unit gets -2 to its Repel roll for each time it has been attacked that turn. So it's easier to repel the first attack than the second, and so on.

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

Multiple weapons Attackers with multiple weapons have their attack skill reduced by the sum of their weapon lengths. Thus, it is much easier to fight with two daggers than with two swords. The Ambidextrous ability reduces this penalty by the amount of the Ambidextrous skill.

MISSILE COMBAT

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

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

Example: An archer with Precision 10 fires at a target 24 squares away. Because the distance to the target is greater than 3 squares, the shot will deviate, and the maximum deviation (from the target square) is $24 \times 1.25 / 10$, or 3 squares. Regardless of deviation, the archer's arrow will not land more than 30 squares away from the archer, as that is his maximum range.

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

Once the game decides where a missile lands (even if it is far away, that square is affected), there is a hit calculation that uses the following values:

Attacker: **DRN** + (Size points in the square) +2 if **magic weapon**

Defender: $2 + \text{DRN} + (\text{shield parry value} \times 2) - (\text{Fatigue} / 20)$

If the attacker's roll is greater than the defender's then a hit is achieved. Damage is calculated identically to melee combat (see above). However, note that most missile weapons are listed as "strength not added," meaning that only the weapon damage value (plus a random number) are considered. Crossbows and some other weapons are armor-piercing, meaning that only half of the defender's Protection value is used. Some spells can even be "armor-negating," which means that armor affords no protection. Lightning spells are armor-negating. Fire spells are armor-piercing.

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

Example: The archer's arrow misses the target, and instead lands 3 squares to the left. That square is occupied by two equites of Ermor (mounted warriors of size 3). One is selected as the target randomly. The attack roll is 5,4 for a final attack value of 15. The defense roll is 6,3,1. The equite is unfatigued, for a final value of 11. The equites have a shield parry value of 4, doubled to 8. The arrow is blocked by the shield.

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

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

SPECIAL DAMAGE

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

Some units are not as susceptible to certain kinds of damage. In Dominions, this is represented by the concept of resistances. If a unit is resistant to fire damage, for example it is said to have fire resistance. This will be expressed as a percentage.

Vulnerability to damage works like the reverse of resistance. If a unit is 100% vulnerable to fire, it basically has fire resistance of -100%. So instead of taking half damage, it takes double damage. Think: mummies.

Effects Resistance (and vulnerability) is applied before protection. Thus, if a unit has 50% cold resistance, the damage being inflicted is reduced by 50% before any other calculation. Thus, a 16-point cold attack will be treated as an 8-point attack, after which protection will be applied. Poison resistance only affects the initial damage calculation. Once the damage has been suffered, the per-turn damage is not reduced in any way.

Fire damage

Fire is generally armor-piercing, which means that a unit only gains half its normal benefit from Protection. In addition, a unit may catch fire, which will subject it to additional burning damage until the fire goes out.

A unit that is burning takes **1-2 additional hit points** of damage each turn until the fire goes out. The chance of the fire going out is

$25\% + \text{fire resistance} + (\text{cold scale} \times 5) + 100\%$ if it is raining.

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

Cold damage

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

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

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

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

Poison damage

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

So if a unit takes 15 points of poison damage, it will take 2,2,2,1,1,1,1,1,1,1,1 points of damage (each number is in one round). In the first three rounds it will take 2 points per round, and in the last seven rounds it will take 1 point per round. The first turn the unit takes 10% of 15, or 2 points, and now 13 remain. The next turn it takes another 2, and another 2 on the third turn. That leaves 9 points, and 10% of that is 1, for the remaining 9 turns.

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

Drain damage

Drain damage is not extra damage, but instead is a way for the attacker to restore his or her hit points and fatigue by damaging an enemy. Once damage has been calculated, the attacker with life drain:

Increases his hit points with **damage / 2**

Reduces his fatigue by **damage x 2**

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

Paralysis damage

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

Duration = (**Damage** – victim's **Size**) / 2

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

If already paralyzed, **Damage** = (**minimum** of old and new duration) / 2

This damage can never exceed 5 points.

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

Example: A Jotun hirdman (size 4) is hit with a Shadow Bolt, doing 20 points of paralysis damage. The duration of the paralysis is $20 - 4 / 2 = 8$ rounds. If it gets hit again two rounds later (so the old duration is $8 - 2 = 6$) the new duration is $20 - 4 / 2 = 8$, therefore the unit takes $6 / 2 = 3$ hit points of damage (minimum of old and new duration / 2), and will be paralyzed for 8 more rounds (new duration).

Stun damage

Stun damage adds to a unit's fatigue rather than subtracting from its hit points.

MORALE AND ROUT

Morale Morale is a measure of how likely a squad is to keep fighting after taking casualties. Each unit has a morale value, but the morale value that is checked is the morale level of the entire squad. Each squad has a morale level, which is simply the average of all the morale ratings of the members of the squad.

Example: An Abysian squad is composed of six Humanbreds (morale 10), five Abysian Infantry (morale 11) and three Lava Warriors (morale 14). The final squad morale is 11.

Morale bonuses A unit can have a number of modifiers to its morale. For example, Sacred units can be blessed, which increases their morale, and spells like Sermon of Courage and

Song of Bravery can increase morale also. In addition, all units can gain the following bonuses:

+1 for fighting in friendly dominion

+1 for fighting in a unit's home province (the province where it was recruited)

Rout During combat, squads will have their members killed and wounded, and eventually they will take flight from the field. This is called routing, and happens to the entire squad.

Rout is checked by squad. A squad which fails its morale check routs. A squad will take a morale check if:

- The squad has suffered "heavy losses" since the last morale check, and its overall casualties are at least 20%
- The squad suffered damage this turn, and it has four or fewer units left in it
- The squad is near a monster causing Fear (e.g. an Abomination)
- The squad has been subjected to a spell causing Fear (e.g. Terror)
- The entire army has taken 50% or more casualties. In this case, morale will be checked every turn for the remainder of the battle.

"Heavy losses" is one wound for every two members of the squad. A "wound" is simply 1 or more hit points of damage that reduces a unit to 80% or less of its normal hit points. So a unit with 25 hit points that is undamaged and suffers 4 points of damage does not count as having suffered a "wound" for these purposes. The next point of damage, however, will reduce him to 80% of normal, and every hit there after (even if for 1 point) will continue to satisfy these criteria. Units are very enthusiastic at the beginning of battle, but less so after taking damage.

Example: The above Abyssian squad of 14 units suffers 10 wounds in a turn and must take a morale check. The next turn it takes 4 more wounds (with no units killed). It must take a morale check that turn because it has suffered one wound for every two units since the last morale check (3 extra last turn and 4 more this turn is 7, which is half of 14).

No matter how many times the above conditions are satisfied, a squad cannot have its morale checked more than once a turn.

Army rout Once an army has taken 75% casualties in a battle, it will automatically rout.

Battle duration rout The attacking side will automatically rout on turn 50 of a battle. Units which cannot rout due to paralysis, immobilization, or a similar condition, will stay on the battlefield for an additional 25 turns, and then die.

Morale check A morale check consists of two numbers, the morale roll and the fear roll. If the fear roll is greater than the morale roll, the squad routs. If not, the squad keeps fighting. Although it is called the "fear roll," it applied to anything that checks morale, not just fear.

Morale roll: squad morale + DRN + survivor bonus

Fear roll: 13 + DRN

The survivor bonus ranges from 0-5, depending on how many of the squad's original members are still alive. The smaller the proportion of survivors, the smaller the bonus. An intact (or almost intact) squad will get a bonus of 5. A squad that has been almost wiped out gets no bonus.

Example: The Abyssian squad from the above example has lost its two Lava Warriors and one Abyssian Infantry, reducing its morale to 10. It takes damage that requires a morale check. The morale roll DRN is 4,5. The fear roll DRN is 3,6,4 (one re-roll). This makes the final morale value 23 (including a survivor bonus of 4). The fear value is 25. The squad routs.

Rout effects A routed unit will use all of its action points each turn to move towards its own side of the battlefield and off the friendly edge.

A routing unit suffers a -4 penalty to its defense skill. Fast units can be very effective at picking off enemy units that are routing, as they have better chance of catching them before they exit the map.

Once a routing unit reaches the map edge, it is safe, and on the turn after the battle will appear in a friendly province adjacent to the battle. If there is no such territory, the unit is destroyed. A routed army may scatter to multiple provinces after a battle, requiring leaders to re-assemble it.

Units in a victorious army can rout off the map as well, since a squad can rout while others are winning the battle. If the battle ends before the routing units exit the map, at the end of the battle they remain with the victorious army. If they rout off the map before the battle ends, they scatter to adjacent provinces.

Mindless units Mindless units need to be under the control of a commander. If a squad of mindless loses its commander, it is automatically subject to *mindless dissolution* (below).

If all eligible commanders (i.e. commanders who can command mindless units) have been killed or routed, the mindless beings become immobile and have a 33% chance each turn of dissolving and vanishing from the battle. They will not move, but will attack adjacent units.

Magic beings and undead These units have special leadership requirements, such as magical leadership or undead leadership. If such units are on the battlefield without such leadership, they will rout.

AFFLICTIONS

Whenever a unit is struck in battle, it may suffer an affliction. The chance of this occurring is simply the % hit points lost in the blow. So if a normal 10 hp soldier receives two 4 hp blows, it would have a 40% chance and then another 40% chance of getting an affliction. A Death blessing increase on the unit inflicting the damage (for example, a Death-4 blessing which increases the chance by 100%) would double those chances to 80% and 80%. What type of affliction is suffered depends on whether the blow was to the head or not.

BESIEGING FORTRESSES

Fortresses must be reduced before they can be stormed. To reduce a fortress, its Defense value must be reduced to zero. Each turn, the total reduction strength of the besiegers is compared to the total repair strength of the defenders.

Reduction strength = unit strength **squared** / 100

- Flying units get +1

Repair strength = unit strength **squared** / 100

- Flying units get **+1**
- Mindless units are only worth **10%** of calculated value

The difference is subtracted from the fortress defense value if the Reduction strength is greater. If the fortress has been damaged, and the repair strength is greater, the difference is added back to the defense value, to the maximum of the original value.

Example: A hillfort (defense 200, see fortress stats chart on p. 40) controlled by Ulm is under siege by Jotunheim. The besieging force is composed of 10 Jotun spearmen (strength 20 each) and thus has a Reduction strength of 4 (* 10 of them) = 40. The hillfort is defended by 20 infantries of Ulm (strength 10 each), and the repair strength = 1 (*20 of them) = 20. 40 – 20 = 20. The hillfort defense goes down to 180. If nothing changes, in nine turns the walls will be breached. Kaboom!

If the infantries of Ulm were units that flew (and still had a strength of 10) then each would get a +1 repair bonus. $10 \times 10 / 100 = 1$, +1 for the flying bonus = 2. Thus, 20 of them would have a repair strength of 40. That would be enough to hold off 10 Jotun spearmen, and the defender would get the message, "We are under siege but the enemy cannot harm our walls."

That's why you get the message sometimes when you're the besieger, that "the enemy is repairing the walls faster than we can destroy them. We need more men." This means the repair value is higher than the reduction value, and the besieged units are actually fixing the walls.

There is no way for the besieger to know how close a fortress is to being breached. The defender, however, can click on the fortification location button in that province, and the current defense value will be displayed.

Fortresses which are damaged but not besieged are repaired normally – the repair value is simply added back to the defense each turn until the fort is all fixed up.

Supply during sieges

When a fortress is besieged, it provides its supply value to the defenders, divided by the number of turns of the siege. So on the first turn of a siege, a fortress with 300 supply provides 300 supply points, then 150, then 100, then 75, then 60. Units which are unsupplied suffer the starvation effect, and units which starve for two consecutive turns can become diseased. These diseases will then spread inside the fortress!



From the history of the world of Dominions:











Buer is one of the Demon Lords. He is the Sun of the Inferno and tortures sinners and demons with searing heat. When summoned into this world, his powers are diminished and he takes a strange and fearsome bodily form. Buer appears as a burning, lion-maned goat head encircled by five goat legs. The mere presence of the Goat Sun causes the temperature to rise to unbearable levels and in battles soldiers will suffer from severe exhaustion and might faint from the heat. Buer is a lesser Sun and is bound by divine laws to stay on the ground when visiting this world. A fact which he resents much.

VI. MAGIC

If the combat system is the heart of Dominions 3, the magic system is the soul. Everything is affected by magic in some way. The most powerful spells can summon awesome monsters or change the face of the entire world. Magic can also be used to craft artifacts for use by heroes. Some basic points to remember are

- Spells are either rituals, which are cast outside of combat, or battle magic, which is used in tactical battles
- Magic depends both on the *path* and the *school* of magic
- The path skill of a given mage is generally fixed and doesn't change easily
- School is a group of spells which can be learned through research
- Research is performed in laboratories
- Magic gems and blood slaves are needed for many spells
- These gems are produced by magic sites, including those in a nation's home province
- Gems and blood slaves are items which can be carried by commanders or stored in a nation's pool
- Laboratories also provide access to a nation's pool of magic gems and blood slaves
- The Construction school allows for the building of magical items and artifacts
- There are also Divine spells, which are special battle magic spells that can be cast by priests

The Paths of Magical Power

There are eight paths of magical power:  Fire,  Air,  Water,  Earth,  Astral,  Nature,  Death, and  Blood. There are seven types of magical gems which correspond to the first seven of these paths. There are no Blood gems – Blood magic requires blood slaves, which can only be obtained through blood hunting. [see p. 69] The symbols shown are used to represent magic paths, and will appear in spell descriptions as requirements for casting the spell.

Paths define the essential branches of magic. A fire mage can eventually learn all of the Fire spells in all the schools of magic for which he has the requisite magical ability, once his nation has researched them. But he cannot learn Nature or Earth spells, for instance, unless he first gains the path skill. While there are magic items that can increase a mage's skill level in paths he already possesses, a mage can only acquire new paths through Empowerment (see below).

The Schools of Magical Research

There are also seven schools of magical research: Conjuration, Alteration, Evocation, Construction, Enchantment, Thaumaturgy, and Blood Magic. Note that the *school* of Blood Magic is not the same as the *path* of Blood Magic (although the two are related).

Schools define the areas of study needed to master the spells within each path of magic. For example, Conjuration is the school of magic that deals largely with summoning creatures from outside the world. Any nation can research the Conjuration school, and its mages would be able to use any spell in that school (a) up to the current research level, and (b) which required a magic path those mages possessed.

In order for a mage to cast a spell (a) you must have researched the school up to the level required by the spell, and (b) the mage must have proficiency in the magical path required by a spell, and (c) the mage must have any magical gems or blood slaves required for the spell..

While each school has many different spells, the general characteristics of each school are as follows.

- Conjuration*: Summons powers and beings from other worlds. Many spells in this school will bring you additional units.
- Alteration*: Changes the physical world. Alteration spells can give units increased strength, resistance to fire, and the like. They can also change the weather.
- Evocation*: Projects arcane power into the physical world. If you want to cast spells that are traditionally associated with magic, like fireballs and lightning bolts, this is the school for you. Lots of battle magic.
- Construction*: The level of your construction research determines which magic items you are allowed to craft. Some construction spells also allow you to make magic units.
- Enchantment*: Grants magical properties to men, items or the land. You can cover entire provinces with protective domes, or grant long-lasting increased health to your subjects.
- Thaumaturgy*: Manipulates the arcane world in ways traditionally associated with sorcery. You might call forth the souls of victims a soldier has killed and send them after him, or create a window in space to observe distant lands.
- Blood Magic*: All spells that use blood magic have to be unlocked by researching this school. If your nation has any blood mages, you will want to do some research here.

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

Access to Magic Spells

Each spell has a path requirement, listed as a number of symbols. In order to cast a spell, a mage must meet all the path requirements for the spell, and his nation must have researched to the appropriate level in the school which contains the spell in question.

Example: Bageroth is a Grand Master of Marignon, and as such is a Fire mage (level 3 in the Fire path) and an Astral mage (level 2 in the Astral path). He is referred to in shorthand as a Fire-3, Astral-2 mage. Once Marignon has researched up to level 3 in the Conjuration school, he will be able to cast Power of the Spheres (which requires Astral-1). Once Marignon researches level 4 in Conjuration, Bageroth will gain access to Summon Summer Lions (which requires Fire-3). However, he will not be able to cast Light of the Northern Star, because although it is also a level 4 Conjuration spell like Summon Summer Lions, it requires Astral-3, and Bageroth is only Astral-2.

Spells that are a higher level in a school don't necessarily require more path skill to cast: Will o' the Wisp is a level 5 Conjuration spell, but only requires Fire-1. This is one reason it is important to become familiar with which spells exist in which school, so you can plan your research.

Note that while the schools generally categorize spells, they don't do so rigorously – Acashic Record is a Conjuration spell which has nothing to do with summoning. Instead, it searches provinces for sources of magic gems.

Combined Paths

Some spells require knowledge of multiple paths to cast them. A spell with multiple paths in its requirements necessitates that the mage *have the requisite level in each path* to cast the spell. When calculating bonuses for extra skill levels (see Fatigue below) only the first magic path listed in the skill description is considered.

Empowerment

A mage may permanently increase his skill in any path of magic by using Empowerment. This costs a lot of magic gems. For the first skill in that magic path, the cost is 50 magic gems of that type. For subsequent increases the cost depends on the current skill in the magic path. This is the only way to gain skill in a path a unit doesn't have. Magic items which increase magic skill only work if the user's skill in that path is at least 1. This is also true of battlefield spells which confer a path bonus, like Power of the Spheres.

Indirect Magic

Indirect magic represents the general arcane knowledge that a mage possesses about any magic path in which he has skill. This knowledge allows him to gain side benefits just from being knowledgeable in that type of magic. The more skill a mage has in a path, the more benefit he or she gains.

Path	Powers per skill level
Air	Precision +1, Magic Leadership +5
Astral	Magic Leadership +10
Death	Undead Leadership +20, +1 to existing Fear
Earth	Protection +1, Magic Leadership +5
Fire	Attack +1, Leadership +5, Magic Leadership +5
Nature	Supply Bonus +10, Magic Leadership +5
Water	+1 Defense, Magic Leadership +5
Blood	Undead Leadership +5, Magic Leadership +5

The +1 to Fear for each Death level applies to an existing Fear ability. Mages with no pre-existing Fear gain Fear +0 at Death skill 5.

Indirect magic affects all units with any magic skill, including pretenders.

Example: Bageroth of Marignon, whom we met at the very beginning of this chapter, is a Fire-3, Astral-2 mage. As a result, he gets +3 Attack, +15 Leadership, and +35 Magic Leadership.

TYPES OF SPELLS

Spells are divided into two basic categories: Rituals and Battle Magic. The spell lists in the Appendix are divided in this way, with the rituals subdivided further into summoning spells and non-summoning spells.

Battle Magic

Battle magic can only be cast during a tactical battle. These spells have battle effects like inflicting damage, granting increased protection, reducing fatigue, or some similar effect which only makes sense in the context of the battle mechanics. Battle magic can be scripted into a mage's list of battle actions using **Set battle orders** (see p. 60). If a battle spell requires gems, that mage must have those gems in his inventory before the battle begins.

Some battle spells affect the whole battlefield and are termed battle enchantments. Some of these last the length of the battle. A battle enchantment is dispelled if its caster dies.

Battle Magic mechanics The method for resolving battle magic is very similar to that for missile weapons (p. 77). Mages have a Precision attribute just like archers do. Spells have a Precision rating, also. For the purposes of calculation these two are added together. Some spells (like Acid Bolt) are armor-piercing. This means Protection against them only counts for half, just like armor-piercing missiles. Some other spells (like Orb Lightning) are armor-negating. This means they completely bypass Protection, and the target's only defense is the die roll.

In some cases, instead of Protection, though, some spells check a target's Magic Resistance. It actually *is* protection. Protection from magic!

Example: Our friend Bageroth casts a Fireball. He aims at a square containing three light infantry. His Precision is 9, and the Precision of the spell is 1, for a total of 10. The target is 12 squares away, meaning the spell will deviate. (This is just like in missile combat, or $(\text{Precision} / 2) - 2$, or in this case, 3 squares.) However, there are a lot of light infantry on the battlefield, and it lands on another square with three of them. Unfortunately, they are friendly light infantry. No matter. The fireball does 16 points of armor-piercing damage. Bageroth's damage roll on the first infantryman is 3,4 for a total of 23. The light infantry only has protection of 7, and the fact that the damage is armor-piercing means it halves that (to 4). The protection die roll is 1,5 for a total of 10. That infantryman takes 13 points of damage. He only has 10 hit points to begin with, and is eliminated. This process is repeated for the other two infantrymen in the square because the Area of Effect for the spell is 1, which means 1 square, not 1 unit. Spells which only affect one unit will say "One person" under Area of Effect. Bageroth needs to be more careful.

Some spells (mostly Astral) require the caster to defeat the target's Magic Resistance before the spell can take effect. If a spell description states that "Magic resistance negates" then the following check is made:

Caster's Penetration roll: $10 + \text{DRN} + (\text{additional skill in spell path}) / 2$

Target's MR roll: $\text{Magic Resistance} + \text{DRN} + (\text{skill in spell path}) / 2$

The caster wins ties. Note that not all targets will have any magic skill, much less skill in that spell's path, so often the target will simply add Magic Resistance and the DRN.

If a spell description states that "Magic resistance negates easily" then the caster suffers a -4 modifier to his or her penetration roll.

Example: Priam of Arcoscephale casts a Nether Bolt at a mammoth from 6 squares away. Priam's Precision is 12, and the spell's Precision is 2, giving a total Precision of 14 (which is actually 18 as all Precision above 10 is doubled). The range is thus less than the value greater than which it will deviate (half the Precision, minus 2, or 7 in this case), so that Nether Bolt homes in on the mammoth. The mammoth has a Magic Resistance of 5. If it had skill in Astral, it would get a bonus to its roll, but it does not because it's a mammoth. Priam is an Astral-3, Death-2 mage, and because Nether Bolt only requires Astral 1, Priam has an additional skill of 2, for a bonus of 1. (The Death skill is listed second, and only the first skill listed is used in these kinds of calculations.) Priam rolls 5,3 for a total of 19. The mammoth rolls 3,6,3 for a total of 16. (It got one re-roll due to the 6.) The resist fails, and damage is calculated similar to the example for the Fireball, above. Don't forget that the Nether Bolt can Feblemind targets if they survive (see description), although that probably won't much bother the mammoth.

Fatigue

Just like attacking in combat, casting spells in battle costs fatigue. Each spell has a listed fatigue cost which a caster incurs when casting that spell. For each skill level in the required path that the mage exceeds the minimum, he incurs $1 / (1 + (\text{mage skill} - \text{minimum skill}))$ of

the listed spell fatigue. In other words, having an extra skill level means the mage suffers only $\frac{1}{2}$ fatigue, two extra skill levels means he suffers only $\frac{1}{3}$ as much, three extra is $\frac{1}{4}$, and so forth.

Spell casters also incur fatigue equal to their Encumbrance value for each spell cast. This is not subject to reduction by skill bonuses. It is harder to make magical gestures in heavy armor. Everyone knows this from armor class rules.

Example: Bageroth casts a Fireball on the field of battle. The spell requires Fire-2 and has a fatigue cost of 20. Bageroth has a Fire skill of 3, which is one greater than the requirement, so he incurs only half as much fatigue from the spell. However, he has an encumbrance of 5, so the final fatigue cost for casting the spell is 15.

Fatigue is very important for spell casters. It is often the limiting factor in combat, and higher-skill mages thus have an advantage in that they incur less fatigue. Spells that reduce fatigue, like Reinvigoration or Relief, can be very useful as well. Magic gems can also reduce fatigue.

Rituals

Rituals are spells which have an effect on the world map, and take an entire month (game turn) to cast. Thus, mages which are to cast a ritual have to be given that order as part of the turn. If a ritual requires gems, the mage may only use gems from a laboratory and rituals can only be cast in provinces with labs (assuming the national pool has enough of the required type). The gems will be withdrawn from the national inventory automatically.

Some rituals affect the entire province that they are cast in. Some of these (but not all) last longer than one turn. These are termed **local enchantments**. An example of such a spell is Dome of Air. Once the Dome of Air is cast, it persists in that province until dispelled. The spell is dispelled if the caster dies.

Rituals can be automated to be recast each month by the same mage using the [Shift]+[m] shortcut when selected and in a laboratory province. The mage will cast the spell as long as he or she has enough gems.

If you try to cast a spell and it doesn't get cast, the most likely problem is that you don't have enough gems of the correct type.

Global Enchantments

Global enchantments are rituals. These are very powerful spells that affect the entire world of Dominions 3. They often cost a lot of gems and have severe effects. Only five such spells can be in effect at any one time. You can find out which global enchantments are in effect at any point of a game by clicking on the Magic button in the main map screen and selecting Global Enchantments, or just hitting [F6]. There is a list of all the global enchantment spells starting on p. 216.

When casting a global enchantment, you have the option of adding more gems to the spell than are required. This is because the more gems you use to cast a spell, the harder it is to dispel it.

Just like local enchantments, global enchantments are dependent on their caster. If the caster dies, the global is dispelled. This can be because he died of old age, or because some clever enemy realized it was easier to assassinate him than to try to dispel the massive global spell he had put 200 extra gems into. Extra gems don't protect mages against assassination.

Dispelling global enchantments Global enchantments can be dispelled in one of two ways. The first is with an Enchantment-5 spell that is Astral-3 (that's a spell that requires a skill of 3 in the Astral path, and is level 5 in the Enchantment school of magic) simply called Dispel. The other way is to cast another global enchantment when there are five already active. The sixth one will replace one of the five existing ones if it is successful in overcoming it. The enchantment it will attempt to replace is random, so casting a global enchantment to dispel a specific enemy global is unlikely to select exactly that spell. However, it's better than nothing.

The exception to this is if you try and cast a global enchantment that is already in effect by another nation. In this case, your version will try to replace the enemy version instead of trying to replace a random existing global.

To reiterate: when a global enchantment is cast, the following cases are applied in order:

- if there is already a global of the same name active, the new global attempts to replace it according to the dispel mechanics
- if there are fewer than five active spells and there is not already an instance of this spell active, the newly cast global immediately fills one of the empty slots
- if there are already five global spells active, the newly cast global attempts to replace a randomly chosen spell. This can be a spell cast by the same nation casting the new global. You can accidentally dispel your own spells. These are unruly magicks.

Spells cast by multiple mages are cast in a random order. This true for all mages, not just those of a given nation. What happens at any given time depends on how many global spells are active, and which ones they are. There may only be two globals active at the beginning of a turn, but by the time a mage casts his own, several other mages may have filled up the remaining slots.

Dispel mechanics Whenever Dispel is cast or a global tries to replace another for whatever reason, the two spells are compared. The total number of *extra* gems and the levels of the casters above their spells' requirements are compared according to the following formula:

+1 for each extra gem (above the requirement for casting)

+5 for each level of skill by the casting mage in the spell's path above the casting requirement

a **drn** (single open-ended die) is added to each side. The side with the higher number wins.

Example: Blodeuedd the Crone of Avalon (Nature skill 6) casts the global spell Gift of Health. She uses 20 extra Nature gems, for a total of 60 (as 40 are required for the spell). Eight turns later, N'gai the Mind Lord (Astral skill 5) tries to use Dispel on it. He puts 40 Astral gems into his attempt (the 35 required by the spell, plus 5 extra). Because Gift of Health only requires Nature-5, Blodeuedd has an extra level of Nature skill. She adds +5 to her 20 extra gems, giving her a score of 25. N'gai is Astral-5 and Dispel only requires Astral-3. N'gai gets +10 to his 5 extra gems, giving him a score of 15. All that is left is a drn for each. Blodeuedd rolls 5. N'gai rolls 6,6,2. (He rolled a 6 twice, giving him two re-rolls!) Blodeuedd's final score is $25 + 5 = 30$. N'gai gets $15 + 12 = 27$. Even with his good luck, N'gai comes up short. The Dispel fails and the Gift of Health remains in force. The gems allocated to the Dispel attempt are used up. The extra Nature gems Blodeuedd used in the original Gift of Health, however, are still in effect, and will give her a bonus the next time someone tries to dispel her global.



MAGIC GEMS

Gems represent the physical manifestation of the magical essence of the paths of arcane power. They are generated by magic sites, and the owner of the site has these gems added automatically to his magic resource treasury (accessible with the [F7] key) each turn.

Managing your magic resources

The magic resource treasury (shown below) lists all the gems your nation currently has, as well as the rate at which it is acquiring new ones. To the right, the “pool” button allows you to collect all gems from commanders stationed in a province with a laboratory. This is especially effective for blood hunters, who will often need to transfer slaves from their inventory to the national pool. Clicking the choice at the bottom of this screen opens a new window that allows you to transfer gems between commanders (as described on p. 63).

Using magic gems in combat

 fire gems	11	+1	pool
 air gems	15	+1	pool
 water gems	0		pool
 earth gems	11	+1	pool
 astral pearls	0		pool
 death gems	42	+6	pool
 nature gems	0		pool
 blood slaves	0		pool
Transfer gems to commanders			

Mages can use magic gems in combat for two purposes: to temporarily raise their skill level, and to reduce fatigue. This represents the release of the distilled magical power of the gems themselves. Because it takes a skilled caster to keep things from getting out of control, *a mage can only use as many gems as his current skill level in that path.*

By using a magic gem, a caster gains one skill level in that magic path. This can be used both to allow a mage to

cast a spell for which he would not normally have the skill, or to reduce the fatigue of a spell, or both. However, *a mage may never increase his skill level by more than one by using gems*, or gain skill in a path in which he or she did not already have at least one skill.

Example: Bageroth is a Fire-3, Astral-2 mage. He wants to cast Astral Fires in battle. This spell requires Astral-3 (the primary path) and Fire-1. Bageroth could use one Astral gem to increase his Astral skill to 3, which would make him able to cast the spell. He could use two Astral gems, which would not only allow him to cast the spell, but would reduce the spell fatigue by half. He could not use three or more gems because his original skill in Astral magic is two.

Because Fire is the secondary path of this spell, it is not used in fatigue calculations, so Bageroth's extra Fire skill gains him nothing.

The player may script spells for which a mage does not have the requisite skill and place the necessary gems in his inventory. He may also simply include extra gems in the mage's inventory and the computer will use them to reduce fatigue for spells for which he already has the skill, if necessary. However, the specific use of gems in this manner is controlled by the computer. There is no opportunity for the player to intervene.

Some spells increase a caster's skill in a magic path for the duration of the combat. The difference between these spells, and using gems to increase magic skill, is that using gems only lasts for that one spell in that one combat round.



RESEARCH

The research sliders in the Arcane Laboratory determine how many research points you have allocated to a school of magic in a given turn. The number of points available is equal to the total of the research abilities of all commanders given orders to research in that turn. In order to have research as an available command, that commander must be in a province with a friendly laboratory, because that is where the magic books are. You can split these points up any way you want, using the slider bars – a mage can read from more than one magic book in a single month.

Only commanders with magic skill can conduct research. The number of research points is indicated next to the pile-of-magic-books symbol. The higher a mage's magic skills, the more research points he or she will have.

Magical research points are affected by Magic/Drain scales. Magic scales give mages extra vigor to study the tomes of arcana all night. Drain scales make them sleepy.

MAGIC ITEMS

The Construction school of magic allows you to construct magic items which can be given to commanders to use. This is done by giving the order "Forge Item" to a mage in a laboratory. He then uses whatever magic gems are required to create the item. Some items (artifacts) are unique, and only one of each can exist in the game at a time. The remainder of the magic items available for forging can be created without restriction, as long as creating nation has researched the appropriate level in the Construction school, and the crafting mage has the requisite skill and gems.

Example: In order to make a Horror Harmonica, a nation would have to have researched Construction level 8, and have a mage with at least Astral-4 and Death-3 in a laboratory, and have 25 astral and 15 death gems available in the national pool. There can only be one Horror Harmonica in the game at a time, but each player can make as many Moon Blades (for example) as he or she wants.

As we learned earlier, Bageroth the mage of Marignon is a Fire-3, Astral-2 mage, and as such cannot cast Light of the Northern Star, which requires Astral 3. However, once Marignon researches Very Powerful Magic Items in the school of Construction, Bageroth can forge himself a Starshine Skullcap, which raises the Astral skill of the wearer by 1. He can do so because that item only requires Astral 2 to forge it. While he wears the cap, Bageroth is considered to have an Astral skill of 3 for all purposes. If Bageroth were only an Astral-1 mage, someone else would have to forge the cap for him, as he would not have the requisite skill to forge the item himself. However, he could still use it.

Some creatures don't have heads. Or, if they do, they can't wear hats. So not all commanders can wear a Starshine Skullcap. This can be seen by looking at their inventory slots when you right-click on their icons in the commander box in the main screen.



DIVINE MAGIC

Divine spells are a special category of magic, which does not depend on research or magic paths. Instead, it depends on the Holy skill of the caster, and is thus only available to priests or other units with at least one Holy skill. All divine spells are available to all nations at the start of the game, and units can cast all spells for which they have the appropriate skill level.

All divine magic consists of battlefield spells. There are only nine divine spells in the game, excluding those restricted to specific nations. See the Divine Magic section on page 221 for details on what they do.

ALCHEMY

Magic gems can be converted from one type to another through alchemy. This can be done by any commander with magical skill by selecting the “Alchemy” order in the Orders list. This brings up the Alchemy screen, which allows gems to be converted from one to another. In general, alchemy can only convert gems into Astral gems, or convert Astral gems into gems of any other type. Either way, the rate is 2:1 old:new gems. It is possible to convert gems into Astral gems first and then into a different type in a single turn. In that case, the rate is effectively 4:1 old:new, so this can get very expensive.

Fire and Earth gems can be converted to gold. Each Fire gem yields 15 gold, while each Earth gem yields 10. This is a one-way conversion: gold cannot be converted to gems, because that would be impossible.

A commander can only perform alchemy if he or she is in a province with a friendly laboratory.



Wise scholars of Dominions have said:



The Ziz is a dead, rotting Great Eagle given false life by a necromancer. The beast is possessed by a spirit from the underworld. It is enchanted with Air magic and can fly.

VII. DOMINION

Dominions 3 is a game of apocalyptic struggle between pretenders to godhood. The game represents this belief in god separately from military control, in the form of *dominion*.

Friendly dominion (i.e. yours) shows up on the map as a white candle in the province. The extent of your dominion is represented by the number of candles: the greater the dominion, the more candles. Dominion is measured by province: you may have high dominion in one province but low dominion in an adjacent one. Each province has this candle symbol, although you can only see it for those provinces where you have some way of getting information. Just like with military reports, you don't know who believes what in a province unless you have someone close enough to find out.

Be clear on one point: conquering provinces does not expand your dominion. Your armies can march across entire continents without changing the dominion in the provinces they've conquered. Dominion is a representation of the religious dominance of a pretender god. So while a military banner denotes one type of control, dominion depicts another.

This section is devoted to the concept of dominion, how it spreads, and what that means for you, the aspiring god of the universe. The take-home points are:

- Dominion is not related to military control.
- Your dominion shows up as white; other dominions are black.
- The initial strength of your pretender's dominion (set in god creation) is very important.
- Once that strength is set, you can increase it by building temples.
- Your god spreads dominion wherever he goes.
- You can appoint one (and only one) prophet – he spreads dominion, too.
- Temples spread dominion (except Mictlan early and late age) and building them is important.
- Priests can raise dominion by preaching, but it is different from the other types of spread.
- Some nations can sacrifice blood slaves to spread dominion
- The level of your dominion scales in a province is related to the strength of your dominion

The level of dominion in a given province is very important and has many effects. It is also limited by certain factors.

Maximum dominion The maximum dominion you can have in any one of your provinces is equal to the initial dominion score of your pretender, plus one for every five temples you have, rounded down.

Example: a nation with seven temples and a pretender with an initial dominion score of 3 can never have more than dominion 4 in any province.

Enemy dominion Any dominion that is not yours is enemy dominion, and shows up on the map as a dark candle. Only one nation can have dominion in a single province at a given time, so if a province is at -3 dominion to you, it is -3 to everyone except the nation exerting +3 dominion into the province.

Increasing your dominion Dominion doesn't correspond to military control of a province. Instead, dominion radiates outward from its four sources: your pretender, your capital, your temples, and your prophet (if you have one). This is why your dominion is almost always high in and immediately adjacent to your home province: every turn, the game checks for dominion spread in your home province. The role-playing reason for this is obvious and requires no explanation.

The chance of your dominion increasing in a province or spreading to an adjacent province partly depends on your god's initial dominion, which you specified when you created your pretender. The chance is 10% multiplied by your god's maximum dominion.

Example: a nation has seven temples and a pretender with an initial dominion score of 3. Each turn, each temple has a 40% chance of successfully increasing the god's dominion. If this nation builds three more temples (for a total of ten), the chance of dominion increase per turn for each temple will go up to 50%.

This "temple check" is the fundamental unit of dominion increase in the game. Considered in these terms, your centers of dominion have the following effects:

Pretender: **one automatic** increase plus **two** temple checks

Home province: **one** temple check

Prophet: **one** temple check

Temple: **one** temple check

Thus, having a pretender in a province automatically results in a dominion increase or spread of one, and could result in two more. All other types have the possibility for an increase/spread of one, according to the formula above.

Victory points Provinces that contain victory points only come into play if the "victory points" special victory condition has been selected in game setup. If so, provinces with any victory point symbols spread dominion for the owning player as though they were a temple, but calculated as though the owning player had a maximum dominion of 5. Thus, victory points spread dominion equally, regardless of the maximum dominion strength of the player owning them. The number of victory points in the province does not matter – provinces with two or three victory points have no additional effect.

Mictlan The nation of Mictlan in the early and late eras is the exception to the above rules. *Mictlan's home province, prophet, and temples do not spread dominion.* Its pretender checks are half as effective as a normal pretender. The only way for Mictlan to spread dominion (aside from the pretender) is to conduct blood sacrifices (see below). Several other nations have also used blood sacrifices at various times in their history, and thus are also able to spread dominion through blood sacrifices. However, their pretenders, prophets, home provinces, and temples function normally; for these nations, blood sacrifices are in addition to normal dominion spread. These are (Early) Marvern, Sauromatia, Abysia, Pangaea, Vanheim, Helheim; (Middle) Abysia, Vanheim; (Late) Marignon, Mictlan, Abysia, Midgård.

Blood Sacrifices To conduct a blood sacrifice, a priest of the appropriate nation can sacrifice a number of blood slaves up to and including to his priest level. The province he occupies must contain a temple. **For each blood slave thus sacrificed, one temple check (described above) is generated.** Thus, blood sacrifices can be a powerful method of spreading dominion.

Dominion spread If a temple check succeeds, the following happens:

If the dominion in the province is neutral, dominion increases to +1 automatically.

If the province contains friendly dominion, the chance for it to increase by one is **30% minus (3% multiplied by the current friendly dominion in that province)**. Thus, the higher your dominion in a province, the less likely that a random spread will increase it. If the dominion isn't increased in the current province the dominion spread will go to a random neighboring province.

If the province contains enemy dominion, the chance for you to reduce it by one is **50% plus (your maximum dominion strength times 5%) minus (current enemy dominion in the province times 5%)**. Thus, high enemy dominion is harder to reduce via random spread than low enemy dominion. A series of high dominion provinces can act as a "wall of faith" that keeps enemy dominion out.

Example: Your god has a base dominion of 4 plus 6 temples built, making his maximum dominion 5. You have dominion 5 in a province with a temple. The province with the temple contains an enemy dominion of -2. The chance of reducing this to -1 via this check is 65%.

Each dominion spread in a province with friendly dominion will either increase that dominion level or make a new dominion spread in a random neighboring province instead. So a temple check can spread dominion to provinces far away as long as all provinces in between have friendly dominion.

Example: A nation has six temples already built and a pretender with an initial dominion score of 5. This nation has a prophet in a province where the current friendly dominion is 1. When the temple check for this prophet occurs, there will be a 60% chance that the dominion will increase. Let's say it succeeds and we get a dominion spread. The chance of increasing the dominion level of the current province is 27%. If it isn't increased here the dominion spread will continue to an adjacent province and try to spread there instead. Let's say this adjacent province has no dominion, then this province will have its dominion increased by one and the spread is over.

Preaching the Word of God This is an order available to **priests** which enables them to raise the dominion level *in their province only*. The base chance of this occurring is **30% multiplied by the priest level**. If the priest is preaching in a province with an enemy dominion already present, **this base chance is reduced by 5% multiplied by the enemy dominion level**. If the dominion in the province is friendly (positive) or neutral (zero), the chance is equal to the base chance, with no subtraction.

If there is a temple in that province, the priest is treated as though he were one level higher than his current priest level.

Example: a level 1 priest is preaching in a province that has -4 dominion. His chance of successfully increasing his dominion (and thus reducing the enemy dominion from -4 to -3) is 10%. If he were preaching in a province with neutral or friendly dominion, he would have a 30% chance of increasing friendly dominion. If there were a friendly temple in the province, these chances would be 40% and 60%, respectively. Note how the addition of a temple in this case greatly increases the chance for successful preaching.

Marignon Inquisitor bonus Marignon inquisitors are more effective at preaching when in an enemy dominion, due to assorted role-playing reasons. Their chance of increasing dominion through preaching is **(40% times the priest level) minus (5% times the enemy dominion level)**. Thus, in the example above, a Marignon inquisitor of level 2 would have a 60% chance of increasing dominion in a province with -4 dominion. In a neutral or friendly dominion province, his chance for success would be the same as any other level 2 priest: 40%.

Preaching is thus independent of pretender dominion strength, and completely dependent on priest level and enemy dominion in the province being preached in. *Furthermore, preaching in a province can only raise dominion as high as twice the level of the priest doing the preaching*. Thus, a level 2 priest can preach in a province, but cannot raise the dominion in that province above 4. If there is a temple in that province, the calculated level maximum is increased by one – so a level 2 priest preaching in a province with a temple could raise the

dominion in that province to 5. This increase is in addition to (and independent of) the spread check for the temple, but only affects that province (it cannot spread to an adjacent one).

If the dominion in a province is already as high or higher than the level of the priest who is preaching (including temple benefit if applicable) and you try to give a priest in that province a "Preach" order, then a warning box will appear, informing you that "Preaching cannot be used to raise the dominion of this province any higher." However, when you close this box, the priest in question will still have his orders set to "Preach." This preaching will have no effect, so you should change it to something useful. If you have a priest preaching in a province for several turns, and when he started doing so he was able to increase your dominion but now he has raised it to a point where he has no further effect, the game will not warn you that your priest has stopped being useful there – you need to keep track of this yourself.

Because your prophet is also a priest, he can preach. Because your prophet gets an extra priest level for becoming a prophet, and because players tend to appoint a high-level priest as a prophet (because it's a good idea), prophets tend to be able to raise dominion higher than other priests.

Dominion effects It's obvious what benefit you get from militarily controlling a province, but what does having a high dominion do? Throughout this manual, you'll run into a number of things that depend on the state of dominion in a given province. For example, units fighting in a province with friendly dominion (whatever the strength) gain +1 morale, while fighting in enemy dominion reduces morale by 1. A pretender gains hit points when in friendly dominion, and suffers a hit point penalty when in enemy dominion (and the magnitude of the bonus or penalty is directly related to the level of dominion).

Dominion scales When you create your pretender, the dominion scales you choose will spread with your dominion. This does not all occur at once – if you have Order 3, provinces with low friendly dominion may only gain Order 1 or 2. Over time, they will reflect your chosen scales. Each turn a province has your dominion in it, there will be a small chance for each scale to tip one step towards your chosen dominion. The chance for this to happen is **(5% multiplied by the dominion level in the province) plus (10% multiplied by the difference between the actual scale and your nation's scale)**.

Example: You have just taken over a province in which the current dominion includes a nasty Death 3 due to Ermor's dominion. While Ermor's dominion persists in this province, his scales will, also. Once you are able to get your dominion into the province (by preaching, random spread, or a combination of these) you will have a chance to reduce the Death dominion. If you have Growth 1 as part of your nation's scales, once you get the province to friendly of dominion of 1, your chance of reducing this to Death 2 will be 45%.

Several turns pass and you increase your dominion to 2 and the Death 3 successfully reduces to Death 2 (these are separate chances, remember). Now, your chance of reducing to Death 1 is 40%.

Thus, a big difference between your scales and the scales in a province makes the provincial scales react more quickly. Once the difference has become small, the chance of tipping the scales is reduced. Likewise, having a strong dominion in a province makes the provincial scales change faster (but this is only half as important as the difference in scales is).

Pretender and prophet hit points The hit points of pretenders and prophets are affected by the current dominion in their province. Pretenders and prophets in friendly dominion will have increased hit points, while in enemy dominion their hit points will be reduced. The greater the dominion, the greater the effect. They also get increased strength and magic resistance. For each level of friendly dominion in a province, a prophet and/or pretender gains +1 strength, +½ magic resistance, and +10% hit points. For every level of enemy dominion in a

province, a prophet and/or pretender loses -1 strength, - ½ magic resistance, and -10% hit points. Hit points cannot be reduced to zero.

Dominion victory The most powerful use of dominion is to win the game! If a pretender has no friendly dominion on the map, he or she is eliminated from the game. This is known as the Tinkerbell Effect: if no one believes in you, you cease to exist. This is more useful than it seems: for example, if you're facing down a pretender in his last fortress with a strong defending army, you may not need to storm the fortress at all. Instead, besieging the fortress while reducing the enemy dominion with your pretender can wipe him out without a battle! And you'll never have to brave those annoying tower archers. Note that this does not refer to just the dominion in his province – it refers to all of his dominion everywhere. But if you can pin your enemy down and box him in, you can reduce his dominion without necessarily having to fight an apocalyptic battle.

Dominion strategy You can now perhaps start to see how this works. In order to spread dominion, you have to build temples, or preach, or both. Because you can only build temples in friendly provinces, and because your priests can't enter enemy provinces and survive unless they have stealth capability (like the priests of Man), you need to expand your borders through military force in order to spread your religion. There are many events in history – *fantasy history* – that are examples of bringing religion to the people at the point of a sword. You almost certainly read about them in fantasy history class.



Over the Ages, sages of Dominions have come to believe that:



According to the legends of C'tis, the Devourer of Souls sat at the foot of the God's throne. The God of C'tis would tell him the name of sinners and the beast would hunt them down. Once the Devourer bites, the unlucky target's soul is gone. This attack cannot be resisted. The Devourer is a sacred being.

VIII. NATIONS

The history of Dominions is divided into three ages: early, middle, and late. The early age has a predominance of magic, and as the ages progress, the primacy of arms and armor becomes pronounced. This is not an in-game mechanic that penalizes magic in any way or gives bonuses to melee – it simply reflects the makeup of the various nations and the differences from age to age. The only game difference is that it pre-selects the “Special site frequency” in the **Game Settings** menu, at 45 for early, 40 for middle, and 35 for late. However, you can change this manually, so you are not restricted by this.

A nation may not necessarily appear in all ages (like Marignon), or it may have different names between the ages (such as Niefelheim, Jotunheim, and Utgård). This reflects the history of the world of Dominions.

The text below describes the thematic inspiration and influences for each nation, as written by one of the designers, Kristoffer Osterman, followed by the history that you can also find when you choose the nation in the game. Below that are listed the fortress types by terrain, and the units available for province defense. Lastly, several of the beta testers have written some suggested strategies to get you started if you're stuck for ideas. Don't take these as some kind of perfect plan, but rather as one logical way to play. Use them as points of departure for your own strategies, or devise your own from scratch.

The fortress matrix shows the type of fort that will be built by a nation in a terrain of a given type. For example, Abysia (Middle Age) will always have a cave castle as its capital, and the fortification choice when building in farmland will be the fortified city. If a terrain type is not listed for that nation, the default fortress will be built.

Province defense specifies which units are obtained for a purchase of one level province defense. At level 20, a nation gains an additional commander, as well as extra units. The number of units per level is 1x unless otherwise listed. A quantity of ½x means that a nation gains one such unit for every two levels of defense, and 1½x means three for every two.

Only those nations with underwater defense listed may build province defense in water provinces.

The Nations of the Ages of Dominions

Abysia does not have any clear inspirational sources. Malign devil-worshipping empires of the fantasy genre combined with some ancient Middle Eastern concepts, perhaps. Think of great temple ziggurats adorned with ever-burning braziers fed with still-beating hearts in pompous ceremonies, witnessed by a cowed populace of slaves and smoldering Abysian rulers. Imagine magma-lit caverns filled with screams, roars, and fleeting shadows. With blood sacrifices being part of the official state cult it might be considered an evil nation, but it is sprung from elemental forces, and only under infernal influence and ignorance does the kingdom turn to evil. It is a tragic nation with a proud heritage, and dilution of their magic – perhaps due to temptation by infernal forces – leads it to embrace blood sacrifice.

Abysia, Children of Flame (Early Age)

Abysia is a hot wasteland, at the center of which lies a great volcano whose lava-lit caverns are inhabited by magma-born humanoids. Their flesh radiates heat, and they are not harmed by flames. Abysians are stronger than humans and use very heavy armor and weaponry. Bows are not used, as they would turn to cinder in the glowing hands of the Abysians. The war machine of Abysia also includes Salamanders, lizardlike beings composed of the same hot lava flesh as the Abysians. The Anointed of Rhuax and the Anathemant Priests of the

Flame Cult practice blood sacrifices to strengthen the power of the awakening god. Warlocks of the Smouldercone, a newly formed magical order, practice blood magic and search for suitable blood slaves in conquered lands. Abysians prefer to live in extremely hot places. They do not farm or hunt for a living, so their income and supplies are not affected by the growth/death scale of a province. However, population will still die slowly in Abysia-controlled provinces with death scales.

Capital: Cave Castle	<u>Province defense</u>
Default: Fortification	Commander at def 1: Warlord
Farmland: Fortified City	Units at def 1+: 2xHumanbred
Mountain: Cave Castle	Commander at def 20: Anathemant Salamander
Swamp: Swamp Fort	Units at def 20+: Abysian Infantry
Forest: Forest Ramparts	
Tower weapons: 2xBallista	

Prefers heat scale +3

Strengths: Blood magic, powerful fire evocations

Weaknesses: Expensive mages, no archers

Example strategy: Try an imprisoned scorpion king with Earth-9 and Fire-9. Build as many Burning Ones as you can each turn, and then bless them in battle. They are very powerful, but will tire out quickly, so it is important to have mages casting fire magic evocation support in large battles. Don't be afraid to alchemize your large supply of fire gems to afford the mages you need, and be on the lookout for independent mages to widen your magic variety.

Abysia, Blood and Fire (Middle Age)

The history of Abysia in the middle age is very similar to the history of the early age.

Capital: Cave Castle	<u>Province defense</u>
Default: Fortress	Commander at def 1: Warlord
Farmland: Fortified City	Units at def 1+: 2xHumanbred
Mountain: Hill Fortress	Commander at def 20: Anathemant Salamander
Swamp: Swamp Fort	Units at def 20+: Abysian Infantry
Forest: Forest Fortress	
Tower weapons: 2xBallista	

Prefers heat scale +3

Strengths: Flying mage-priests, blood magic

Weaknesses: Many mages with old age, lack of archers

Example strategy: Try a Great Warlock with at least two in every path. Use heavy infantry and independents to expand, while your pretender follows and searches for magic sites. With some research in Alteration and Construction, you should have the items and spells you need for your pretender to expand by himself into some independent provinces. Construction also grants sanguine dousing rods for blood hunting. Use demonbreds as your primary mages: they are able battle mages as well as blood hunters, and do not suffer from old age. Once the independents are gone, your pretender should retire to forging and summoning to increase your magic diversity.

Abysia, Blood of Humans (Late Age)

When the Warlocks began their horrible breeding experiments, they unknowingly spelled the doom of Abysia. But it was not the Demonbreds that posed a threat – it was the Humanbreds,

multiplying and swarming the kingdom like vermin. Now the heat of the Smouldercone is faltering with the declining number of pure Abysians, and magic is seeping from the land. Other sources of magic are needed and the blood cult of ancient times is renewed with fervor. Pure-blooded Abysians, now rare, serve as priests and sacred warriors.

Capital: Fortified City	<u>Province defense</u>
Default: Castle	Commander at def 1: Abysian Commander
Farmland: Fortified City	Units at def 1+: 2xAbysian Light Infantry
Mountain: Hill Castle	Commander at def 20: Sanguine Acolyte
Swamp: Swamp Fort	Units at def 20+: Abysian Axe Thrower
Forest: Forest Castle	
Tower weapons: 2xBallista	

Prefers heat scale +2

Strengths: Blood magic, fire resistance

Weaknesses: Many mages with old age, many capital-only commanders.

Example strategy: Try a sleeping Divine Glyph with Astral-6, Earth-3, and Fire-2. Research toward protection spells, Fire Shield, and Teleport to begin using your pretender in combat. Once your pretender is ready, Construction is an important research area in order to get sanguine dousing rods which greatly aid blood hunting. When you get them, it's a tough balance to decide how many mages to use on hunting versus on researching new Blood summons. To make sure your gold income stays high, use troops on patrol to reduce the unrest caused by blood hunting. Independent troops are often a good option for patrol duty.



Agartha is inspired by fantasy RPG's in general, and an Earth Dawn setting of my brother's imagination, ripe with mummified ancestors entombed in ancient cavern halls, in particular. Old ideas of a race of pale, cave-dwelling humanoids from my ideas of my unfinished game "Shepherds of Creation" completed the conglomerate. Think of opulent halls adorned with riches of the deeper earth in which reside ancient bloated oracles with pallid skins ruling their kin with increasing desperation; desperation because their proud race is dying. Agartha is perhaps the most tragic of the nations in Dominions. Surviving oracles cling to memories of a glorious past unable to stop the unavoidable disappearance of their ancient race. I wanted a sense of loss to permeate the nation.

Agartha, Pale Ones (Early Age)

In dark caverns under the roots of the earth a strange race of one-eyed humanoids has evolved. Untouched by the sun, they have become known to humans as the Pale Ones. The Pale Ones are gifted with perfect darkvision and gills, and inhabit underwater rivers and lakes as well as cavernous halls. Pale Ones never stop growing and ancient ones can grow to huge proportions. The wisest of the ancient ones are known as the Oracles, priest-mages of great powers. The Oracles are gathered in a great cavernous hall where they divine the fate of the Pale Ones.

Capital: Cave City	<u>Province defense</u>
Default: Fortified City	Commander at def 1: Pale One Commander
Mountain: Cave Fort	Units at def 1+: 1xPale One 1xPale One Warrior
Swamp: Swamp City	Commander at def 20: Earth Reader
Forest: Forest Ramparts	Units at def 20+: 1.0xPale One Warrior
Sea: Dark Citadel	
Deep Sea: Dark Citadel	<u>Underwater defense</u>
Tower weapons: 3xBoulder	Commander at def 1: Wet One

Units at def 1+: 1½xWet One
Commander at def 20: Wet One
Units at def 20+: 1½xWet One

Strengths: Amphibious, siege bonuses, darkvision

Weaknesses: Cold-blooded, troops couldn't hit the broad side of a monolith

Example strategy: Try an awake Oracle pretender with high dominion. Reusable and extremely tough (with armor spells), the Oracle greatly complements armies while expanding, and later can be equipped for fighting other nations. Pale One warriors are useful to recruit when saving gold for mages. Pale One militia provide a lot of hit points for the price. Few Pale One troops are good at inflicting casualties, however, so mage support, independent troops, or troglodytes are often needed. Your national summons (Magma Children and Umbrals) can help make up for the weakness of your regular troops.

Agartha, Golem Cult (Middle Age)

When humans first met these pale giants it was in war. With the destruction of the false god of the Pale Ones, peace was established and humans moved down into the caverns of Agartha. Here they found fabulous riches and ancient secrets. The humans slowly replaced the Pale Ones and now most of Agartha's inhabitants are pale-skinned humans with large eyes. Everything left by the ancient ones has become subject to worship by the humans. Ancient statues are enchanted and given life by golem crafters, priest-mages of the Agarthan Golem Cult. A few surviving Oracles lead the cult and keep the memories of past ages alive.

Capital: Cave City	<u>Province defense (includes underwater)</u>
Default: Fortified City	Commander at def 1: Cave Captain
Mountain: Cave Fort	Units at def 1+: Agarthan Light Infantry, Agarthan Infantry
Swamp: Swamp Fort	Commander at def 20: Pale One Captain
Forest: Forest Fortress	Units at def 20+: Pale One Soldier
Tower weapons: 6xSling	

Strengths: Good battle mages, powerful national summons

Weaknesses: Lack of archers, very limited troop selection

Example strategy: Try a sleeping Ageless Olm with Water-4 and Earth-4. Good early research goals are items and spells for your Olm, and Enchantment level 4 for the national spell Enliven Sentinel. As soon as you start casting some of these, expanding will become much easier since few independents can punch through their very high armor and hit points. The next research target will most likely be the Conjuration national summon, Summon Umbral. Being tough, ethereal, and with life drain, all they need is your mages to cast some protection spells on them to become very powerful.

Agartha, Ktonian Dead (Late Age)

At first, statues of the ancients were adored and animated by the golemcrafters, but the statues were destroyed during the great war and new forms of worship have evolved. The mummified remains of the now-extinct Pale Ones are worshiped and reanimated by necromancer priests. While the mummies of Pale Ones are sacred, the human dead are not treated with the same respect. Used for menial tasks and warfare, the dead of Agartha now walk side-by-side with the living.

Capital: Cave City	<u>Province defense (includes underwater)</u>
Default: Fortified City	Commander at def 1: Cave Captain
Mountain: Cave Fort	Units at def 1+: Agarthan Light Infantry, Agarthan Infantry
Swamp: Kelp Fortress	Commander at def 20: Gate Lord

Forest: Forest Castle Units at def 20+: Entrance Guard
Tower weapons: 6xAgarthan Steel Crossbow

Strengths: access to many powerful combat spells, access to national summons, well-armored infantry, tough sacred units, bonus in their own (cave, thus dark) forts

Weaknesses: low precision, all Evocations they want to use can still kill their troops, no heavy damage melee weapons without summons, no units with strategic move of 2.

Example strategy: Recruit light infantry in the early game, and then change to recruiting regular infantry once you conquer some forest and/or mountain provinces near your castle. Research Evocation 3 to give your Ktonian Necromancers access to Magma Bolts, then Conjunction 3 for Earth Power and Phoenix Power. If you have a strong blessing, you can summon Cavern Wights and research Conjunction 4 for Sepulchral. Then research Evocation up to 6, and start using Magma Eruption. Use Gifts from Heavens against tough enemy pretenders.



Arcoscephale is heavily inspired by ancient Greek city states and Hellas. The Golden Age is influenced by the mythical past and the archaic age. Later ages boast Hellenic and Mesopotamian influences: elephants, mysteries, astrologers and sacred Sarrushes, wingless dragons of the Ishtar Gate. Alexander the Great and his campaigns have set his mark on the last age.

Arcoscephale, Golden Era (Early Age)

The Arcoscephalian kingdom is yet to be founded. Bronze is more common than iron and hoplites have yet to see the dawn of day. Instead, myrmidons and chariots compose the core of the armies. In this time, slaves are commonly used and most free men have plenty of time to spend on fine arts and good living. Philosophers gather in the cities to discuss esoteric truths and engineers manufacture clever contraptions for civil or military use. At the heart of Arcoscephale lies Mount Cephalos, abode of the awakening god. At the foot of the mountain is a great temple where sacred Pegasus Riders are trained. Icarids, men with mechanical wings, are also used in warfare. The philosophers are better at magical research in a slothful dominion.

Capital: Fortified City	<u>Province defense</u>
Default: Fortification	Commander at def 1: Myrmidon Champion
Farmland: Fortified City	Units at def 1+: Peltast, 2xCardaces
Mountain: Hillfort	Commander at def 20: Priestess
Swamp: Swamp Fort	Units at def 20+: Myrmidon, Icarid
Forest: Forest Ramparts	
Tower weapons: 6xSling	

Dominion: Scry (accurate and automatic military reports inside dominion)

Strengths: Versatile magic, heavily-armored troops for the early era, affliction-healing priestesses.

Weaknesses: Sloth interferes with producing high-armour troops, while productivity interferes with philosophers, many capital-only commanders, difficult to use sacred troops.

Example strategy: Try a dragon pretender with strong Order and Productivity scales. Spend early turns building an army of myrmidons while putting the excess gold into oreiads for research. Until then your dragon can insure you don't fall behind in expansion, and if he gets a debilitating affliction you can build a few priestess and bring him home to recuperate. In 10-15 turns, consider building a second fort to build mystics to complement your oreiads. Early research targets might be Evocation spells for your mages should you get in an early war,

site search spells to get started stocking up on gems early, or a little bit of Construction to outfit your dragon with a few useful items.

Arcoscephale, The Old Kingdom (Middle Age)

Arcoscephale is an old kingdom. Although its glory days are long past, the ancient astrologers who aided past kings in building Arcoscephale into a mighty empire have recently emerged from their centuries-old seclusion, to restore the old kingdom to world domination once more. Priestesses with great knowledge of healing are trained in ancient temples built during the peak of the old kingdom. The priestesses are able to scry upon enemy troops and provinces that are located within the god's dominion. The war machine of ancient Arcoscephale has not changed over the past centuries. Cumbersome plate hauberks and long spears are still used, and the cavalry is primitive. Elephants and chariots, unpredictable but devastating, are still popular.

Capital: Fortified City	<u>Province defense</u>
Default: Fortress	Commander at def 1: Mounted Commander
Farmland: Fortified City	Units at def 1+: Peltast, 2xCardaces
Mountain: Hill Fortress	Commander at def 20: Priestess
Swamp: Swamp Fort	Units at def 20+: Hoplite
Forest: Forest Fortress	
Tower weapons: 6xSling	

Dominion: Scry (accurate and automatic military reports inside dominion)

Strengths: Large variety of pretenders, priestesses heal afflictions

Weaknesses: Difficulties spending starting gems, best troops difficult to mass

Example strategy: Try a Mother of Monsters with Air-3, Earth-3, Death-3 and Nature-3. Expand with groups of elephants mixed with hypaspists. (Their high morale averages with the elephants' low morale when grouped together, making the elephants rout less easily.) Your pretender and mystics should search for magic sites. In the middle game, your pretender with personal defense spells and items should be a powerful combatant. In the late game, your national mages and pretender should ensure good access to all paths except Blood.

Arcoscephale, Sibylline Guidance (Late Age)

Arcoscephale is an old kingdom that once ruled much of the known world. With the fall of the old kingdom centuries ago, tradition was the only thing that remained to the population. Mystics and priestesses of the old cult still serve the kings of Arcoscephale. The infantry and cavalry are still hopelessly archaic, but the awakening of the new god has brought some changes. Some traditions have been abandoned and the cavalry has been improved. Skilled and lightly-armed phalangites are starting to replace the heavier hoplites and the cardaces. Although the wise astrologers who aided past kings were killed or disbanded, a new breed of seeresses called the Sibyls has appeared. The Sibyls offer great help in maneuvering the once-mighty kingdom to a powerful platform for the awakening god. Priestesses with great knowledge of healing are trained in ancient temples built during the peak of the old kingdom. The priestesses are able to scry upon enemy troops and provinces that are located within the god's dominion.

Capital: Fortified City	<u>Province defense</u>
Default: Castle	Commander at def 1: Phalangite Commander
Farmland: Fortified City	Units at def 1+: Peltast, 2xPhalangite
Mountain: Hill Castle	Commander at def 20: Priestess
Swamp: Swamp Fort	Units at def 20+: Hoplite

Forest: Forest Castle
Tower weapons: 6xSling

Dominion: Scry (accurate and automatic military reports inside dominion)

Strengths: Armored elephants, priestesses heal afflictions

Weaknesses: Infantry deal little damage, missile troops weak for late era

Example strategy: Try a Manticore with Earth-3 and Air-3. Expand using elephants and hypaspists. Sibyls accompanying your armies can cast Sermon of Courage and then search the province for magic sites as the army moves on. Use your pretender for supporting your army and searching for magic sites early on. Later, with Alteration spells, he can take provinces on his own. Evocation provides useful spells for mystics, and Thaumaturgy does likewise for the Sibyls. Conjunction research allows you to spend your Astral gems on the national spell Summon SIRRUSH.



Atlantis is one of the two nations heavily influenced by H.P. Lovecraft. While R'lyeh is closer to the Cthulhu mythos with Starspawns and strange beings from the stellar void, Atlantis is a nation of Deep Ones native to the depths. The early age is more heavily Lovecraftian, while the middle age is more influenced by fantasy concepts and ideas. Atlantis is another nation devastated in the end of the second age. Late Atlantis incorporates Inuit concepts apart from the earlier Lovecraftian elements.

Atlantis, Emergence of the Deep Ones (Early Age)

For centuries the seas have been the domain of the Tritons, but recently a nation of beings resembling fish, frog, and human has emerged in the deepest gorges of the oceans. The race is not entirely unknown as there are a few of them that have made shallow coastal reefs their home, but the Triton Kings never imagined that they were numerous or powerful enough to form a nation. These Atlantians of the deeps never stop growing and will live for several hundred years unless killed. The Atlantian society is organized in a strict hierarchy of size and age. The oldest and most cunning Atlantians have made themselves kings and queens of the Basalt City in the deepest reaches of the ocean. The Atlantians of the deeps use weapons of enchanted basalt made by the Basalt Kings.

Capital: Dark Citadel

Default: Ramparts

Mountain: Hillfort

Swamp: Swamp Fort

Forest: Forest Ramparts

Sea: Kelp Fortress

Deep Sea: Dark Citadel

Tower weapons: 6xSling

Province defense (includes underwater)

Commander at def 1: Coral Commander

Units at def 1+: Atlantian Spearman, Deep One

Commander at def 20: Mother of the Deep

Units at def 20+: Atlantian Spearman, War Shambler

Strengths: Powerful recruitable commanders, inexpensive troops with two attacks

Weaknesses: Sacred troops very hard to mass, few other uses for resources

Example strategy: Try an Ancient Kraken with no magic. The kraken can be a great help to your expanding army to take tough underwater provinces. Deep Ones and Deep One spearmen are ideal for expanding underwater due to their toughness, offensive abilities and ease of building. Buy Mages of the Deep for research until you can eventually afford Basalt Kings. Research Conjunction for summons useful in an early underwater war, and for efficient site-searching underwater with the spell Voice of Tiamat. Before eventually going to war on land, research some of the powerful Water and Earth evocations available for casting above water.

Atlantis, Kings of the Deep (Middle Age)

When the Star fell into the sea the Basalt City and the Dark Crystal were destroyed. The reign of the Basalt Queens was ended and the surviving Atlantians reformed the kingdom. Atlantis is an underwater nation of strange beings resembling fish, frog, and human. Atlantians never stop growing and will live for several hundred years unless killed. The Atlantian society is organized in a strict hierarchy of size and age. The oldest and most cunning Atlantians are trained as priests or mages. Because the Atlantians find it difficult to use magic, they often capture human children and train them in magic in the Coral Towers. The soldiers of Atlantis use spears tipped with living coral shards and wear armor made of coral chunks. The coral is poisonous and is cultivated solely for war purposes.

Capital: Kelp Citadel	Province defense (includes underwater)
Default: Fortress	Commander at def 1: Consort
Mountain: Hillfort	Units at def 1+: Atlantian Militia, Atlantian Light Infantry
Swamp: Swamp Fort	Commander at def 20: Coral Queen
Forest: Forest Ramparts	Units at def 20+: Atlantian Shield Wielder, War Shambler
Sea: Kelp Fortress	
Deep Sea: Dark Citadel	
Tower weapons: 6xShort Bow	

Strengths: Troops use poison, powerful battle magic

Weaknesses: Weak troops relative to other water nations, no cheap mages recruitable everywhere

Example strategy: Try an imprisoned Sacred Statue with Astral-5, Fire-2 and strong dominion and scales. Use war lobsters and Atlantian infantry to expand underwater. Order your infantry to "hold and attack" in the back, and spread the war lobsters around the battlefield. When the enemy troops strike the war lobster, the rider will die quickly but the lobster will remain, causing considerable damage. Usually, the independent army is very easy to deal with after hitting a couple of these "lobster mines." Remember to keep building them and sending more to the front, however, to insure your army doesn't run out. Meanwhile, your mages can focus on Conjuraton research to eventually reach Water Queens, and when your pretender awakens she can be an extra wild card to teleport onto enemy armies.

Atlantis, Frozen Sea (Late Age)

With the second fall of Atlantis and the demise of the Coral Queens at the hands of R'Iyeh, the Atlantians were forced to retreat from the seas. A few surviving Kings of the Deep entered a pact with a sleeping god at a forsaken coast of ice and bones. The Atlantian Angakut, shaman kings, lead the Bone Cult and practice Death magic previously unheard of in Atlantian history. The Angakut have coerced Caelian ice crafters to give away their skills and now most of the Atlantians use arms of enchanted ice. Even their great city is built on interlinked ice floes.

Capital: Fortified City	<u>Province defense</u>
Default: Castle	Commander at def 1: Snow Captain
Farmland: Fortified City	Units at def 1+: Seal Hunter, ½xSnow Warrior
Mountain: Hillfort	Commander at def 20: Ice Captain
Swamp: Swamp City	Units at def 20+: Snow Warrior, ½xSnow Warrior
Forest: Forest Ramparts	
Sea: Kelp Citadel	<u>Underwater defence</u>
Deep Sea: Dark Citadel	Commander at def 1: Consort
Tower weapons: 6xSling	Units at def 1+: Atlantian Militia, Atlantian Shield Wielder
	Commander at def 20: Coral Queen
	Units at def 20+: Atlantian Militia, Atlantian Light Infantry

Strengths: Amphibious, Sailing

Weaknesses: Only powerful mages are capital-only, lack of archers

Example strategy: Try a sleeping Prince of Death with Air-4 and Death-9. Use a mixture of whatever infantry you can afford to expand with. With this blessing, the Arssartut are not exceptional for fighting other troops, but they will be an optimal counter to enemy pretenders and other tough units. In the turns before your pretender awakens, try to research some defense spells and items for him so he can also help expanding—his very high Fear aura will often rout independents quickly. Later, consider researching up to the global spell Well of Misery, which your pretender can easily cast. Once you have it, you should have plenty of Death gems to make use of late Atlantis's powerful unique assassin spell, Send Tupilak.



Bandar Log, the nation of the monkey people, is inspired by Hindu myths, ancient India and Rudyard Kipling. The Vanara comes from the *Ramayana*, an epic in which the monkey people aid prince Rama in his struggle against the demon king Ravana. The hierarchical division of the different species of monkeys has parallels in the Hindu caste system. I wanted the Bandar to use the alleged colors of the Indo-Aryan castes: white for priests, red for nobles and black for commoners. Markatas are exempt from the hierarchy and society at large and might be seen as untouchables of earlier times, although I imagine them less vulnerable. Important to the development of the Bandar Log were the semi-divine beings of Hindu myth. With a slight breath of *2001 - A Space Odyssey*, the Yavanas and Devatas became lords of the monkey people. When these beings left the world the monkey people found themselves in control, until the emergence of another divine race, the Nagas. As Kaa hypnotized the monkeys in Kipling's *Jungle Book*, the Nagas mesmerized the Bandar and Vanaras and claimed rulership over the nation.

Kailasa, Rise of the Ape Kings (Early Age)

On the sacred Mount Kailasa, beings from an earlier era still linger. They are blessed with mystical powers but are few in number. With the emergence of the new god they have mustered aid from a most unsuspected source. Deep in the forests below, the sacred mountain apes of uncanny brightness have evolved. The apes are uncivilized and have only recently mastered the mysteries of metal working.

Capital: Fortified City

Default: Fortification

Farmland: Fortified City

Mountain: Hillfort

Swamp: Swamp Fort

Forest: Forest Ramparts

Tower weapons: 4xLong Bow, 4xShort Bow

Province defense

Commander at def 1: Atavi Chieftain

Units at def 1+: 2xMarkata, 1½xMarkata Archer

Commander at def 20: Bandar Commander

Units at def 20+: Bandar Warrior

Strengths: Powerful sacred troops, many varieties of archers.

Weaknesses: Sacred troops difficult to command and bless, troops have little armour.

Example strategy: Try a Water-9, Blood-4, Nature-4 Deva with bad scales apart from Order. Use Yavanas and archers to expand, buying only yogis as mages until you take enough provinces for a larger income. The Deva can be used to expand on her own, but to be on the safe side, research Barkskin before sending her out. Yakshas and Yakshini can become excellent battle mages with some Evocation research, or focus on site searching and Conjunction research for a large variety of summons (including sacred ones that benefit from your bless).

Bandar Log, Land of the Apes (Middle Age)

In the dense forests of the Bandar realm, apes of uncanny brightness have emerged. Under the influence of semi-divine beings, the apes have evolved intelligence and culture. When the former rulers of the Bandar Log returned to their celestial realms, the apes were left without leadership. A warlike, hierarchical society was formed with the large Bandar apes at the top. But the influence of their former masters was not forgotten and the blessed white apes, who were gifted with higher intelligence and magical powers, were able to keep their influence and power. Bandar Log is a divided society. Small markatas are at the bottom of the society. Vanara apes of human size are the most common. Large Bandar apes rule most of the society and form the military. Sacred white apes are trained as sages, priests and sacred warriors.

Capital: Fortified City	<u>Province defense</u>
Default: Fortified City	Commander at def 1: Atavi Chieftain
Mountain: Hillfort	Units at def 1+: 2xMarkata, 1½xMarkata Archer
Swamp: Swamp Fort	Commander at def 20: Bandar Commander
Tower weapons: 6xShort Bow, 6xLong Bow	Units at def 20+: Bandar Warrior

Strengths: A wide variety of sacred troops, potent Astral magic

Weaknesses: Low magic resistance, no heavy armor, weak priests

Example strategy: Try a dormant or imprisoned pretender with strong blessings to take advantage of Bandar Log's variety of sacred troops: White Ones (which are recruitable in every castle), tiger riders with three attacks, and national summons like Gandharvas. During early expansion, recruit a few armored troops to complement your starting unarmored missile troops, and some tiger riders to flank with. Later, rely upon armies of White Ones, with some Bandar for use against heavily armored foes, and batteries of Astral mages.

Begin researching Alteration for Luck, Body Ethereal, and Protection, excellent spells for buffing your more powerful sacred troops or pretender. Later, research Conjunction for more sacred troops, and to access Earth and Water magic through summoned Yakshas and Yakshini. Afterwards, research Construction to equip your summoned Yakshas, Yakshini, and Firbolg. Thaumaturgy provides an array of offensive spells starting with Mind Burn, as well as Teleport and later the potent national spell Celestial Music. Enchantment yields Anti-Magic, boosting your often-poor magic resistance. Don't forget to Curse opposing pretenders!

Patala, Reign of the Nagas (Late Age)

Later, the Nagas arrived from the nether realm Patala, from where all rivers spring. The Nagas are divine beings of the underworld and its rivers, and are to the apes what the Yakshas had been in ages past. With mesmerizing stares and dancing serpentine bodies they entranced the Bandar Log and claimed their empire as their own. Patala is a divided society. Small markatas are at the bottom of the society. Vanara apes of human size are the most common. Large Bandar apes rule most of the society and form the military. Above all are the sacred Nagas and their kings.

Capital: Jeweled City	<u>Province defense</u>
Default: Castle	Commander at def 1: Atavi Chieftain
Farmland: Fortified City	Units at def 1+: 2xMarkata, 1½xMarkata Archer
Mountain: Hill Castle	Commander at def 20: Bandar Commander
Swamp: Swamp Fort	Units at def 20+: Bandar Warrior
Forest: Forest Castle	
Tower weapons: 4xShort Bow, 4xLong Bow	

Strengths: Very powerful magic for late age, Naga troops and mages amphibious.

Weaknesses: Nagas are cold-blooded and magic beings, powerful mages are capital-only

Example strategy: Try a sleeping Vampire Queen with Death-3, Blood-3, Astral-4, Air-2 and Earth-1. In addition, take high dominion, Order and Magic scales while sacrificing the other scales for points. Focus heavily on researching defense spells until your pretender awakens, while your army goes about tackling the weaker independent provinces. Once your vampire queen awakens, she should have enough research to take almost any independent, even the toughest and richest ones. Later on, she can be a great asset in a mid-game war, by researching Teleport and then dropping on top of enemy armies in the magic movement phase. Meanwhile, many of the same spells that make your pretender so potent can be cast by your naga mages to make them able to take weaker enemy provinces.



Caelum was originally a purely fictional nation of winged humanoids living atop the coldest mountain peaks. Later development has gifted them with Zoroastrian traits. The background of the Bandar Log and the Eagle Kings made the early Caelian history self-evident and a lot more interesting. The Yazatas, and the Spentas in particular, are Zoroastrian in origin, but the Caelian society at large is not.

Caelum, Eagle Kings (Early Age)

Caelum is a magocracy of winged humanoids inhabiting the highest mountain peaks. Under the wise rule of the Eagle Kings, semi-divine beings of an earlier age, three tribes have formed a kingdom. The tribes are the Tempest Lords of Spire Horn Mountain, the Raptors of Ravens Vale and the Caelians of High Caelum. The Spire Horn Caelians are partially resistant to cold and lightning. The Raptorians are stronger and attuned to the earth, but lack the resistance characteristic of the other clans. The High Caelians live in the coldest mountain peaks and are unaffected by low temperatures. They are thinner and lighter than the other clans. The high Caelians are led by mages known as Seraphs, masters of Air magic. The Seraphs craft the magical ice that Caelians use instead of regular metal. The ice tempers with lower temperatures, and the heavy ice armors are more durable in cold climates than in warmer ones. All weapons crafted from the ice are magical and able to harm magical beings. The Caelians are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops such as huge mammoths.

Capital: Mountain City

Default: Fortification

Farmland: Fortified City

Mountain: Mountain Citadel

Swamp: Swamp Fort

Forest: Forest Ramparts

Tower weapons: 8xShort Bow

Province defence

Commander at def 1: Tempest Lord

Units at def 1+: Spire Horn Warrior, Spire Horn Archer

Commander at def 20: Seraphine

Units at def 20+: Iron Crow

Prefers cold scale +2

Strengths: Flying troops and mages, high precision

Weaknesses: Flying troops are weak in melee, difficulties with supply due to Size-3 troops

Example strategy: Try an imprisoned Oracle, and use the extra points on your scales. Use your high income to build archers and mammoths (mix in slow, high-morale troops like Temple Guards with the mammoth squads to reduce the chance of them routing) to expand. Air magic has powerful battle spells in both the Evocation and Alteration schools, and Eagle Kings can use them very well. Consider researching some Enchantment as well for the Cloud Trapeze spell to further enhance their mobility.

Caelum, Reign of the Seraphim (Middle Age)

In ancient times, there were three Caelian clans, but when the Harab Seraphim of the Raptor Clan began to study the dark ways, the High Caelians condemned them, and civil war broke out. The Raptor Clan was banished and scattered across the world. The Eagle Kings were replaced by the High Seraphs of the Palace of Frozen Crystal. The Seraphs are masters of Air magic and craft the magical ice that Caelians use instead of regular metal. The ice tempers with lower temperatures, and the heavy ice armors are more durable in cold climates than in warmer ones. All weapons crafted from the ice are magical and able to harm magical beings. The High Caelians live in the coldest mountain peaks and are unaffected by low temperatures. They are thin and light. Spire Horn Caelians are less resistant to cold but have partial resistance to lightning.

Capital: Mountain City	<u>Province defence</u>
Default: Fortress	Commander at def 1: Storm General
Farmland: Fortified City	Units at def 1+: Spire Horn Warrior, Spire Horn Archer
Mountain: Mountain Citadel	Commander at def 20: Seraphine
Swamp: Swamp Fort	Bow Units at def 20+: Caelian Infantry, Blizzard Warrior
Forest: Forest Fortress	
Tower weapons: 8xShort Bow	

Prefers cold scale +3

Strengths: Flying troops, powerful mages, troops with magic arms/armor, Water forging, cold and shock resistance.

Weaknesses: reliant upon Cold dominion, weak melee troops, needs lots of supplies.

Example strategy: Try an awakened Virtue with Air-9, and really cut loose with lightning. Use Blizzard Warrior archers and Mammoths (mixed with Wingless or Temple Guards) for early expansion. Later, build a mass of Storm Guards and Temple Guards, boost their shock resistance with Thunder Ward, and unleash Storm and a barrage of potent Air evocations. Use your Virtue to cast spells, or wade confidently into battle behind Alteration spells like Mist Form and Mirror Image.

Caelum, Return of the Raptors (Late Age)

A new God is rising and the scattered tribes have gathered. The Raptors returned to Caelum and overthrew the magocracy. Harab Seraphs, the mage priests of this new and dark faith, have replaced the High Seraphs, and black-winged Raptors have become the ruling elite. Now the Raptors have cast their eyes upon other nations. The Harab Seraphs are skilled in Air, Death and Earth magic. Some Seraphs are still alive and craft the magical ice that Caelians use instead of regular metal. The ice tempers with lower temperatures, and the heavy ice armors are more durable in cold climates than in warmer ones. All weapons crafted from the ice are magical and able to harm magical beings. The High Caelians live in the coldest mountain peaks and are unaffected by low temperatures. They are thin and light. Spire Horn Caelians are less resistant to cold but have partial resistance to lightning. The Raptor Clan live on the lower mountain slopes and are of heavier stock. They are not as resistant to the elements as the other Caelians.

Capital: Mountain City	<u>Province defence</u>
Default: Castle	Commander at def 1: Storm General
Farmland: Fortified City	Units at def 1+: Raptor, Spire Horn Archer
Mountain: Mountain Citadel	Commander at def 20: Harab Seraph
Swamp: Swamp Fort	Units at def 20+: Caelian Infantry, Raptorian Warrior
Forest: Forest Castle	
Tower weapons: 8xShort Bow	

Prefers cold scale +1

Strengths: Flying troops and mages, mages with a forge bonus

Weaknesses: Flying melee troops weak, supply issues due to Size-3 troops

Example strategy: Try a sleeping Lady of Luck with Astral-5 and Water-4. Expand using archers and mammoths, but don't place the archers directly behind the mammoths, in case they rout and trample the archers. Use Harab Elders, and later your pretender, for site-searching. Make a priority of getting Astral gems, because the Ashema Spentas available through the national Astral spell can be very potent in the mid-game and late game. If needed, your pretender can also be used in combat, helped by a few magic items. Lastly, don't underestimate the power of flying mages for raiding. Using some spells, just one mage and a few archers are capable of taking on most nations' province defense.



C'tis is a nation of lizardmen under Egyptian and Mesopotamian influence. Sacred priest kings, pyramids, swamps, and flooding rivers surrounded by deserts are all elements of these cultures. Sacred priest kings celebrating hieros-gamos with hierodules atop temple ziggurats, with high priests chanting and swaying in procession under the glare of SIRRUSHES, and sacred serpents depicted on murals on the great walls have to me a more Mesopotamian feel than Egyptian. On the other hand, the Desert Tombs of the late age is influenced by Egyptian concepts of the dead and modern fiction on Egypt, and the lizard king might as well be a Pharaoh as a Lugal. The connection between C'tis and Ermor suggests that C'tis is more Egyptian than Mesopotamian. The sauromancers' initiation rituals are inspired by Oriental cults of the late Roman Empire, such as that of Isis and Sarapis/Osiris.

C'tis, Lizard Kings (Early Age)

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

Capital: Tel City

Default: Tel City

Farmland: Fortified City

Mountain: Hillfort

Swamp: Swamp City

Forest: Forest Ramparts

Tower weapons: 2xBallista

Province defense

Commander at def 1: Commander of C'tis

Units at def 1+: 2xMilitia, City Guard

Commander at def 20: Lizard Lord

Units at def 20+: Slave Warrior, City Guard

Prefers heat scale +1

Strengths: Natural protection on troops, powerful mages are cheap and recruitable everywhere

Weaknesses: Cold-blooded, lack of archers

Example strategy: Try a serpent king with almost all paths. He can be used to search for sites early on. With items and personal defense spells he can also make a powerful combatant in a pinch. Lizard heavy infantry will probably be your most commonly built troops, as they are

survivable and very reasonable in gold and resource costs, leaving gold for sauromancers. When more gold is available or more offensive troops are needed, lizard chariots and elite warriors can both be devastating in the right situations. With the C'tis focus on Death and Nature, Enchantment and Conjuraton tend to be important schools of research for both early and late game.

C'tis, Miasma (Middle Age)

With the coming of the new god, the swamps of C'tis have begun to spread. Dense rains and oppressive heat turn the land into unhealthy marshlands thick with the stench of rotting vegetation. Marshmasters have replaced the old Sauromancers and swamp guards have replaced the chariots as elite troops. In this land, the lizards prosper. Within provinces influenced by this dominion, income is increased by 1 percent per level of dominion, and the income of enemy provinces is reduced by 5 percent per level of dominion. Unless cold-blooded, soldiers inside the dominion will suffer from disease.

Capital: Swamp City	<u>Province defense</u>
Default: Fortress	Commander at def 1: Commander of C'tis
Farmland: Fortified City	Units at def 1+: 2xMilitia, City Guard
Mountain: Hillfort	Commander at def 20: Lizard Lord
Swamp: Swamp City	Units at def 20+: Slave Warrior, City Guard
Forest: Forest Ramparts	
Tower weapons: 1xBallista, 1xPoison Sling	

Prefers heat scale +1

Strengths: Powerful mages are recruitable in all fortresses, dominion causes disease in most invading enemies

Weaknesses: Difficulties using many pretenders and independent mages, troops and mages cold-blooded

Example strategy: Try a saurolich with Death, Earth, Fire, and Air, and strong dominion. Use heavy infantry, elite warriors and swamp guards to expand while your pretender follows behind to search for magic sites. Once you research some Alteration, he can start taking provinces on his own, and being immortal gives him some leeway to start early. From there, there are a lot of directions to go: Construction for magic boosters and equipment, Conjuraton for summons (including many national ones), or Enchantment for battle magic and other summons. In addition, don't overlook the power of the empoisoner as one of the best assassins in the game: he can be very hard to defeat when he uses battlefield summons.

C'tis, Desert Tombs (Late Age)

Now the deserts spread and the swamps are fewer and smaller by each passing year. The valley is the home of an ancient sacral kingdom of lizard-like humanoids. In ancient times, the high priests of C'tis mastered the craft of embalming to preserve the remains of their kings. Since the dawn of the kingdom, tombs have been constructed in the desert to contain the mummified kings and priests. With the awakening of the god, the Sauromancers, great mages of death and rebirth, have reemerged and taken the place of the marshmasters. Through studies of ancient lore they have perfected dark rituals that awaken the kings of old to lead the stirring dead as the lizard kings lead the kingdom of the living. At the top of the C'tissian society is the Lizard King. The King is the highest priest of C'tis. Under the king are the high priests and the enigmatic Sauromancers. The lizards are herbivores but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The C'tissians are somewhat slow in movement but have thick hides that protect them from cuts and bruises. Both lizard races are cold blooded and become exhausted very quickly when fighting

in cold provinces. They have partial resistance to poisons. The inhabitants of C'tis prefer to live in warm provinces. The Tomb Kings and Tomb Priests are able to reanimate the dead.

Capital: Tel City	<u>Province defense</u>
Default: Castle	Commander at def 1: Commander of C'tis
Farmland: Fortified City	Units at def 1+: 2xMilitia, City Guard
Mountain: Hill Castle	Commander at def 20: Lizard Lord
Swamp: Swamp City	Units at def 20+: Heavy Infantry, City Guard
Forest: Forest Castle	
Tower weapons: 1xBallista, 1xPoison Sling	

Prefers heat scale +1

Strengths: National priest summons that reanimate undead, powerful assassins

Weaknesses: Cold-blooded, sacred troops unsuited to a blessed approach

Example strategy: Try a Shedu with Earth-3 and Astral-3. Expand with desert rangers and the free undead from your starting Reanimator. Use your pretender for army support and site-searching until research allows him to start fighting alone. Make a priority to find more Death gems quickly to make use of the undead national summons. Enchantment and Evocation will help your saurancers in battle, while Construction and Conjuration will help to diversify magic.



Ermor was initially a conglomerate of the Roman Empire and undead nations of general fantasy stock. With time it has received a history that begins as something like the early Roman republic, with military units of that age and priests and diviners inspired by Roman religious officials. The New Faith replaces the old state cult of the Numina, as Christianity eventually replaced the old Roman state cult. With passing ages, the mistake of the Augurs becomes apparent, and the nation is brought into darkness.

Ermor, New Faith (Early Age)

Ermor is an empire that is centered around a great city. For centuries it has grown and become more and more influential. Traders and travelers from near and far come to the city. By military campaigns, diplomacy, and trade, Ermor has become a power to be reckoned with. By adopting local traditions and beliefs, the Ermorians posed little threat to neighbours and conquered peoples, but this has begun to change. A new god is arising. Old syncretistic faiths and spirit worship were banned by a prophet dressed in white shrouds. The remnants of his body and shrouds are buried in the city of Eldregate where the adherents of the new faith are awaiting the arrival of the reawakening god foreseen by the prophet. The all-encompassing old state cult of the Numina still survives, but the pontifices and flamen are slowly adopting the new faith.

Capital: Great City	<u>Province defense</u>
Default: Fortification	Commander at def 1: Centurion
Farmland: Fortified City	Units at def 1+: Leve, 2xAccensus
Mountain: Hillfort	Commander at def 20: Pontifex
Swamp: Swamp Fort	Units at def 20+: Hastatus
Tower weapons: 2xBallista	

Strengths: Elite and well-equipped infantry, powerful battle mages, affliction-healing priests.

Weaknesses: High mages have old age, no starting death gem income for their augur elders to use, no national spells.

Example strategy: Try a sleeping Wyrms with Earth magic, and strong Order, Productivity and Growth scales. Use some of the excellent infantry like lizard auxiliare, triari, and principe to expand. Meanwhile build augur elders to research armor spells and items for your wyrms to use when he awakens. Once he does, use him immediately in battle or search for sites for a while to increase your magic diversity, while your augur elders can now proceed to research useful Evocation and Enchantment battlefield spells for themselves to use.

Ermor, Broken Empire (Middle Age)

Ermor was once a great empire that had conquered most of the known world. The realm crumbled as the great mages of the empire studied dark magic under the Sauromancers of C'tis. Unaware of the dangers of dark sorcery, priests performed unholy rites in the capital city of Eldregate. In one cataclysmic event, Death was let loose. Only with extreme sacrifices did the empire prevail. The old Ermorian faith was abandoned, and the Death Cult was introduced to hold Death at bay. If the proper ceremonies are not performed, Death will once again walk the lands. The Ermorian Thaumaturgs are leaders of the Death Cult and are able to call on the dead to make them fight side-by-side with the Ermorian legions. The human portion of the empire's army consists of legionnaires.

Capital: Great City	<u>Province defense</u>
Default: Fortified City	Commander at def 1: Centurion
Mountain: Hill Fortress	Units at def 1+: Velite, 2xAlae Legionnaire
Swamp: Swamp Fort	Commander at def 20: Thaumaturg
Forest: Forest Fortress	Units at def 20+: Hastatus
Tower weapons: 2xBallista	

Strengths: Powerful sacred troops, priests can reanimate undead

Weaknesses: Mages expensive for their paths, best sacred troops have the weaknesses of undead

Example strategy: Broken Empire can mass huge number of undead in just a few turns, and this strategy relies on getting as many undead soldiers to the battlefields as soon as possible. It leaves you behind others on research, and you'll find your forces lacking if your enemy has priests or magic to counter your undead. Because of this, it's important that you get a head start on provinces, which gives you more money and allows you to catch up in the other areas.

Take an awake Prince of Death with high Death magic and Magic scale of 3. Recruit a Grand Thaumaturg on the first turn and turn your centurion into a prophet. This allows both of them to Reanimate Longdead on your second turn. With these undead as your main force, your prophet should be able to conquer your first province. Send Thaumaturgs after him to reanimate the dead, all the while building more legionnaires at your fortress. Keep advancing with your main force, and only stop when you can no longer get undead to take the brunt force of your enemies' attacks. Use the Thaumaturgs to minimize the stops - use [y] to coordinate attacks from multiple provinces. Try to get archers as quickly as you can to maximize your enemies' losses. If they escape, you can't use them.

With the rest of your mages, research Enchantment. With Raise Skeletons at Enchantment level 3, your pretender can single-handedly raise an army of undead that can deal with some independent forces on its own, and with the rest with just little support. Later, he can cast Pale Riders, which gives more longdead horsemen for more powerful casters.

Build new fortresses and laboratories as soon as possible to make up the research gap between you and your enemies.

Erмор, Ashen Empire (Late Age)

For a long time Death was held at bay by the Ermorian Death Cult, but it was only a temporary solution. The Cult attracted attention from an earlier god, a dark and hungry god. The vast power of this awakening god erased the boundaries between the land of the living and the land of the dead. Erмор is now a cursed land of ashes and darkness where nothing grows. The bones of long-dead inhabitants reassemble to form legions of undead under the leadership of the cursed priests of the old Ermorian cult. Undead legions are now marching forth to reconquer a world once theirs. The Ermorian dominion reanimates the dead without the aid of unholy priests. It also destroys the land, turning crops and forests into ashes. Population and supplies are reduced.

Capital: Ermorian Citadel	<u>Province defense</u>
Default: Ermorian Castle	Commander at def 1: Mound King
Farmland: Ermorian Citadel	Units at def 1+: 2xLongdead Velite, 2xLongdead
Tower weapons: 2xBallista	Legionnaire
	Commander at def 20: Censor
	Units at def 20+: 2xLongdead Horseman

Strengths: Abundant undead created by dominion; strong death magic and national undead summons and priest spells; little or no need for supplies or positive magic scales; most enemies will need magic supply items to avoid starving in your territory

Weaknesses: low initial magical diversity; most units will be undead and banishable; dominion kills population very quickly; other human players will tend to dislike you for your dominion effects and fear you becoming too powerful

Example strategy: Try an awake Prince of Death with at least Death-3. Set your dominion to 10, and choose scales of Turmoil 3, Sloth 3, Cold 3, Death 3, and whatever else you like. Reanimate at least one Dusk Elder to keep in the capital to cast national reanimation spells, at least one Arch Bishop to make a prophet to accompany armies and cast the strongest priest spells to empower all the undead and protect them from banishment. Reanimate at least one Bishop to follow conquering armies and Reanimate armed Soulless from the unburied dead left after battles. Don't hire living troops. Build forts in provinces with strong dominion to automatically raise better longdead. Some Ermorian leaders and most troops are amphibious, so capture underwater provinces. The Conjuraton school is full of national summoning spells, of which Soul Gate is the most powerful. Eventually, consider casting global spells that ruin the entire world for everyone but you (such as Burden of Time, Foul Air, and Utterdark), but realize this is like attacking everyone at once, and challenging all human players to gang up against you.



Vanheim, Helheim, Niefelheim, Jotunheim, Midgård and Utgård are all nations sprung from old Norse myth. The Poetic Edda and some later tales, combined with general conceptions of Iron Age Scandinavia, are the main sources. Vanir, Aesir and Giants are ancient antagonists in these myths. The Aesir, being perceived as gods, have been made pretenders in Dominions. Not that Vanir weren't, but they seem less so than the Aesir in most instances. As with most nations of supernatural origin, it seems fitting that their magic fades with each passing age as humans become more and more numerous.

Niefelheim, Jotunheim, and Utgård are part of the history of a single nation through the ages. Vanheim, Helheim and Midgård also share a common ancestry and development. In the middle age Helheim merges with Vanheim and disappears as an independent nation. Only the Valkyries remain as reminders of the legacy of Helheim.

Niefelheim, Sons of Winter (Early Age)

Niefelheim, the Land of Eternal Frost, was once the home of the frost giants. The Rimtursar, ancient giants who possessed godlike powers, were the undisputed rulers of the world. The giants of Jotunheim are the descendants of the Rimtursar. From the cold glaciers in Niefelheim, frost giants have emerged anew. These Niefel giants are not nearly as powerful as their ancestors, but they are stronger by far than the giants of later ages. Giants are immensely strong and resilient, but their size makes them easy targets. They are born in the cold and do not suffer from cold climates. Niefelheim is ruled by several Jarls who rarely join forces. Gygjas, old and wicked hags, serve the Niefel giants with sorcerous advice. The people of Niefelheim prefer to live in very cold provinces. The icy winds of Niefelheim cause the cold climate to expand beyond the dominion of the Pretender God.

Capital: Mountain City	<u>Province defense</u>
Default: Ramparts	Commander at def 1: Jotun Herse
Farmland: Fortification	Units at def 1+: ½xJotun Militia
Mountain: Mountain Citadel	Commander at def 20: Jotun Jarl
Swamp: Swamp Fort	Units at def 20+: ½xJotun Spearman
Forest: Forest Ramparts	
Tower weapons: 3xBoulder	

Prefers cold scale +3

Strengths: Very powerful recruitable commanders, heavy armour for early age

Weaknesses: Vulnerable to certain types of single-effect battle magic, all mages are expensive

Example strategy: Try a green dragon with Nature-6. The dragon can make expanding much more efficient with the ability to fly to “dead-end” provinces, and once he can cast Personal Regeneration is a match for even tough independents. For the rest of the armies, Jotun skinshifters are a very practical choice. They are extremely difficult to kill with equivalent of almost 100 hit points and Regeneration, and their offensive power is quite good as well. Long term, look to researching Construction to equip your Niefel jarls for battle. With your Nature bless, Regeneration is already accounted for, but they will most likely need some items to combat fatigue and provide heavier armour.

Jotunheim, Iron Woods (Middle Age)

Jotunheim is a land of bitter winters and cool summers. It is the home of giants and goblins. The giants of Jotun are immensely strong and resilient. They are born in the cold and do not suffer from cold climates. Jotunheim is ruled by several Jarls who rarely join forces. In the heart of Jotunheim lies an ancient forest of iron and ice. Here live the Gygjas, old wicked hags with great sorcerous skills. They are served by the Vaettir, who are small, wicked goblins of the Jotun woodlands. They venture outside the woodlands, but do join the armies of Jotunheim when the Gygjas want them to. The people of Jotunheim prefer to live in very cold provinces.

Capital: Fortified City	<u>Province defense</u>
Default: Fortress	Commander at def 1: Jotun Herse
Farmland: Fortified City	Units at def 1+: ½xJotun Militia
Mountain: Mountain Citadel	Commander at def 20: Jotun Jarl
Swamp: Swamp Fort	Units at def 20+: ½xJotun Javelinist
Forest: Forest Fortress	
Tower weapons: 16xShort Bow	

Prefers cold scale +2

Strengths: Units are strong (they're giants!), province defense is the game's best on a per-gold basis

Weaknesses: Units require a lot of supply (they're giants!) and are expensive, fire vulnerability can hurt

Example strategy: Try a dormant or even imprisoned Son of Niefel with medium-to-high Water and Death skill. Research spells that are buffs so that when he awakens, you can immediately send him into battle with Soul Vortex, Personal Quickness and Breath of Winter. Paradoxically, you can use a rush strategy by capitalizing on Jotunheim's defensive abilities. For as little as 6 province defense you gain a very strong defensive force. Take the nearby provinces, then build up. Giants are expensive to get and expensive to feed so multiple moving armies of them is rough. However, if you build them up gradually they can be impressive. Think of yourself as a dam waiting to burst. You are building your army while other players are expending their strength in reaching you—then you burst forth and follow the province line back to the enemy's capital.

Utgård, Well of Urd (Late Age)

Utgård is a land of bitter winters and cool summers. It was once Jotunheim, the home of giants. But with the coming of man their population has dwindled. After man ventured to the icy lands of Jotun, the giants of Jotun discovered the humans to be resourceful allies. With the awakening god, all grudges have been cast aside, and men and giants fight side by side. The alliance with the humans has estranged the Gygjas and their Vaetti servants, who no longer aid the giants. Instead, human seeresses have become influential. In the heart of Utgård lies the magical Well of Urd where the Norns gather and divine the future of the world. The giants of Jotun are immensely strong and resilient. They are born in the cold and do not suffer from cold climates. The people of Utgård prefer to live in cool provinces.

Capital: Fortified City	<u>Province defense</u>
Default: Castle	Commander at def 1: Herse
Farmland: Fortified City	Units at def 1+: 2xHuskarl
Mountain: Mountain Citadel	Commander at def 20: Jotun Jarl
Swamp: Swamp Fort	Units at def 20+: ½xJotun Javelinist
Forest: Forest Castle	
Tower weapons: 3xBoulder	

Prefers cold scale +1

Vanheim, Age of Vanir (Early Age)

Vanheim is a land of misty moors and bitter forests inhabited by a tall and innately magical race known as the Vanir. The Vanir are mortal enemies of the giants of Jotunheim and since the beginning of time they have waged a great war upon each other. They are masters of illusions and are able to trick mortals with their glamours. In halls under the mountains of Vanheim live dwarves, smiths able to craft fabulous items. Vanheim is a land of magic and even the horses are enchanted and are exceptionally fast.

Vanir are skilled shipwrights and navigators and can sail the oceans. Lesser beings are not held in high regard and their blood is sacrificed to sate the awakening god.

Capital: Fortified City	<u>Province defense</u>
Default: Ramparts	Commander at def 1: Vanherse
Farmland: Fortified City	Units at def 1+: Serf Warrior, ½xHuskarl
Mountain: Hillfort	Commander at def 20: Vanherse
Swamp: Swamp Fort	Units at def 20+: Huskarl

Forest: Forest Ramparts
Tower weapons: 6xShort Bow

Prefers cold scale +1

Strengths: Many troops and commanders with stealth, glamour provides mirror images and hides armies, sailing

Weaknesses: Lack of archers, no national spells

Example strategy: Try an awake Keeper of the Bridge. Use the Keeper to patrol the home province for the first five or ten turns, and set taxes at the capital to 200%. This will give your nation a very large head-start in gold income, one that should snowball into a game-long advantage. It will kill some population, but it is much more important to have the gold in the critical very early game than later. Build the best mages you can, and whatever troops gold and resources allow for. Both your Earth and Air mages will find useful battlefield spells in Alteration and Evocation.

Vanheim, Age of Men (Middle Age)

Humans compose most of the population of Vanheim, but the rulers of the land belong to a tall and innately magical race known as the Vanir. The Vanir once fought the giants of Jotunheim, but with the coming of man, they turned their attention elsewhere. Now only a precious few of the Vanir remain, and humans are no longer slaves.

Humans compose the basic infantry units of Vanheim. The Vanir have blessed some loyal humans with superior fighting skills and the ability to enter a state of wild rage or wolverine shape. The Vanir are masters of illusion who fight while mounted on exceptionally fast horses. Female Vanir are called Valkyries and have the ability to fly. This ability was a gift from a dead god who used them as messengers of death. During those days, blood was sacrificed. The old ways have not been used in ages, but still the oldest of the Vanir remember how to sate nature with blood. The Vanir are very skilled sailors and can sail the oceans.

Capital: Fortified City	<u>Province defense</u>
Default: Fortress	Commander at def 1: Herse
Farmland: Fortified City	Units at def 1+: 2xHuskarl
Mountain: Hill Fortress	Commander at def 20: Vanherse
Swamp: Swamp Fort	Units at def 20+: Hirdman
Forest: Forest Fortress	
Tower weapons: 6xShort Bow	

Prefers cold scale +1

Strengths: Powerful sacred troops, sailing

Weaknesses: Lack of archers, non-capital-only mages expensive for research

Example strategy: Try a Water-4 dragon and strong income scales. Use Einheres and Hirdmen to fight independents, while your dragon fights alone against those independents without lances. Make Thaumaturgy level 2 an early research goal in order to use the spells Auspex and Gnome Lore to remotely site-search. With searching done, switch to Conjuration and Construction to spend the gems you've found, or Evocation and Alteration for battle magic. Use your Van commanders to raid: with a few spells, and items forged by the dwarves, they are highly mobile raiders.

Midgård, Age of Men (Late Age)

Once Midgård was called Vanheim, home of the Vanir. But since the coming of man, the Vanir have dwindled in numbers. At first, the Vanir were the undisputed rulers of the land, but the growing human population has taken over the lands and renamed it Midgård. Only a few Vanir survived, but their magic has not yet departed the land. The Vanir are sacred to the human population and the few surviving Vanjarls carry great influence. The humans of Midgård themselves have become altered by the ancient magic of the Vanir, and Skinshifters are more common than they once were.

Capital: Fortified City	<u>Province defense</u>
Default: Castle	Commander at def 1: Herse
Farmland: Fortified City	Units at def 1+: 2xHuskarl
Mountain: Hill Castle	Commander at def 20: Vanherse
Swamp: Swamp Fort	Units at def 20+: Hirdman
Forest: Forest Castle	
Tower weapons: 6xShort Bow	

Prefers cold scale +1

Strengths: Stealth, Glamour, and sailing; excellent random paths

Weaknesses: no archers, poor militia

Example strategy: With the Late Age, what was once Vanheim gains access to Völvor, Astral seers who can increase the already impressive defenses of the Vans with the alterations Luck and Body Ethereal. Increase their defense further by playing a dormant Father of Winters with Water-9 and Earth-4 or Nature-4, paid for with Sloth and some Misfortune (which the Völvor offset). Recruit as many Vans as you can, and mix in some Einheres and Skin Shifters for potency, and for big battles equip Vanjarls for the Völvor to enhance in battle. Vanjarls also make excellent raiders using the point-blank lightning spell Shock Wave, and can use Cloud Trapeze to counter-raid or cut off lines of retreat.

Helheim, Dusk and Death (Early Age)

Helheim is a land of shadows, windswept moors and silent mountains. Here lies Gnipahálan, the stone cave, where the dead pass through on their way to Hel. The hanged kings, ancient Vanir that have hanged themselves to learn the secrets of death, rule the land from their thrones of Helhalla. Helheim is inhabited by Vanir, a race of tall and innately magical beings able to trick mortals with their glamour. The Vanir of Helheim have sequestered themselves from the Vanir of Vanheim and have not been part of the great war with the giants. For ages they have been guiding the dead on their way to Hel in service of a dead god. Now a new god is arising and the old ways are changing. The Valkyries, guides of the dead, have become messengers of death and sacred warriors of the new god. Valkyries, the female Vanir of Helheim, are able to fly, a gift from the dead god they once served. Lesser beings are not held in high regard and their blood is sacrificed to sate the awakening god. The Vanir of Helheim are not as skilled shipwrights and sailors as those of Vanheim.

Capital: Fortified City	<u>Province defense</u>
Default: Ramparts	Commander at def 1: Vanherse
Farmland: Fortified City	Units at def 1+: Serf Warrior, ½xHuskarl
Mountain: Hillfort	Commander at def 20: Helkarl
Swamp: Swamp Fort	Units at def 20+: Huskarl
Forest: Forest Ramparts	
Tower weapons: 6xShort Bow	

Prefers cold scale +1

Strengths: Many troops and commanders with stealth, glamour provides mirror images and hides armies, powerful sacred troops

Weaknesses: Lack of archers

Example strategy: Try a dragon with Fire-9 and Water-9. The bless should make your Van commanders and sacred troops very potent in melee, and the dragon can expand on its own if awake. Make as much use of blessed Valkyries and Helhirdings as possible. In particular Dis leading Valkyries can become practically the perfect raiders, with glamour, flying and stealth, the enemy should have almost no idea where they might strike on any turn. For larger-scale confrontations, Svartalfs are generally the battle mages of choice, with both death summons and Earth evocations.



Machaka is a nation inspired by African kingdoms and the Shona in particular. The king, a sacred figure, reigns, but does not rule. He is served by vassal chiefs, and his priests, the Eyes, Ears and Mouth, keep constant surveillance over sub-chiefs and serve as a link between the people and the temple. The Shilluk concept of regicide and other unspecified ideas from African cultures have also made their way into the nation. Modern Oriental concepts and fantasy clichés can be found in the black sorcerors of the God Mountain, and the spiders. I admit to some obscure influences from the comic *The Phantom* as well.

Machaka, Reign of Sorcerors (Middle Age)

Machaka is an old sacral kingdom where the well-being of the land is thought to be dependent on the will of the king. The king is the highest priest of the kingdom, but should he fail in his duties, he is sacrificed and replaced by one of his numerous sons or brothers. The priests of the kingdom are the true rulers of the land. Religious ceremonies, judicial tasks, and gathering of intelligence are all performed by the Ears, Eyes, and Voice of the Lord. Only warfare is handed over to secular commanders. Machaka uses light infantry, archers, and heavy hoplites second only to those of Arcoscephale. In the forests of Machaka, giant spiders are caught and used as mounts. One other area is left untouched by the priests: magic. Simple Witch Doctors living outside villages grudgingly serve the priests. In the depths of the God Forest lies a lonely mountain filled with caves. Here the true power of Machaka –the Black Sorcerors, Sorceresses, and their Spider Warriors – resides. Machakans prefer hot lands.

Capital: Fortified City

Default: Fortress

Farmland: Fortified City

Mountain: Hillfort

Swamp: Swamp Fort

Forest: Forest Fortress

Tower weapons: 8xShort Bow

Province defense

Commander at def 1: Machaka Chief

Units at def 1+: 3xMachaka Militia, Machaka Warrior

Commander at def 20: Machaka Commander

Units at def 20+: Machaka Hoplite

Prefers heat scale +2

Strengths: Spiders, heavy armor, assassins, transforming mages, broad magic selection with excellent forging

Weaknesses: Missile troops without armor, poor troop variety

Example strategy: Try a Fire-6 Nature-4 Lord of the Desert Sun, with Order 3 and Productivity 3. Use Hoplites to expand, and later supplement them with spider riders and Black Hunters to web and poison more powerful foes. Witch doctors casting Protection on armored spiders is a simple but effective early tactic. As the game progresses, try cross-path spells such as Magma Bolts/Eruption (Evocation 3/6) or Bane Fire (Evocation 6), and forge Machaka's

excellent range of cross-path items for your pretender and a host of smaller thugs summoned with Death magic. Black Sorcerers and Sorceresses can also make surprisingly good thugs in a pinch, buffing with Earth and Fire magic and then transforming into spiders in melee.



Man is one of the first nations conceived in the Dominions universe. The nation is a conglomerate of medieval English and Arthurian concepts spiced with some fantasy elements from *Ars Magica* and the books of Robert Jordan. The Irish/Northumbrian monastic tradition, Anglo-Saxon society, and Welsh longbowmen are all inspirational sources. Later on, the nation turns towards scholarship paired with dark tidings. The mood in the movie *Sleepy Hollow* is a nice comparison.

Early age Man is not present in the release version of Dominions3. It is a nation of tuatha and sidhe called **Tir n'an Og**, and will appear with one of the updates to the game. Maybe not the first one.

Man, Tower of Avalon (Middle Age)

The kingdom of Man is a feudal kingdom. Their kingdom was established by conquering a race of tall and magically powerful beings known as the Tuatha. When the Tuatha were destroyed, their greatest treasure was found: the magical forest of Avalon. Hidden deep within was great magic. The witches of Man entered the forest, learned the old lore, and helped Man to grow in power and influence. The infantry of Man is limited and lacks heavy troops. Their regular armies most often consist of powerful knights and skillful longbowmen. The witches train their own special troops: the Wardens and Knights of Avalon. These troops are very skilled and are also magically enchanted by the witches.

Capital: Fortified City	<u>Province defense</u>
Default: Motte-and-bailey	Commander at def 1: Castellan
Farmland: Fortified City	Units at def 1+: Spearman, 2xMilitia
Mountain: Hill Fortress	Commander at def 20: Bard
Swamp: Swamp Fort	Units at def 20+: Longbowman, Tower Guard
Tower weapons: 8xLong Bow	

Strengths: Good sacred troops, excellent archers, stealth priests, bards

Weaknesses: Priests are weak

Example strategy: Choose a flying pretender with high dominion. Send out squads of rangers and bards while also building up a strong team of crones. Use the foresters to locate a suitable drop zone, then attack in coordination with massive air-dropped troops (casting Call of the Wild and Call of the Winds). The Call of the Wind units can be reused if another target is located nearby. The Call of the Wild forces can be slipped into the neighboring provinces if it looks like you won't be able to hold the province. Or the Call of the Wild troops can be assigned to the rangers as they leave, with the Call of the Wild leader left behind to generate troops. Keep in mind the tactic of setting taxes to 200% and buying province defense if it looks like it's not one you will keep. Driving the unrest over 100 keeps the enemy from recruiting or getting decent gold after it is recaptured. Use longbow-wielding armies everywhere else. Recruit infantry and use it as a screen to protect massive squads of longbowmen.

Man, Towers of Chelms (Late Age)

When the Tuatha were destroyed, their magic was taken by the Witches of Man. They helped Man to grow in power and influence, but with the great magic came a great curse and the Witches dwindled in number and magic left the kingdom. To contain the curse the Old Magic was banned and a scholarly order of Magisters replaced the Witches of Avalon and their wild

ways. The infantry of Man has evolved since the Age of Avalon and the crossbow is common, but knights and longbowmen still make up much of the armies. The Wardens of Avalon have escaped the curse and are the only remnant of the Old Ways.

Capital: Fortified City	<u>Province defense</u>
Default: Citadel	Commander at def 1: Castellan
Farmland: Fortified City	Units at def 1+: Spearman, 2xMilitia
Mountain: Hill Castle	Commander at def 20: Judge
Swamp: Swamp Fort	Units at def 20+: Longbowman, Tower Guard
Forest: Forest Castle	
Tower weapons: 6xCrossbow	

Strengths: Magister Arcane, an incredibly versatile mage; best late-age missile troops

Weaknesses: no real weaknesses!

Example strategy: Because Man has so useful troops and mages, it benefits greatly from a strategy which maximizes its gold income. Magisters Arcane are immune to Drain dominion, which means 120 extra design points thanks to Drain 3. Productivity 3, Growth 3, and Order 3 are almost a must. A Ghost King or a dragon are good choices. Late Age Man is also a good candidate for an immobile pretender which just functions in support.

Start expanding with lots of longbow troops. Early research should be in Evocation, which you can use to your advantage on the battlefield with the missile superiority your national troops provide. Building new castles is a high priority because you want to build many Magisters Arcane and Defenders, the latter of which are probably the best human troop of the Late Age. This will make your armies are hard to beat in the midgame: your longbowmen defeat the enemy missile troops and your Defenders, in combination with your Magisters Arcane, can defeat enemy supercombatants and elite troops. In the late game, your Magisters Arcane can summon golems.



Marignon is a late medieval nation of inquisitors and religious fanatics. Prudent – or perhaps paranoid – priests search for vice and heresy throughout the land, putting men and women to the pyre with fiery justice. Imagine the soldiers wearing fancy and colourful Renaissance clothing, while religious and arcane officials wear red or black robes and severe miens. In the late era the Spanish influence is heavier than the Albigenian. Later Gothic concepts of occultism and devil worship are incorporated along with seafaring and missions abroad.

Marignon, Fiery Justice (Middle Age)

Marignon is a feudal theocracy. The Inquisitors control all aspects of the country, including warfare. The feudal lords pay tithes and tax the peasants, but all political decisions are made solely by the church. Marignon rose out of the ashes of Ermor and has succeeded in holding the shadow of the fallen empire at bay through religious zeal and austerity. The widespread fanaticism in Marignon has done wonders for its survival thus far. The heavy infantry of Marignon are armed with large weapons such as great swords and halberds. All units carry the bright red-and-orange livery of Marignon. The Inquisitors of Marignon are trained in the House of Just Fires together with Witch Hunters. The Witch Hunters are mage-priests of Astral magic.

Capital: Fortified City	<u>Province defense</u>
Default: Citadel	Commander at def 1: Friar
Farmland: Fortified City	Units at def 1+: Pikeneer, Crossbowman
Mountain: Peg Castle	Commander at def 20: Paladin
Swamp: Swamp Fort	Units at def 20+: Halberdier

Forest: Forest Fortress
Tower weapons: 6xCrossbow

Strengths: Powerful priests, spies and assassins

Weaknesses: Mages suffer from extreme old age, cannot choose undead pretenders

Example strategy: Try a Phoenix with Fire-9 and Air-4. Research evocations early on for your pretender to support your flagellant and crossbowman armies. Experiment with using the Phoenix solo within your dominion—he often dies but can inflict massive casualties in the process. Your mages also become very potent with Evocation research, but use them in battle only when really needed, or if you have many other researchers. Eventually, research Conjunction for your national angelic summons.

Marignon, Conquerors of the Sea (Late Age)

With the recapture of the Chalice, the threat of heretics has diminished and with the aid of the Goetic Master's inexpensive human sacrifices the infernal forces can be kept dormant and the Holy Chalice Knights are no longer needed. Marignon is slowly turning its interests outwards. Recent developments in shipbuilding and navigation have allowed priests and nobles of Marignon to expand the influence of God to distant shores. Bringing the true faith to the heathens has become more important than hunting heretics at home. Witch Hunters have been replaced by Navigators and Chartmakers.

Capital: Fortified City	<u>Province defense</u>
Default: Citadel	Commander at def 1: Captain
Farmland: Fortified City	Units at def 1+: Pikeneer, Crossbowman
Mountain: Peg Castle	Commander at def 20: Chartmaker
Swamp: Swamp Fort	Units at def 20+: Halberdier
Forest: Forest Castle	
Tower weapons: 6xCrossbow	

Strengths: Blood magic, sailing

Weaknesses: Cannot choose undead pretenders, sacred troops are fragile

Example strategy: Try a Baphomet with Astral-9, Fire-9 and high dominion. Use crossbows and flagellants to expand, and eventually build some higher resource-cost troops as mages and upkeep begin requiring more gold. For site searching, Goetic Masters and Royal Navigators together cover all paths except Death and Nature to at least level one. Focus research on Evocation: combining the offensive power of flagellants and crossbows with battle evocations will make your armies extremely potent in the early and middle game. By the late game, begin harnessing the power of Blood magic, in particular massing summoned troops and commanders.



Marverni is a nation inspired by Celtic Gaul. Gutuaters, vergobrets, druid astrologers, and blood sacrifices are all heavily influenced by the accounts of Caesar and Roman historians. Bare-chested warriors or nobles dressed in newly invented chain mail fight side-by-side with their chieftains to prove their worth. Bronze horns in the image of various animals are also images to keep in mind. Further inspiration was probably found in *Asterix*, a remarkably good comic by the way.

Marverni, Time of Druids (Early Age)

The Marverni is a nation of tribal chiefdoms guided by druids and religious magistrates. The tribes have a long history of war and infighting, but recent developments have joined the tribes in a single goal. The most prominent tribes are the Marverni, the Ambibates, the Eponi,

and the Carnutes. The Marverni tribe are reputedly the inventors of chain mail and most nobles of the tribes use it. Lowborn warriors fight bare-chested. The Ambibates are known for their martial skills. The Eponi nobles fight on horseback and are the only cavalry available to the nation. The Carnute tribe guards the sacred forest of Carnutes where the druids gather every year. The Carnute warriors are able to go berserk when wounded.

Capital: Fortified City
Default: Motte-and-bailey
Mountain: Hillfort
Swamp: Swamp Fort
Forest: Forest Ramparts
Tower weapons: 6xSling
Capital: Fortified City

Province defense
Commander at def 1: Marverni Chieftain
Units at def 1+: Marverni Slinger, 2xMarverni Javelineer
Commander at def 20: Vergobret
Units at def 20+: Marverni Noble Warrior

Strengths: Powerful communions possible, low-cost forts

Weaknesses: Mages have only one map move, blood sacrifice ability extremely hard to use

Example strategy: Try an Arch Druid pretender with a little of every magic path, and extra Air, Fire and Death magic (which your mages don't have). Using armored noble warriors along with slingers for expanding, get your pretender out searching for sites as soon as possible. Build whatever mages your gold allows for and research toward communion and powerful Earth battlefield spells. Once your mages are researched for battle and you have a strong gem income, focus on high-level items and summons on which you can spend the gems you have been stockpiling.



Mictlan is a nation mainly inspired by the Aztecs and their practice of blood sacrifices. The name is that of the realm of the dead in Aztec mythology. Tenochtitlan was build on a swamp, and so is the Mictlan capital, but Mictlan, particularly in the late era, is also a nation of the rainforest, closer in resemblance to the Maya. Toads are common on mural motifs, but the Slann of White Wolf's *Warhammer* is probably an equally important source of influence on the Atlantian remaking of the Mictlan nation in the late era.

Quetzalcoatl, the Lawgiver, figures in most of the Mesoamerican cultures as a returning saviour figure. One could not paraphrase a Mesoamerican nation without having at least a fleeting reference to him.

Mictlan is also supposed to be a backwards nation reminding us of the arrival of the technologically (and perhaps virally) advanced Europeans in the Americas.

Mictlan, Reign of Blood (Early Age)

Mictlan is an ancient tribal empire that has been isolated for centuries. The foul practices of the priest kings of Mictlan have caused most neighbors to leave or face slavery or death by sacrifice. Since the dawn of the kingdom, blood has been spilled in the temples of the capital to feed the waning powers of the hungry god. The armies are mainly composed of slaves from newly conquered lands. The mage priests of Mictlan celebrate the two Faces and the two of Dominions of the hungry god, namely the Sun and the Moon, the Rain and the Forest. They are all skilled Blood mages.

Capital: Swamp City
Default: Fortified City
Mountain: Hillfort
Swamp: Swamp City
Forest: Forest Ramparts

Province defense
Commander at def 1: Tribal King
Units at def 1+: 3xWarrior
Commander at def 20: Mictlan Priest
Units at def 20+: Jaguar Warrior

Tower weapons: 6xSling

Strengths: Blood (there is no better blood hunter nation), sacred units, cheap sacred mages

Weaknesses: most important mages suffer from old age, forced blood sacrificing, archaic base troops

Example strategy: Try an imprisoned Fountain of Blood with Dominion 7, and scales of Order 3, Sloth 3, Death 3, Misfortune 3, Heat 2, and Magic 1. For magic paths, take Fire-9, Water - 9, and Blood-6. On the first turn, make your tribal king your prophet, and recruit a priest and some sacred units. Blood hunt with your prophet, and on subsequent turns, keep recruiting priest kings and sacred units. Use your prophet and 14 sacred units to start expanding on turn 3. Recruit independent commanders in newly gained provinces.

Rush with your research to Blood-4. Once you get there, use your priest kings to capture Mictlan slaves (not blood slaves) for a few turns. Keep recruiting priest kings as well as High Priests of the Sun: the former to blood hunt, and the latter to summon jaguar fiends. When you have 40-50 jaguar fiends, rush an opponent. Start researching Construction 4 for sanguine dousing rods, then continue with Blood for unique summons. Around turn 20 you can have 50 jaguar fiends at least. It will be tough for your opponent to resist them.

Later, Conjuration becomes important for mound fiends, who can lead and bless lots of jaguar fiends and blood bats. If you find independent air mages, you can even forge air boots for them and drown the world in hordes of summoned beasts.

This strategy is also appropriate for Late Age Mictlan.

Mictlan, Reign of the Lawgiver (Middle Age)

A new era has dawned and the isolation is broken with the coming of the Lawgiver. The Blood Cult has been abolished and the priests are now following the Lawgiver. Isolation has made Mictlan a backward nation and its warriors use archaic weaponry and armor. The armies are mainly composed of slaves from newly conquered lands. The mage priests of Mictlan celebrate the two Faces and the two of Dominions of the Lawgiver, namely the Sun and the Moon, the Rain and the Forest.

Capital: Swamp City	<u>Province defense</u>
Default: Fortified City	Commander at def 1: Tribal King
Mountain: Hillfort	Units at def 1+: 3xWarrior
Swamp: Swamp City	Commander at def 20: Mictlan Priest
Tower weapons: 6xSling	Units at def 20+: Jaguar Warrior

Mictlan, Blood and Rain (Late Age)

When Atlantis was destroyed and the Atlantians scattered, some fled into the deep swamps and jungles of Mictlan. Here they found a people who worshiped the rain as one aspect of their god. The Atlantian kings became kings of rain and reshaped the faith to their needs. They found the secrets of the ancient Blood Cult and reinstalled the foul practices of ancient times. Then the new god rose, hungry for blood. Now Mictlan is once again expanding its territories to feed the hunger of its lord. Isolation has made Mictlan a backward nation and its warriors use archaic weaponry and armor. The armies are mainly composed of slaves from newly conquered lands. The mage priests of Mictlan celebrate the two Faces and the two of Dominions of the Hungry God, namely the Sun and the Moon, the Rain and the Forest.

Capital: Swamp City	<u>Province defense</u>
Default: Fortified City	Commander at def 1: Tribal King
Mountain: Hillfort	Units at def 1+: 3xWarrior
Swamp: Swamp City	Commander at def 20: Mictlan Priest

Tower weapons: 6xSling

Units at def 20+: Jaguar Warrior

Underwater defense

Commander at def 1: Consort

Units at def 1+: Atlantian Militia, Atlantian Shield Wielder

Commander at def 20: Coral Queen

Units at def 20+: Atlantian Militia, Atlantian Light Infantry



Oceania is a nation inspired by medieval bestiaries abundant with creatures of the sea corresponding to beings living on land. As most of these creatures are half-men and fish-beasts, the nation became quite similar to Pangaea. The development of the Triton Kings incorporated modern concepts and imagery of mermen, and so Oceania in the early era is less Pangaeian in style. Knights armed in mother-of-pearl armor, Triton Kings on hippocampoi-drawn sea-shell chariots, and golden tridents are all part of the setting.

Oceania, Triton Kings (Early Age)

For ages the oceans have been dominated by the Tritons of Oceania. But recently, other races have been stirring in the depths and the Triton Kings muster their forces to meet the new threat. Oceania is a nation of Tritons and Mermen. Tritons are unable to leave the sea, but the Mermen can shed their tails and walk on dry land. Both races have mages, but only the Mermen mages can leave the sea although their magic power is reduced when they do. The legendary Bishop Fishes are powerful priests and lead the sacred Triton Knights who are mounted on magic hippocampoi steeds.

Capital: Kelp Citadel

Default: Ramparts

Mountain: Hillfort

Swamp: Swamp Fort

Forest: Forest Ramparts

Sea: Kelp Fortress

Deep Sea: Dark Citadel

Tower weapons: 6xSling

Province defense

Commander at def 1: Turtle Chief

Units at def 1+: Merman

Commander at def 20: Merman Priest

Units at def 20+: Turtle Warrior, Merman

Underwater defense

Commander at def 1: Oceanian Captain

Units at def 1+: Oceanian Triton, Oceanian Triton

Commander at def 20: Triton Prince

Units at def 20+: Oceanian Soldier, Merman

Strengths: Powerful troops with high armor for early age, ease in finding underwater nature fort sites

Weaknesses: Best mages and troops are aquatic

Example strategy: Try an Arch Mage with almost all paths. Let Oceanian tritons handle the underwater expanding, while your pretender follows just behind the army and searches for magic sites. Soon a mage or your pretender should find a new underwater fort where you can build a lab recruit mages to greatly speed your research. Once the seas are controlled, a beachhead can be set up on an isolated shore province. From there, your by-then formidable research and gem income can be channeled into summons to begin the conquest of the land.

Oceania, Coming of the Capricorns (Middle Age)

Oceania is an underwater realm of tritons and half-men. Since the Atlantians emerged from the deeps, the tritons have lost their former domains. Many of the pearl cities have been destroyed and royal bloodlines have been wiped out. Only with the fall of the Star was the Atlantian onslaught halted. The Starspawns of the Sunken City enslaved the Atlantians and consumed their will. During the war between Atlantis and R'lyeh, a new god emerged from the depths, and the Triton Kings were able to muster their forces and found allies in the mermen and ichtysatyr of more shallow waters. Now it is time to reclaim the deeps and conquer the world. Wise and powerful Capricorns, mages of the sea and shores, have been given the task of conquering the wild inlands. Sirens, magically skilled mermaids, lure men to their watery graves with their beautiful songs.

Capital: Kelp Citadel	<u>Province defense (includes underwater)</u>
Default: Fortress	Commander at def 1: Turtle Chief
Mountain: Hillfort	Units at def 1+: Merman, Turtle Warrior
Swamp: Swamp Fort	Commander at def 20: Wave Lord
Forest: Forest Ramparts	Units at def 20+: Wave Warrior, Merman
Sea: Kelp Citadel	
Deep Sea: Dark Citadel	
Tower weapons: 6xShort Bow	

Strengths: Commanders and troops with recuperation, underwater stealth troops

Weaknesses: Mages less powerful on land and stealth troops lose stealth

Example strategy: Try an imprisoned Earth-9, Water-9 Lord of the Waves with high Order and Productivity scales. Build a commander and a triton army right away to begin taxing and patrolling the capital to be able to afford both trident knights and mages. Use squads of four or more trident knights to begin taking provinces both on land and underwater. Set an early Capricorn or merman mage to begin searching for underwater magic sites—there is a very good chance he might find an extra fort. Once the independent expansion phase is finished, start building labs in any uncovered fortresses and build more mages for research. If you get into an early war underwater, take time to research Conjunction to utilize your gems, and use battle summons.



Pangaea is a nation of wild half-men of Greek myth, as they could have developed if exposed to a vast and technologically superior humanity: Iron or skin. Adapt or die. As in most cultures exposed to so-called civilization, some inhabitants cling to traditions, or current perceptions of them; while others adapt to the circumstances, with loss or gain in influence. The loss of ancient magic and traditions over the ages is quite apparent in this nation. This loss is a cause of growing grief, and dark vengeance is available to the Lord of Pangaea. The global enchantment “Carrion Woods” unleashes vast and vengeful powers of the wild upon the world. Vines and roots turn into slithering and growing entities strangling the living in their sleep, and reanimating their corpses as marionettes of vines and bones known as manikin.

Pangaea, Age of Revelry (Early Age)

Pangaea is a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs, and minotaurs serve the lords of the sacred groves deep in the forests. Expansion by the civilized nations has forced the beasts of Pangaea to arm themselves with man-made weapons. Minotaurs wield huge battleaxes and centaurs are trained to use spears and long bows. The magic of the Panii lures women into the forests where they turn wild and shed all their clothing. These women are called Maenads and are turned loose to fight the humans with their bare hands and teeth.

Capital: Woodland Citadel
Default: Ramparts
Farmland: Fortification
Mountain: Hillfort
Swamp: Swamp Fort
Forest: Forest Ramparts
Tower weapons: 6xSling

Province defense
Commander at def 1: Minotaur Lord
Units at def 1+: 1xSatyr Sneak, 2xSatyr
Commander at def 20: Centaur Hierophant
Units at def 20+: ½xCentaur, ½xCentaur Warrior

Strengths: Stealthy and recuperating troops, flying scouts

Weaknesses: Poor armor on troops, weak battle magic.

Example strategy: Try a sleeping Gorgon with Earth-9 and Nature-6. Build and bless as many white centaurs as possible for expanding. Later they can also make formidable raiding forces. Your pretender herself should probably not be risked in melee combat without first forging combat equipment. Make an early research effort towards Mother Oak. With your pretender and starting gems it should be no trouble to cast it and can easily double your gem income. In the long term, focus on summons that help diversify your magic, such as faerie queens or unique blood summons.

Pangaea, Age of Bronze (Middle Age)

In ancient times, the woods covered much of the world, but that has changed. Man is no longer beast, and animals are no longer wild. The world of the wild is disappearing. Centaurs have developed civilized societies and donned armor. The Panii, guardians of the groves, have decided that it is time to act to preserve their dwindling habitat.

Capital: Woodland Citadel
Default: Fortress
Mountain: Hillfort
Swamp: Swamp Fort
Forest: Woodland Citadel
Tower weapons: 6xSling

Province defense
Commander at def 1: Centaur Commander
Units at def 1+: 1xSatyr Sneak, 2xSatyr
Commander at def 20: Centaur Hierophant
Units at def 20+: ½xCentaur, ½xCentaur Warrior

Strengths: Lots of stealth, including stealth priests, units heal afflictions

Weaknesses: limited mages

Example strategy: Sneak armies that get behind enemy lines and strike at weakly defended provinces. Turn the taxes to 200% and put in some province defense, recruit local independents, hire mercenaries, and sneak the army back out to strike elsewhere. Watch for opportunities such as your opponent losing a large battle so that you can strike while they are weak. Don't forget the power of stealth preaching to lower enemy dominion. Research Conjuraton and summon lots of vine ogres, with the help of Ivy Crowns and later vine kings, to help defend your own lands.

Pangaea, New Era (Late Age)

Civilization has finally reached the forests of Pangaea. The old ways give way to new traditions. Archaic weapons are replaced by new ones of tempered steel. Ancient cultic practices have all but disappeared, and human females once attracted to the wild dances and songs no longer seek the revelry of the Panic tunes.

Capital: Fortified City
Default: Castle
Farmland: Fortified City

Province defense
Commander at def 1: Cataphract Commander
Units at def 1+: 1xSatyr Sneak, ½xSatyr Hoplite, 1xSatyr Hoplite

Mountain: Hill Castle
Swamp: Swamp Fort
Forest: Woodland Citadel
Tower weapons: 6xShort Bow

Commander at def 20: Minotaur Commander
Units at def 20+: 1xSatyr, 1/2xCentaur Cataphract

Strengths: stealth, recuperation, magic resistance, powerful mages for late era, undead Manikin summons

Weaknesses: weak priests and expensive mages

Example strategy: Get even! Pick a sleeping Carrion Dragon with Nature-6 and Death-6, and aim to cast the level 8 enchantment Carrion Woods. Make sure you take Growth 3 for maximum effect, which also makes entanglement spells more effective. Early on, take advantage of your excellent armored satyrs and cataphracts, and supplement them with Manikin and Mandragoras reanimated by your Black Dryads. Look to summon Lamia Queens and hordes of Lamias towards the middle of the game, and raise the Mother Oak to fund your later casting of Carrion Woods—finally, you can wreak vengeance upon those who slew you!



Pythium is based on the eastern Roman Empire and Byzantium. Its history and military bears a legacy of Ermor, as did Byzantium from Rome. The theurgs and their ceremonial magic are influenced by the lavish liturgy of the Orthodox Church. The Cathedral of the Spheres is filled with chanting, the fragrance of incense, and processions of theurgs robed in gold and silver. Ritual magic is a public and religious affair. The serpent-and-emerald part of the nation is more free-form fantasy fiction, and comes from the name I think.

Pythium, Emerald Empire (Middle Age)

The emerald empire of Pythium is a splinter empire of the great empire of Ermor. As dark arts were practiced in the heart of the empire, the stars warned the theurgs of Pythia to flee the impending doom. They led Pythia away from the falling empire and formed an imperial theocracy under their wise rule. But this was not enough to save them. As Ermor crumbled, the provinces of Pythium rebelled and broke from their old masters. The emperor of Pythium could not reclaim the rebelling lands, and the power of Pythium diminished over the centuries.

The war machine of Pythium is based on the old legionnaire army of Ermor, with some minor modifications. During Ermorian times, part of the Pythian lands were under the sway of the Sauromatian tribes. The Androphags used hydras of the Pythian marsh in warfare. For a long time, hydras were only used in the Pythian arenas, but now the old practice has been adopted along with the usage of serpent mounts.

Capital: Great City
Default: Fortified City
Mountain: Hill Fortress
Swamp: Swamp Fort
Forest: Forest Fortress
Tower weapons: 2xBallista

Province defense
Commander at def 1: Centurion
Units at def 1+: Velite, 2xAlae Legionnaire
Commander at def 20: Battle Deacon
Units at def 20+: Hastatus

Strengths: High starting gem income, masters of communion

Weaknesses: Severe old age problems with mages

Example strategy: Try an imprisoned Lord of Rebirth with Earth-3, Nature-3, Death-3 and strong income scales. Handle independents using legionnaires, while building mages to research and cast remote site-search spells. Make researching Conjuraton and acquiring

Astral gems a priority to make use of Pythium's very powerful angelic summons. Eventually, your pretender will awaken to help diversify your magic.



R'Iyeh is the other nation heavily influenced by the fiction of H.P. Lovecraft. While Atlantis represents the more tellurian aspects of the Cthulhu mythos, R'Iyeh represents the stranger aspects and beings of the Lovecraftian universe. Starspawns, strange openings and beings of the Void are mixed with a bit of fantasy role-playing game clichés. The nation progresses from a D&D-ish nation of Aboleths to an insane nation of dreaming madmen, mutated lunatics and mind-defying void beasts. F'tagn.

R'Iyeh, Time of Aboleths (Early Age)

In the deepest of oceans lives the strange fishlike race called the Aboleths. These beings are highly intelligent and the older Aboleths called Mind Lords can enslave lesser beings with the force of mind alone. Having this power means they have enslaved mermen and Deep Ones to do the daily work and to fill up the ranks in their army. In a deep gorge, the enslaved workers have built a score of small but magnificent cities for their rulers. In this gorge lives the greatest of the Aboleths.

Capital: Dark Citadel	<u>Province defense (includes underwater)</u>
Default: Ramparts	Commander at def 1: Slave Prince
Mountain: Hillfort	Units at def 1+: 2xSlave Trooper
Swamp: Swamp Fort	Commander at def 20: Slave Priest
Forest: Forest Ramparts	Units at def 20+: 2xSlave Guardian
Sea: Kelp Fortress	
Deep Sea: Dark Citadel	
Tower weapons: 6xSling	

Strengths: Commanders with built-in life drain, un-routable recruitable troops

Weaknesses: Best commanders are aquatic, many troops need magic leadership

Example strategy: Try a Polypal Mother with many paths (particularly Air). Triton slave troopers make excellent underwater expansion forces, mixed with lobo guards if a mage is available to lead them. As soon as the seas are controlled, look to research in Construction so your pretender may forge Amulets of the Fish to bring herself (with Teleportation) and the Mind Lords above the waves. In the long term, look for summons like spectres or naiads your pretender can make to help diversify your magic.

R'Iyeh, Fallen Star (Middle Age)

In ages past, a distant star inhabited by a great race of strange alien beings was struck with an unimaginable catastrophe. The star fell from the heavens, breaking into tiny shards. One such shard fell through the spheres and down upon the world. The shard came to rest on the ocean floor, and there, a remnant of this great race adapted and survived. They multiplied, and enslaved a race of fishlike humanoids by sheer strength of mind.

R'Iyeh, the sunken city, is a mind-defying place built under the sea with an architecture unlike any known to man. In the halls of R'Iyeh the Starspawns, the Great Ones who survived the fall, plan the reemergence of their Great Race. The Starspawns are powerful mages with great knowledge of distant stars, and all of the Great Race are powerful mindcrafters.

All coastal forts of R'Iyeh have a special well where women can submerge themselves in the hope of being impregnated by a Great One. However, most will be taken by Deep Ones instead, and the women's offspring will be strange, fishlike humanoids instead of the noble

Starchildren they wanted. These half-human hybrids are usually devoted to the cause of putting mankind below the sea and often join the army of R'lyeh free of charge.

Capital: Dark Citadel	<u>Province defense (includes underwater)</u>
Default: Fortress	Commander at def 1: Illithid Lord
Mountain: Hillfort	Units at def 1+: 2xLobo Guard, Slave Trooper
Swamp: Swamp Fort	Commander at def 20: Starspawn
Forest: Forest Ramparts	Units at def 20+: Slave Guardian, ½xShambler Thrall
Sea: Kelp Fortress	
Deep Sea: Dark Citadel	
Tower weapons: 1xMind Blast, 4xShort Bow	

Strengths: Mind Blasts effective against tough enemy units, some very powerful summons available through the Void Gate

Weaknesses: Void Gate difficult to use, many troops need magic leadership

Example strategy: Try a sleeping Void Lord with Astral-5 and Water-2. The Void Lord's built-in life drain means that he effectively has both Regeneration and Reinvigoration, so you can use items and spells for other purposes. Use triton slave troopers and crab hybrids to expand underwater; lobo guards, illithids and meteorite guards on land. Set up a starspawn priest using the Void Gate as soon as possible—the longer they use it, the more skilled they become and the more powerful creatures they can summon. Beware of Void monsters attacking your summoner, though, so give him some bodyguards and eventually script him to cast Returning. Starspawn are powerful battle mages, and have a variety of useful spells in the Alteration, Thaumaturgy and Evocation schools.

R'lyeh, Dreamlands (Late Age)

In the halls of R'lyeh, the Starspawns, the Great Ones who survived the fall, opened a gate into the void and unleashed its horrors upon the world. But the void was not to be controlled even by the Starspawns. The very fabric of the veil was weakened and madness struck the inhabitants of mighty R'lyeh. Only the most powerful of the Starspawns were able to keep their minds intact. The empire crumbled as insanity took the leaders and the former slaves and servants of the empire were able to lift the yoke of R'lyeh.

But now a god is awakening, and it is a god dreaming of the void. Mind-defying dreams of the sleeping god are plaguing the inhabitants of coastal and underwater cities, and with the dreams come the horrors. Strange cannibalistic cults worshipping the void call them from beyond. The dreamlands of R'lyeh threaten to destroy the world.

All coastal forts of R'lyeh have a special well where women can submerge themselves in the hope of being impregnated by a Great One. However, most will be taken by Deep Ones instead, and the women's offspring will be strange, fishlike humanoids instead of the noble Starchildren they wanted. These half-human hybrids are usually devoted to the cause of putting mankind below the sea and often join the army of R'lyeh free of charge.

Capital: Dark Citadel	<u>Province defense (includes underwater)</u>
Default: Castle	Commander at def 1: Illithid Lord
Mountain: Hill Castle	Units at def 1+: 2xLobo Guard, Slave Trooper
Swamp: Swamp Fort	Commander at def 20: Starspawn
Forest: Forest Castle	Units at def 20+: Slave Guardian, ½xShambler Thrall
Sea: Kelp Fortress	
Deep Sea: Dark Citadel	
Tower weapons: 1xMind Blast, 4xShort Bow	

Dominion effect: Kills population. Creates dreamers, madmen and Void Beings. Makes all non-Void Beings insane.

Strengths: Troops spawn for free, dominions makes non-void beings insane, only late era nation starting underwater

Weaknesses: Difficulty using independent and most summoned mages, population dies gradually off

Example strategy: Try a Void Lurker with Astral-5, Water-3, Fire-3, Earth-4, Air-4, Death-3, Nature-4, Blood-2, and full Order and Magic scales. Use negative scales in all other areas to get the points. Use armored triton slave troopers and free spawn dreamers to expand. Your pretender, together with recruited mages, should be able to quickly research defense spells and Teleportation to use your Void Lurker in combat (followed by site searching). Also research Construction for an Amulet of the Fish to use him on land. Try to spend as little gold on troops as possible—as your population dwindles, you will want all the gold for mages. Research Thaumaturgy to give your starspawn spells to back up your dreamer hordes, and Conjunction for summons such as Abominations.



Sauromatia is a nation based on Herodotus' accounts of the Scythian peoples in *The Histories*. Here Scythians, Amazons, Sarmatians, and Androphags are described with their strange traditions and unsavory practices, and the book is a splendid source for any modder seeking inspiration for a new nation. Grave goods, archaeological findings and Osprey military books have given the nation further life. Finally, Witch Kings and elements of the Pythian predecession (serpents, swamps and hydras) were added to the Androphags to make the nation more sinister and Dominion-esque.

Sauromatia, Amazon Queens (Early Age)

Sauromatia is a nation of nomadic warrior tribes ruled by women. Men and women fight side-by-side and all prominent tribes are ruled by warrior queens. This is a legacy of the merging with the Amazon tribes in times past. The Amazons leaders were not accepted, as they were not warriors, but they influenced the Sauromatians and women warriors gained power and influence. Only the tribe of the Androphags have totally rejected the notion of female leadership. The Androphags are ruled by ancient witch kings that introduced cannibalism and man-flaying to the Sauromatians. The Androphags also use hydras from the marshes of Pythia in warfare.

Capital: Fortified City	<u>Province defense</u>
Default: Ramparts	Commander at def 1: Chieftain
Farmland: Fortification	Units at def 1+: Sauromatian Archer, Raider
Mountain: Hillfort	Commander at def 20: Warrior Priestess
Swamp: Swamp Fort	Units at def 20+: Lancer
Forest: Forest Ramparts	
Tower weapons: 8xComposite Bow	

Strengths: Powerful poison archers, access to blood magic

Weaknesses: Lack of direct-damage spells, difficulties avoiding friendly-fire poison

Example strategy: Try an imprisoned Sacred Statue or Monolith, with strong income scales and some elemental magic. Expand with a mix of androphag archers and Sauromatian amazons to guard them from melee. Research Enchantment for a variety of useful Death summon and battlefield spells. When your statue or monolith finally awakens, you can use it as a trump card to teleport on top of enemy armies – it will be very difficult to harm while it slowly eats away the enemy army with a damage shield like Fire Shield and/or close-range battle magic like Shock Wave or Immolation.



Yomi, Shinuyama and Jomon are three nations heavily influenced by Japanese history, folklore, and myth. The first of the three nations is an uncivilized nation of demonic brutes enslaving and eating humans and other races. They are replaced by Bakemonos, ghostly goblins of Japanese folklore of similar outlook, and finally the humans take control. The beings of Shinuyama are quite heavily influenced by the old pen-and-paper RPG *Bushido*, although some other sources on mythological beings such as Tengus and Kitsune have been used. Modern myth, such as the western idea of the ninja, also has a place in the late nation of Jomon.

Yomi, Oni Kings (Early Age)

Yomi is a land of un hospitable mountains, steaming sulphidic pools and sudden volcanic eruptions. At the center of this unforgiving land lies a great cone-shaped mountain at the top of which is an entrance to the netherworld. From this gate the Oni have come, one by one or in small groups. Oni are demons of the wild: ugly, pot-bellied and mischievous. They are ruled by Oni Kings that occasionally emerge from the netherworld to wreak havoc on the land of the living. Oni are almost immortal and must be killed in spirit as well as in body to stay dead.

Capital: Mountain City	<u>Province defense</u>
Default: Ramparts	Commander at def 1: Demon Priest
Farmland: Fortification	Units at def 1+: Bandit, Ko-Oni
Mountain: Mountain Citadel	Commander at def 20: Oni General
Swamp: Swamp Fort	Units at def 20+: Bandit, ½xAo-Oni
Forest: Forest Ramparts	
Tower weapons: 8xShort Bow	

Strengths: Dai Oni

Weaknesses: weak priests, only average non-capital-only mages

Example strategy: Focus on researching buffs and equipment for your Dai Oni, such as soul vortex and invulnerability. Recruit one each turn from midgame on and equip him and then use him as thug/supercombatant. Use lots of bakemono archers for expansion, mixed with shortbow bandits which you can build when gold becomes a bottleneck. In midgame you can then buff your bakemono archers a bit by using flaming arrows. Use some black servants for raiding. The Hannya can be used for skelspamming in battle.

Shinuyama, Land of the Bakemono (Middle Age)

When the entrance to the netherworld closed, the Oni became fewer and fewer. The Bakemono slaves and human servants rebelled, and when the last of the Dai Oni died, the realm was taken over by Bakemono Kings. Human smiths were forced to reveal the secrets of metalcraft and the Bakemono have become ready to conquer the lowlands from the humans. The Bakemono still live in a tribal society ruled by the strongest and most powerful of their kin. The Bakemono are a diverse kind: huge lumbering O-Bakemonos, proud Dai-Bakemonos, strange shape shifters and ghostly apparitions all heed the call of the Bakemono Kings and the awakening god.

Capital: Fortified City	<u>Province defense</u>
Default: Fortress	Commander at def 1: Bakemono General
Mountain: Hill Fortress	Units at def 1+: 3xBakemono-Sho
Swamp: Swamp Fort	Commander at def 20: Bakemono General
Forest: Forest Fortress	Units at def 20+: O-bakemono

Tower weapons: 6xShort Bow

Strengths: Powerful mages can be recruited in all fortresses, stealth troops

Weaknesses: Best mages have severe old age, lesser mages weak in battle

Example strategy: Try a sleeping Bakemono Kunshu with Astral-4, Death-3, Air-2, and Fire-3. Use cheap bakemono archers and bandits to expand, while building bakemono sorcerers to start researching and site searching. Once your pretender awakens and you have the proper spells researched, he makes a very powerful and unique pretender as he is tough and immortal but not undead (and thus immune to the usual undead counters). Later on, many national conjuration spells help to further diversify magic, while Evocation opens up many battlefield options for bakemono sorcerers.

Jomon, Human Daimyos (Late Age)

The rice fields of Jomon were the first to be attacked by the Bakemono onslaught. After years of slavery and mistreatment the human inhabitants rebelled as the Bakemono once had rebelled against their Oni masters. One by one the Bakemono tribes were replaced by human Daimyos and their sworn warriors. A strict feudal warrior society replaced the unorganized rule of the Bakemono Kings. Even the wars have become ritualized, and peasants are left largely at peace. With the coming of the god, the Daimyos have joined forces and look to other realms to conquer.

Capital: Fortified City

Default: Castle

Farmland: Fortified City

Mountain: Hill Castle

Swamp: Swamp Fort

Forest: Forest Castle

Tower weapons: 8xLong Bow

Province defense

Commander at def 1: Gokenin

Units at def 1+: 2xAshigaru, ½xSamurai Archer

Commander at def 20: Hatamoto

Units at def 20+: Samurai

Strengths: Very versatile magic, many national summons.

Weaknesses: Most troops very resource-intensive, some national summons not castable by national mages.

Example strategy: Try a Death-3, Earth-2, Air-2, Fire-2 Ghost King with high Productivity and Order scales. Expand with samurai archers and as many independent troops as you can gather. Meanwhile, your pretender can search for magic sites until his personal defense spells become available through research. Between your pretender and mages searching, you should soon have a large gem income, which makes Conjuration spells an attractive choice. National Death summons cast by your pretender can further increase the magic diversity, and both summoned and recruited mages have useful Alteration and Evocation spells to cast in battle.



T'ien Ch'i is obviously influenced by China. I couldn't even resist the name Spring and Autumn, from the period of the same name in Chinese history. Chinese history is rich and there is plenty to draw upon. Daoism and its five elements, inner alchemy, and quest for longevity inspired the Masters of the Way as did the T'ien Shih—celestial master—of institutional Daoism convert into the Celestial Master of T'ien Ch'i. Heroes come in plenty in the Chinese tales and the Seven Immortals are all interesting figures. Sun Wukong and his friends are perhaps even more so. There is plenty of stuff to expand on should I or a merry modder find the time. Finally, T'ien Ch'i has been inspired movies from Hong Kong, China, and Korea.

T'ien Ch'i, Spring and Autumn (Early Age)

The Celestial Empire has not yet been founded. The magic of The Way permeates the realm, and reclusive mages conjure Celestial Beings to do their bidding. Nobles wage war upon each other for honor and glory. A few chosen warriors and mages dedicate their lives to the training of the Five Elements. The deceased are worshipped, and village priests conjure the dead to ask for guidance and aid. It is a time of legends.

Capital: Fortified City	<u>Province defense</u>
Default: Fortification	Commander at def 1: Noble Commander
Farmland: Fortified City	Units at def 1+: 3xFootman
Mountain: Hillfort	Commander at def 20: Master of the Dead
Swamp: Swamp Fort	Units at def 20+: Footman
Forest: Forest Ramparts	
Tower weapons: 8xComposite Bow	

Strengths: Good sacred troops; magically versatile; decent missile troops

Weaknesses: Severe old age problems; weak non-capital-only mages

Example strategy: Take at least a dual bless. Fire-9 plus Water-9 works very well. Your first research priority should be the Conjuraton school to get your summonable sacred units.

In your first turns, build some Masters of the Five Elements, and try to always build Warriors of the Five Elements. Build archers with any extra resources. Expand your territory with Warriors of the Five Elements and an archer group. Use your Masters of the Five Elements to search for magic sites. The celestial hounds and river demons are your best sacred troops, which you can further enhance with spells like Body Ethereal.

Instead of taking a building a second castle, try taking new castles by force. Because the Celestial Masters and the Celestial Hounds and the Demons of Heavenly Fires can fly, they make excellent raider groups. Concentrate your other sacred units in your main army.

T'ien Ch'i, Imperial Bureaucracy (Middle Age)

The Celestial Empire of T'ien Ch'i is ancient. Since the founding of the empire, peace has reigned, and a bureaucracy of great efficiency has evolved. Ministers and officials chosen by skill rather than birth govern the empire. The Emperor and his family are considered divine, but are not involved in the administration. The cavalry of T'ien Ch'i is well known, and the bureaucracy has enforced a conscription policy that has been very successful. A magic tradition called The Way is practiced by hermits and scholars in the kingdom. Prominent Masters of the Way come to the Heavenly Gate in the capital to be ordained as Celestial Masters. These mage priests can summon heavenly beings from the celestial sphere to serve the empire.

Capital: Great City	<u>Province defense</u>
Default: Fortified City	Commander at def 1: Eunuch
Mountain: Hill Fortress	Units at def 1+: 3xFootman
Swamp: Swamp Fort	Commander at def 20: Ceremonial Master
Forest: Forest Fortress	Units at def 20+: Imperial Footman
Tower weapons: 6xCrossbow	

Strengths: Powerful spies, variety of troops

Weaknesses: Best mages are capital-only, Celestial Masters vulnerable to the magic duel spell

Example strategy: Try a sleeping Jade Emperor with Air-4, Astral-4, and Water-3. Use heavy

crossbowmen and composite bowmen to expand, occasionally bringing along a Celestial Master to search the province afterward. Once the gold income is rolling in, start building fortresses to build Imperial Consorts. Use a large number of these to incite unrest in another nation prior to invasion, and you will most likely be able to win a war of attrition as your enemy's gold supplies dwindle, and when fortress provinces exceed 100 unrest, recruitment will be stopped. In a long game, use the high-level Astral magic booster items and summons to diversify your magic.

T'ien Ch'i, Barbarian Kings (Late Age)

The Celestial Empire is crumbling. Constant invasions from the barbaric khans have all but destroyed the bureaucracy. The Imperial family has been replaced by barbarian kings. The Imperial Guard is no more, and the cavalry of old has been replaced by skilled barbarian horsemen. Ancestral worship is popular once again, and the Masters of the Dead are replacing the priests of the bureaucracy. The conscription policy is still in use, but not as efficient as before.

Capital: Fortified City	<u>Province defense</u>
Default: Castle	Commander at def 1: General
Farmland: Fortified City	Units at def 1+: Footman, 2xArcher
Mountain: Hill Castle	Commander at def 20: Spirit Master
Swamp: Swamp Fort	Units at def 20+: Barbarian Heavy Horseman
Forest: Forest Castle	
Tower weapons: 8xComposite Bow	

Strengths: Versatile magic, cheap cavalry

Weaknesses: Low-armor troops for late era, weak priests

Example strategy: Try a dormant Mother of Rivers with Water-9. Use Ancestor Vessels and heavy infantry to expand. If you set the Vessels to "hold and attack," they will fire their bows twice and then charge into melee. When your pretender awakens, use an Ancestor Smith to forge armor for her and then send her against independent provinces. Use your variety of mages to search, preferably with remote search spells like Voice of Apsu and Arcane Probing. Later, sacred national summons can also make use of the Water bless.



Ulm is a nation that goes through major changes with the eras. In early times it is a barbarian nation. Think Conan! Or at least, think of the first five minutes of *Conan the Barbarian*, when Conan's family is slaughtered by Thulsa Doom and the young boy is brought to slavery. Think of fur-dressed shamen and warrior smiths speaking of the Enigma of Steel. Then think of the German tribes described by Caesar in *The Gallic Wars*, the Roman disaster of the Teutoburger Forest, and the pagan temple at Irminsul. Ulm in the early era is an Ulm before the arrival of civilization.

Ulm of the later eras is inspired by, amongst others, Teutonic Knights and German Landsknechts. Late Ulm is an intended shift of style towards central and eastern Europe, southern Germany/Bavaria, and Transylvania. One of the classic ingredients of gothic novels is tainted bloodlines. Another feature common amongst the traditional, Anglo-Saxon and Protestant, gothic novel is that it takes place in some part of Catholic Europe, so making a Goethicized fantasy "Bavarian" Ulm is a natural step, I think.

Ulm, Enigma of Steel (Early Age)

Ulm is a land of cold mountains and dense forests. These wild lands were settled by proud and fierce barbarians in ages past. Their ancestry has made the inhabitants of the forests stronger and more resilient to the cold climate than ordinary men. Upon becoming men,

youngsters are given a single knife and left in the forest at first snowfall. Those who survive the winter are allowed to return to their family.

The barbarians of Ulm live in small settlements ruled by chieftains and warrior smiths searching for the enigma of steel. Steel is a sacred metal and its maker is as well. Smithing has become equivalent of making a sacrifice to the Lord and no other culture has developed such a skill in magical forging.

Horses are rare and those who use them in warfare are held in contempt. Sneak attacks, on the other hand, are common, and many warriors use stealth to engage opponents in hand-to-hand combat.

Capital: Fortified City	<u>Province defense</u>
Default: Ramparts	Commander at def 1: Warrior Chief
Farmland: Fortification	Units at def 1+: Archer, Warrior
Mountain: Hillfort	Commander at def 20: Shaman
Swamp: Swamp Fort	Units at def 20+: Axe Warrior
Forest: Forest Ramparts	
Tower weapons: 8xShort Bow	

Strengths: Item-forging discount, powerful and stealthy troops, diverse magic

Weaknesses: Lack of high-path mages for an early nation, low magic resistance

Example strategy: Try a Sleeping Ghost king with a variety of magic, especially some Earth. Build as many archers as possible for expansion – they are able fighters in melee as well as devastating to low-armor early age troops. By the time your pretender awakens, have personal defense spells like Ironskin or Mistform researched and he will make a very formidable combatant. Later, research Construction and Conjunction for items for your smiths to forge, and summons to equip them on.

Ulm, Forges of Ulm (Middle Age)

Ulm is a young kingdom risen from the Ulmic tribes conquered by the fallen empire of Ermor. From the ashes of Ermor emerged a new kingdom true to its ancient legacy, the enigma of steel. Where Marignon relied on religion to build a kingdom, Ulm relied on steel. The mines of Ulm are famous for their riches, and the smiths of Ulm work the iron into the black steel armor used by the knights and infantry of Ulm. The people of Ulm are heavily built by human standards. Their infantry use full chain or plate armor made of black steel. The feared Black Knights of Ulm are the most heavily armored troops known to man. The leaders of Ulm have never approved of magic, and only the master smiths are allowed to use it. The smiths are used to working in conditions that are magically unfavorable, and are therefore not adversely affected by provinces that have a strong Drain dominion. The smiths craft armor and weaponry for lords and kings, but the strength of steel is preferred to magic. Even religion is of secondary importance in Ulm.

Capital: Fortified City	<u>Province defense</u>
Default: Citadel	Commander at def 1: Commander of Ulm
Farmland: Fortified City	Units at def 1+: ½xInfantry of Ulm, Crossbowman
Mountain: Peg Castle	Commander at def 20: Priest
Swamp: Swamp Fort	Units at def 20+: Pikeneer
Forest: Forest Fortress	
Tower weapons: 4xArbalest	

Strengths: Forge bonus/alchemist pretender; master smith is versatile; arbalests; spies

Weaknesses: Magically inflexible, troops demand lots of resources, below average priests/no bless troops

Example strategy: Take an awake Alchemist with good Order and Production scales and some Nature or Death magic, which eventually gives you access to most paths your nation doesn't cover with your master smiths. Your initial expansion will be slower than with other nations with an alchemist, but in the long run he will pay off. Focus on arbalests. As soon as you find independent bowmen, build those, too. An army composed of arbalests and bowmen is effective as the arbalests can fire at cavalry and large monsters while the bowmen engage enemy archers and light troops. Build additional castles quickly to produce arbalests and master smiths..

Ulm, Black Forest (Late Age)

After years of civil war the iron kingdom crumbled. During the Night of the Treason, a great Malediction was placed upon the kingdom. The forests became dark and hostile. Wolves and creatures even worse stalked the land. Slowly the kingdom recovered, but it was not what it once was. The knightly order was all but destroyed and the smiths had disappeared. The secrets of Blacksteel were forgotten. An order of Black Priests emerged in Ulm. They formed an Iron Cult and forbade the use of magic. Magic outside religion was announced to be sacrilegious, and the few surviving master smiths were put to the flames. Although magery is forbidden, there are some fortune tellers and members of the Order of the Illuminated Ones that secretly ply their trade.

Capital: Fortified City

Default: Citadel

Farmland: Fortified City

Mountain: Peg Castle

Swamp: Swamp Fort

Forest: Forest Castle

Tower weapons: 6xCrossbow

Province defense

Commander at def 1: Commander of Ulm

Units at def 1+: Pikeneer, Villain

Commander at def 20: Black Acolyte

Units at def 20+: Halberdier

Strengths: Stealth troops and mages, powerful national Blood summon spell requiring no research

Weaknesses: Mages weak even for late era, troops have low magic resistance

Example strategy: Try a Vampire Queen with Death-3, Blood-3, Fire-2, Earth-2, and Air-2. Expand using rangers and heavy infantry, while researching Alteration for your pretender to use, and Construction for Sanguine Dousing Rods. Once you can forge the rods and your pretender is taking provinces, begin blood hunting with mages of the second tier and fortune tellers with Blood. When you have accumulated enough blood slaves, bring your pretender back to summon a count or two with the national spell Sanguine Heritage. The counts can summon more with a few booster items, and moreover can blood hunt and generate troops to patrol to keep down unrest, allowing an ongoing cycle of count-summoning.



In the world of Dominions, it is best not to invoke:



Umor, the Eater of Gods, is a Doom Horror, an astral being that feeds on the emotions of suffering, lamentation, and fear. The Eater primarily targets pretender gods as they provide much more emotional sustenance than mere mortals. The Eater has emerged several times in history and slain the gods and exalted spirits of the time. It has strangely distorted perceptions and will primarily attack gods previously marked by Astral magic.

STRATEGY

A window into Dominions for Everyman

In a way, writing a strategy guide to Dominions is like spoiling a good story by giving away the ending. One Dominions II player summed it up like this:

The tipping point that led me to purchasing and playing Dominions II was an essay or forum post (I can't remember which it was) about how the Illwinter guys couldn't remember a hefty portion of what they had coded into the game. The example was the Wish spell. The essay made it sound like you could wish for literally anything, and the game just might be able to accommodate you. It was almost like the game had a little real magic in that respect. And it wasn't just the Wish spell, I think it mentioned other spells or abilities that had mysterious properties because the programmers weren't sure anymore what they did.

Sorry to disappoint the dear readers, but the designers do, in fact, know how the game works. Not necessarily from memory, but if you dig into the game code, eventually everything can be discovered. But that sentiment expressed above is very much part of what made Dominions so compelling for many people. At the same time, players would become frustrated when they could not learn the effects of a given spell, beyond a vague description. Dominions 3 has addressed this by including more tool-tips and explanations in the game, but leaving the descriptions, which are such an essential part of the Dominions milieu, intact. Those who prefer to explore the Dominions world on their own will be richly rewarded, but not by the parts of this manual where secrets are exposed. They would be best served by not tempting themselves with forbidden pages. For others, who are interested in explanations of a concrete sort, this is our offering.

A game philosophy

If you've read all the way (or even most of the way through the manual), and played the tutorial, then congratulations. You have an idea about how the game works, and have seen firsthand what kinds of decisions are made from turn to turn. But you probably feel like there is a lot you don't know (which is true). This strategy section is designed to get you past the initial stages of the game to a better understanding of what's important: how to win. In the Nations section, you can find hints and suggestions for most nations in the game. These are not guaranteed or anything – they are only suggestions. If you use them and do not win, we are sorry, but not legally responsible. If you think of something that works much better, come post the idea to the **www.ShrapnelGames.com** forums and share with everybody.

The biggest mistake that new (or even experienced) Dominions players make is that they fail to have a long-term plan for what their empire will look like 20, 30, or 40 turns down the road. It's not enough to plan on a large empire, with a lot of provinces generating a lot of income. Everyone wants this. Unfortunately for those who don't plan ahead, having a big empire isn't enough in Dominions 3. It's very important, sure, but it's only one part of a successful endgame strategy. In fact, because of the way the game is designed, two players can be well matched in terms of provinces, income, dominion, and armies, yet one can have a huge advantage over the other simply because he has put all the pieces of the puzzle together, while the other one has not. Dominions 3 is a fantasy wargame where huge armies can get wiped off the map by smaller armies that use magic properly. Everything you do in the game should achieve one of two things: make your armies stronger, or make your enemies' armies weaker. This can be done by casting global spells that increase unrest and reduce opponents' income, or by researching spells that get you useful summoned creatures, or just good battlefield spells. But just building a bunch of units and sending armies around the map to capture provinces is going to work just as long as there are independents to conquer. Right after that, you're going to be slaughtered, unless all the other players are playing the way you are. While there isn't quite so much pressure in solo play, it's good to think in terms of what a clever enemy might do. That way, you're always prepared.

Wait a minute! That sounds like super-advanced strategy! I don't even know what all the spells do! True. We'll go through the philosophy of magic (as it applies to Dominions) later on. But in order to understand what this leads up to, it's helpful to keep in mind about Dominions that "everything fits." When you're thinking of part of a strategy, consider it and ask, "does this fit?" If you're researching spells to increase your troops' protection, yet most of your troops are already heavily armored, the answer to the question is likely, "No." So the trick is to figure out what those heavily armored troops need, and get that. A hint for you so it doesn't drive you crazy until later: it's usually resistances.

Expand quickly, but expand wisely

All empire-building strategy games require some kind of expansion. In Dominions, with so many things to think about, it's easy to lose sight of the fact that even the most epic turn-based strategy game has to start from a single province. Unless, of course, you've adjusted the game setup to start with multiple provinces. But still.

Like we said at the beginning, expansion doesn't guarantee success, but it really helps. Expanding quickly doesn't mean expanding rashly, though. Attacking adjacent provinces on the first turn is pretty rash, because you have no idea what you might be up against. Unless you turned the independents all the way down to "1" in the game setup, you risk having your army badly defeated, and even your commander killed. If this happens, you'll have to build your army up from scratch, using a single province for all your income and resources. That will definitely set you back.

Once you've chosen a target for your expansion, it should be obvious that capturing the provinces around you is the most efficient way of increasing your build capacity, because the immediately adjacent ones have part of their resources collected by the fortress in the home province. But time and time again, in multiplayer games, you'll see players drive in one direction from their home province, leaving the adjacent provinces unconquered. You can follow the trail of crumbs back to their home, and if you happen upon them from the other side, this lack of a buffer zone can prove fatal to them.

That said, once the adjacent provinces are captured, selectively choosing which provinces to capture can make your expansion more efficient. Farmlands have high income, whereas mountains have high resources. Early on, you're not really going to be able to take advantage of high-resource provinces because you only have one fortress, and you won't have enough commanders to be able to effectively "collect" troops built elsewhere. Later on in the game, you can build fortresses in provinces with particularly useful troops that cost a lot of resources, like heavy cavalry. This will concentrate resources in that province and allow you to build secondary armies of these units.

The exception to this is independent archers. If you happen to find a province where archers are recruitable, and you're not already an archer-heavy nation, you should make a point of recruiting archers there every turn, and find a way to have someone come pick them up occasionally. Adding indie archers to an army early on can result in an increase in effectiveness.

Turning up your tax rate in your home province at the beginning of the game is one way of boosting your early income. Some players do this in combination with patrolling the home province with the initial army to keep the unrest down. Yes, this kills population, but it need not be done for very long – just long enough to get a jump-start on gold.

Lastly, mercenaries. They're often overlooked in strategy discussions, but at the beginning of the game, they can give you a big advantage in the rate of expansion. Bid on some, but don't bid too high.

It pays to be sneaky

Stealth is about a lot more than just sending scouts into independent provinces to find out how many militia are there. Nations with specialized stealth units, like Man and Marignon for instance, can cause a lot of trouble simply by parking a bard or spy in a few key enemy provinces and giving the “Instill Uprising” order. These nations’ stealth priests can preach in enemy provinces and lower the dominion without disclosing their location. And scouts of all nations can act as “artillery spotters” by finding weakly defended enemy provinces and “calling in a barrage” of a spell like Call of the Winds, which can be cast from all the way across the map and sends a group of Black Hawks to attack the province. Then *you* build province defense, turn the taxation rate up to 200, and force the previous owner to come and retake it. By the time he does, the province has suffered population losses and unrest, all due to the taxation, and you’ve collected some nice extra income.

That sounds like you should always build province defense! In general, that’s a good idea. While it won’t stop a determined attack, province defense helps guard against the type of raiding parties mentioned above, as well as random events that occur from time to time. It also works against the AI to deter attacks. You shouldn’t depend on PD to hold off a determined attack, but it should never be ignored. There are too many ways to pick off undefended provinces (having ten separate mages cast Call of the Winds on ten of your undefended provinces in a one-turn fantasy re-enactment of Operation Market-Garden is one way you’ll remember never to forget to build PD again) and a decent PD investment pays off. Remember – it costs no upkeep, and comes back full strength if it isn’t defeated.

God is not on the side of the big battalions

Well, your god may be, if that’s what you’re building. But to very loosely paraphrase Voltaire, “God isn’t on the side of the big battalions, but on those that take the least damage.” Not taking damage is one of the most important things in Dominions, or more specifically, not getting hit. It’s more important that dealing a lot of damage, because if you can keep from being hit long enough, you’re not taking morale checks, and at the end of the battle, you’re still around. A huge army is great, but if three turns later after multiple battles it’s down to half its original size, that wasn’t a very efficient way of fighting those battles. A much smaller army can be more effective if it can keep from being hit and take minimal casualties.

There are all sorts of ways to avoid being hit. One is to be ethereal, which means that non-magical weapons miss 75% of the time. Luck is another good method – having Luck, that is. Plain old high defense values work well, too. A Water-9 bless is a good way to get that. Vanheim’s high-defense Vans, with the Glamor ability giving them Mirror Image in battle, are a great choice for this kind of strategy.

There are many ways to build an effective army. The key is to understand what your advantages are, and use them. For example, Man’s main conventional weapons advantage is its longbowman unit. Not only does it have a high precision (12) but its range is an amazing 40 (!) squares. But according to the missile combat formula outlined on p. 77, longbow shots with this precision will deviate at ranges over 5 squares. That’s not a very long way, even in Dominions land. So what spell would be most helpful? One that increases precision, so that longbowmen can use more of that awesome range without deviation. Wind Guide only requires Air-2, and increases precision by 5. But what do we know about precision? Any precision over 10 *is doubled*. So increasing a precision over 10 makes this spell doubly effective. With a precision of 17 effectively being a precision of 24, you’ve just doubled the range at which longbows can fire without deviation. And according to the deviation formula, any deviation at ranges less than 20 squares will be a deviation of less than one square. You’ve just turned a good unit into a deadly one. Since Middle Ages Man has easy access to Air mages, anyone playing that nation should consider making Alteration the first school researched, at least up to level 4.

That begs the question: if you're facing Man, how much of a priority do you make Evocation 5, which unlocks the Storm spell, which reduces the effectiveness of missile combat? The answer is directly proportional to how badly Man is messing up your plans. If it's really ugly, you may have to go to the extreme of researching Construction 6 to make a Staff of Storms or two. But by then, Man will probably have shifted to the next step in his strategy. And what if you don't have any Air mages to cast Storm in the first place? If you're facing Caelum, that Staff of Storms will work out great, because it will ground all the Caelians in battle. These are all things you have to plan for.

Understanding the game mechanics is a big help, because if you know that your opponent's advantage is in high defense values, and you know that missile combat doesn't involve defense values, you know that missiles are an effective counter to high-defense units.

A magic philosophy

So what's the philosophy of magic, then? We've just illustrated it. Cast spells that take advantage of your opponents' weaknesses while playing to your strengths. And while you're doing that, your team should try to score as many points as it can, while trying to prevent the other team from scoring points themselves. My advice on elections? Get more votes than the other candidates.

Totally serious now: those first three sentences in the above paragraph are absolutely true, and here's an example. There is a global spell called Utterdark. It halves the combat values of all units except undead and blind units. The only saving ability is darkvision. So who is going to be casting this spell? Man? No. This is darkvision we're talking about, not infravision. Plus, these elves don't even have that. How about Agarthas? Do Agathan units have darkvision? All right, then.

The thing is, you don't just get up in the morning and decide you're going to cast Utterdark. It's a Death-9 spell, which means that if you want to use this during the game, you had better know this before you start and design a pretender who is going to do it. Otherwise, the chances of just "finding" a Death-9 mage sitting around waiting for employment are zero. That doesn't mean you're going to build a Death-9 pretender, necessarily. But if you're not, you need to make sure you can use the appropriate path boosts to get there some other way. You're certainly going to be researching the Construction school. Have a plan. Take a look at the path boosting table for ideas. You can start off with a pretender with exactly the stats needed to construct a Jade Mask (D6N3) which confers a +2 Death bonus, but that only gets you to Death-8 (and can only be used by cold-blooded creatures), so you're also going to need something a Skull Staff (+1 Death). Unless your pretender can't carry a staff because he or she doesn't have hands. And believe me, that can happen.

The same applies for battlefield spells. A very effective summoning spell is Awaken Vine Ogre, because while it is Nature-3, an extra Nature path is easy to get by constructing a Thistle Mace and a Nature-2 mage can first construct the mace and then he is magically able to cast Awaken Vine Ogre. But what is the problem with Vine Ogres? A protection value of 5, for one thing. Is there a spell which can increase the protection value of all friendly units on the battlefield? Yes, it is called Mass Protection. And it just happens to have a magic requirement of ... Nature-3. Hmmm.

These kinds of combinations are almost reminiscent of a collectible card game. The difference is that in Dominions, you can watch the stuff play out, rather than just looking at cards, and more importantly, you can react to events without having to wait for the next game. If you have a Nature mage and need an Air mage for your strategy, you cast Faerie Court. If you need a Death mage for some reason, Contact Lamia Queen works for that.

As you can see, there are so many things to consider in the magic system that it's impossible to outline a perfect strategy, or even list all the even moderately useful strategies. There are

too many, and you'll quickly see where your opponent's weaknesses lie (as well as your own). Then the question becomes, what to do about them?

So that brings us back to our question from earlier: if some guy is coming for you with tons of armored troops, what do you do? I cast magic missile! Haha, you knew that was coming. Seriously, what is the real-life counter for armor? Don't partisans throw Molotov cocktails at panzers? Some kind of fire, yes? Absolutely. Is magical fire, better? Sure. And sure enough, in Dominions, fire damage is armor-piercing, meaning protection only counts for half against it. Suddenly that armor is looking a lot less effective. So if you have a bunch of heavily armored troops to deal with, you're going to be researching spells like Fireball and Fire Cloud and Fire Everything Else. And if you're doing that, what is a smart armored guy going to want to get? Warriors of Muspelheim, which confers fire resistance on all friendly troops. And now you see why the hint given earlier in this guide makes sense. Right back at the armored troop leader: another possible countermove is what? Make it rain. Seriously – the Rain spell, which doubles the fatigue cost of all Fire path spells. Really, why do you even need rules? Just imagine what you might do in a magical fantasy land full of heroes and it will generally work out.

Supercombatants

Eventually, you're going to want to experiment with some form of supercombatant strategy. It basically means a commander who can take on entire armies alone. Units with a lot of hit points are the obvious candidates. When combined with appropriate magic items and spells, you can put together some serious combinations. The Niefel jarl is a classic example, because he is sacred and can bless himself, giving him the ability to take advantage of bless strategies. Plus, he radiates cold, doing damage to enemies surrounding him (in other words, his attackers) and is huge. If you make a Niefel jarl your prophet, he gains hit points from your friendly dominion. Give him a Ring of Regeneration (or use a Nature bless sufficient to grant regeneration), get an Anti-Magic Amulet, a Robe of Shadows (remember not getting hit? This grants etherealness) and a good life-drain weapon, and that's a pretty fearsome dude.

Anti-Magic Amulet is important because the answer to supercombatants is almost always magic (specifically, the spell Paralyze). Since the obvious flaw in the plan here is the fact that frost giants are vulnerable to fire, he'd need a Ring of Fire (to get the 100% fire resistance it confers). This is the kind of thinking needed to devise a decent supercombatant. The strategy is not as powerful as it was in Dominions II for a couple reasons: life drain weapons now have a cap on the number of points you can regain with them, and the new morale rules cause supercombatants to take morale checks every turn they take damage (since they are, by definition, a squad of less than four), but it's still a viable strategy. Imagine an immortal supercombatant that only fought in friendly dominion: you'd never have to worry about losing, since you'd get him or her back on the next turn!

Even if you're not using true supercombatants, "thugs" are a useful part of any arsenal. These are weaker units (usually summons) outfitted with some extra gear and sent to cause havoc. Not as tough as a supercombatant, but formidable nonetheless. A typical thug would be a Black Servant or Spectre, fitted with a few items. Wraith Lords are even better.

Experimenting with supercombatants is a great way to learn the magic system and play Dominions almost as a role-playing game. You pick one character on which to concentrate, and get busy outfitting him or her with equipment. Sounds like an RPG to me!

Going into the water

If you're not playing a water nation, this is one of the single most frustrating things in Dominions. Some nation is sitting outside your reach, and raiding you with amphibious units. There are several ways of getting into the sea. The easiest is to conquer a province with amphibious units like Ichtyids, and recruit them. When scouting coastal provinces, it's a good

idea to take note of those with amphibious units defending them, as they often are available to recruit once the province has been conquered. There are also relatively cheap magic items, like a Ring of Water Breathing, which can be given to commanders to allow them to fight underwater. Creating a thug to conquer a water province will allow you to then recruit underwater units to attack further provinces. Remember that you cannot build underwater province defense if you are not a water-dwelling nation, though.

Dealing with undead

Many players initially have difficulty with the hordes of undead that Ermor of the Ashen Empire can muster in attack. The important thing to know is that there are good counters to undead, but you need to have recruited priests and done your research. First, Banishment is a great spell against numerous but weak undead. Line up your priests and have them cast the spell repeatedly. The undead ranks will take a severe beating. The Death spell Dust to Dust is great against more powerful undead units, and it only requires Death-1 skill to cast. The Astral spell Solar Rays and the Death spell Wither Bones are both excellent anti-undead spells, and you should find a way to work one or both into your arsenal if you know you're going to be facing Ashen Ermor.

What is going on?

If you have read through this section and nothing really makes sense to you, or you think you sort of have a grasp on the concepts but have no idea how to translate it into action, don't worry. Too many people get all hung up on what exactly to do. They have heard about all these strategies, and want to know exactly what to do at all times, before even learning the game. You can read messageboards to find good hints, but if you want to discover the game at your own pace, you should just sit down, play the tutorial, and then try something that looks interesting. If we can offer one tip that will help you, we would choose to say,

"Watch the battles!"

Watching tactical battles is the key to understanding Dominions 3. You might see a unit appear on the map, at which point your units start to rout. Right-click on this unit. Does it have the Fear effect? Or maybe a few small units tear through your ranks, seeming to take little or no damage while your units are killed and eventually routed. Check their defense and protection. Is it high? Once you know what your enemies' advantages are, you can start working on countering them.

Above all, though, it is important to play the game in a way that you enjoy. Multiplayer games where everyone is min-maxing to the utmost are one way to play Dominions games, but it is certainly not the only way. Playing with players of your own skill level helps a lot, but what helps more is to realize that you can simply play solo games against the computer where you set the game parameters to create an environment you like. You can even shift the balance dramatically to the clash of armies by slowing down the research. (Select "Magic research is difficult" – or even very difficult – in the game settings when creating the game.) Choose a nation you like, recruit some units, choose a few spells that you might like to cast, and see what happens. You might do well, or you might not. If you don't, we hope that the explanations in this manual will make it clearer what you might want to do next. We haven't explained every single Dominions effect because there should be some things left for you to discover. When you read a unit description (like the White One of Kailasa) don't assume that the historical flavor text is only that. It usually has some game effect!

There are enough nations and units and spells in Dominions 3 to keep a strategy gamer busy for a long time. Just because someone says in a strategy forum, "such-and-such unit is better than this other one" doesn't mean it doesn't have its uses. It may be the perfect unit to use in a solo game. For you. Because it adds to your enjoyment. That's when you know you've learned the secret of the world of Dominions.

THE GRIMOIRE

How To Use The Grimoire

The Dominions 3 grimoire was designed to do two things simultaneously: to allow you to find a specific spell quickly by name, and to make it easy for players to browse through a list of spells in multiple circumstances. The two most likely circumstances we imagined that would lead to browsing were choosing research targets, and selecting spells for a mage to cast in combat. In both cases, it seemed to make the most sense to arrange the spells by path, because in both of those cases you're going to be looking at a particular mage or group of mages, and they will have known magic skills, so it would be nice to look at all the spells that those mages could use, either now or in the future. If you need to see a particular set of spells listed by school, you can just go to the magic screen in the game and use the path filter to display only the spells in the path you're interested in. So duplicating that in the manual didn't seem helpful.

However, sometimes you'll be playing the game, and an opponent will cast a spell and all of a sudden all your guys are dead. You look up in the corner of the battle movie and see the spell name that the mage cast, and wonder how you can get to use it, too. Or maybe you're browsing the official game forums looking for strategy ideas, and you see a spell that sounds cool, but you have no idea how to find it. Or you could even be at the grocery store buying carrots, and overhear two people talking about how great Three Red Seconds is, and you realize they are talking about Dominions spells. In each case, you want to look these spells up by name. That's where the spell index comes in.

The spell index is an alphabetical list of every spell in the game, its path requirements, school and level, classification, and page where it can be located in the manual. The spells themselves are divided into five sections: summoning, non-summoning rituals, global enchantments, divine magic, and battlefield spells. The first three comprise the rituals category, while the final two are battle magic. This was done, once again, primarily with browsing in mind. "I need a good summoned creature" and "I need something to cast on the battlefield" are generally separate thoughts and events, and separating the spells allows for better side-by-side comparison of spells in the same category.

The spell descriptions from the game are still in the game, and can be accessed by clicking on the spell name when browsing the arcane laboratory. These should be consulted for the final word on the historical background and justification for any arcane knowledge in the world of Dominions.

Dominions 3 Spell Index

Name	Path	School	T	Page
Acashic Record	S3	Conj 5	R	209
Acid Bolt	W2F1	Evo 3	B	258
Acid Rain	W3F1	Evo 4	B	259
Acid Spray	W2F1	Evo 1	B	258
Acid Storm	W4F1	Evo 7	B	260
Agony	B2	Blood 2	B	236
Aim	A1	Alt 1	B	226
Air Shield	A1	Alt 0	B	226

Name	Path	School	T	Page
Ambush of Tigers	N2	Conj 3	R	186, 194, 195, 200, 203, 204, 207
Anathema	H2		B	225
Angelic Host	S5	Conj 7	R	196, 201
Animal Horde	N4	Conj 7	R	179
Animate Dead	D1	Ench 1	B	238
Animate Skeleton	D1	Ench 1	B	239
Antimagic	S3	Ench 4	B	233
Apostacy	H3		B	225
Arcane Bolt	S2	Evo 1	B	232
Arcane Domination	S7	Alt 9	B	235
Arcane Nexus	S8	Ench 9	G	217
Arcane Probing	S1	Evo 2	R	209
Armor of Achilles	E1	Alt 2	B	243
Army of Gold	E6	Alt 9	B	245
Army of Lead	E7	Alt 9	B	246
Army of the Dead	D5	Ench 9	R	172
Arouse Hunger	D3	Alt 4	R	170
Arrow Fend	A3	Ench 6	B	229
Astral Corruption	B6S6	Blood 7	G	217
Astral Fires	S3F1	Evo 6	B	234
Astral Geyser	S3	Evo 5	B	234
Astral Healing	S3	Ench 4	B	233
Astral Projection	S1	Evo 1	R	209
Astral Shield	S1	Ench 3	B	231
Astral Tempest	S5	Evo 8	B	234
Astral Travel	S5	Thau 9	R	210
Astral Window	S2	Thau 3	R	209
Attentive Statues	E2	Ench 3	R	183
Augury	F2	Thau 2	R	213
Auspex	A2	Thau 2	R	208
Awaken Cavern Wight	D1E1	Conj 3	R	183, 184
Awaken Dark Vines	B1N3	Blood 5	R	164
Awaken Ivy King	N4	Conj 7	R	179
Awaken Sepulchral	D2E1	Conj 4	R	184
Awaken Sleeper	N4	Conj 5	R	178
Awaken Tarrasque	N6	Conj 9	R	179
Awaken Tomb Oracle	D3E2	Conj 5	R	184
Awaken Treelord	N5	Ench 7	R	179
Awaken Vine Men	N1	Conj 1	R	176
Awaken Vine Ogre	N3	Conj 3	R	177
Baleful Star	S3	Alt 5	R	209
Bane Fire	D3F1	Evo 6	B	241
Banish Demon	B1	Blood 2	B	236

Name	Path	School	T	Page
Banishment	H1		B	222
Barathrus Pact	E2	Conj 3	R	185
Barkskin	N1	Alt 1	B	250
Battle Fortune	S3	Alt 6	B	233
Beckoning	N5	Thau 6	R	214
Behemoth	D3	Ench 4	R	170
Berserkers	N2	Thau 2	B	253
Bind Arch Devil	B4F2	Blood 7	R	166
Bind Beast Bats	B1	Blood 2	R	197
Bind Bone Fiends	B2D1	Blood 1	R	164
Bind Demon Knight	B2E2	Blood 4	R	165
Bind Demon Lord	B8	Blood 9	R	168
Bind Devil	B2F2	Blood 3	R	165
Bind Fiend	B2	Blood 2	R	164
Bind Frost Fiend	B2W2	Blood 3	R	165
Bind Harlequin	B1	Blood 1	R	197
Bind Heliophagus	B5	Blood 8	R	167
Bind Ice Devil	B3W3	Blood 6	R	166
Bind Jaguar Fiends	B1F1	Blood 4	R	197
Bind Scorpion Beast	F1E1	Conj 2	R	176
Bind Serpent Fiend	B1	Blood 4	R	163
Bind Spine Devil	B2	Blood 1	R	164
Bind Storm Demon	B2A2	Blood 4	R	164
Bind Succubus	B4	Blood 5	R	166
Bind Tzitzimitl	B2S2	Blood 6	R	197
Black Death	D5	Thau 8	R	212
Black Servant	D2	Conj 1	R	169
Blade Wind	E3	Evo 4	B	245
Bleed	B1	Blood 0	B	235
Blessing	H1		B	222
Blight	E2D1	Alt 4	R	212
Blindness	F1	Alt 6	B	246
Blink	S1	Thau 1	B	231
Blood Boil	B1F1	Blood 1	B	236
Blood Burst	B1	Blood 1	B	235
Blood Heal	B1	Blood 1	B	235
Blood Lust	B2	Blood 4	B	237
Blood Rain	B3	Blood 7	B	237
Blood Rite	B2D2	Blood 7	R	164
Blood Vengeance	B1	Blood 9	B	236
Bloodletting	B4	Blood 5	B	238
Body Ethereal	S1	Alt 3	B	231
Boil	F3W1	Alt 6	B	249
Bonds of Fire	F1	Thau 2	B	247
Bone Grinding	D7	Alt 7	B	242

Name	Path	School	T	Page
Bone Melter	W3N2	Alt 5	B	259
Bowl of Blood	B2	Blood 2	R	210
Breath of the Dragon	N2	Evo 4	B	253
Breath of Winter	W2	Ench 1	B	256
Burden of Time	D5	Thau 5	G	217
Burning Hands	F1	Evo 1	B	247
Call Abomination	S5W2	Conj 9	R	163
Call Amesha Spenta	S5	Conj 8	R	188
Call Ancestor	D1	Conj 1	B	262, 263
Call Celestial Soldiers	A2S1	Conj 6	R	204
Call Horror	B3S3	Blood 6	B	238
Call Kraken	W3	Conj 3	R	180
Call Lesser Horror	B2S2	Blood 4	B	237
Call of the Wild	N4	Conj 3	R	178
Call of the Winds	A2	Conj 3	R	161
Call the Eater of the Dead	S4D4	Conj 8	R	163
Call Wraith Lord	D5	Conj 7	R	172
Carrion Centaur	N1D1	Ench 1	R	199
Carrion Growth	H4	Ench 8	B	225
Carrion Lady	N1D1	Ench 4	R	199
Carrion Lord	N3D2	Ench 6	R	199
Carrion Reanimation	D3	Ench 7	R	171
Carrion Woods	N6D5	Ench 8	G	221
Celestial Chastisement	S3	Evo 5	B	262
Celestial Hounds	A1S1	Conj 4	R	204
Celestial Music	S3	Thau 6	B	261, 261
Celestial Servant	E1S1	Conj 1	R	204
Charge Body	A1	Alt 1	B	226
Charm	N3	Thau 7	B	254
Claws of Cocytus	B3W1	Blood 9	B	238
Claymen	W1E1	Ench 4	R	180
Cleansing Water	W2	Evo 6	B	257
Clockwork Horrors	E2	Cnst 5	R	173
Cloud of Death	D4	Evo 7	B	242
Cloud Trapeze	A2	Ench 4	R	208
Cold Blast	W2	Evo 2	B	257
Cold Bolt	W2	Evo 1	B	257
Cold Resistance	W1	Alt 1	B	255
Combustion	F1	Alt 2	B	246
Communion Master	S1	Thau 1	B	232
Communion Slave	S1	Thau 1	B	232
Conflagration	F2	Alt 8	B	248
Confusion	A3	Thau 5	B	229
Construct Mandragora	N2D1	Cnst 5	R	177
Construct Manikin	N1D1	Cnst 3	R	177

Name	Path	School	T	Page
Contact Civateteo	B2D2	Blood 5	R	197
Contact Couatl	N1S1	Conj 6	R	188, 198
Contact Dai Tengu	A2E1	Conj 5	R	192, 202, 206
Contact Draconians	A3	Conj 5	R	161
Contact Harbinger	S4	Conj 6	R	196, 201
Contact Kitsune	N2	Conj 6	R	194, 203
Contact Lamia Queen	N5	Conj 6	R	179
Contact Lamias	N3	Conj 6	R	178
Contact Nagaraja	W2E2	Conj 5	R	187
Contact Nagarishi	W3E3	Conj 6	R	187
Contact Nagini	W2E1	Conj 4	R	187
Contact Naiad	W3N1	Conj 5	R	181
Contact Nushi	W2N1	Conj 5	R	194, 204, 207
Contact Onaqui	B4	Blood 7	R	198
Contact Sea Troll	W3	Conj 6	R	180
Contact SIRRUSH	S1N1	Conj 5	R	188
Contact Tlahuelpuchi	B2	Blood 6	R	197
Contact Troll	E3	Conj 6	R	174
Contact Void Spectre	S3	Conj 6	R	201
Contact Yaksha	N2E1	Conj 4	R	186, 195, 200
Contact Yakshini	N2W1	Conj 4	R	187, 195, 200
Control	S3	Alt 6	B	233
Control the Dead	D2	Thau 5	B	240
Corpse Candle	D1F1	Conj 5	B	239
Corpse Man Construction	A1D1	Cnst 1	R	161
Create Revenant	D2	Ench 3	R	170
Creeping Doom	N3	Alt 7	B	253
Cross Breeding	B1N1	Blood 3	R	164
Crumble	E5	Alt 8	R	212
Crusher Construction	E3	Cnst 5	R	174
Curse	N1S1	Thau 1	B	252
Curse of Blood	B3D4	Blood 7	R	165
Curse of Stones	E3	Alt 4	B	244
Curse of the Desert	W3	Thau 4	B	259
Dark Knowledge	D1	Conj 2	R	211
Dark Skies	A5	Thau 7	G	216
Darkness	D4	Alt 6	B	241
Decay	D1	Thau 1	B	239
Demon Cleansing	W5	Ench 9	B	260
Desiccation	W2	Thau 1	B	257
Destruction	E3	Alt 4	B	244
Devourer of Souls	D6	Conj 9	R	188
Disintegrate	D2	Alt 8	B	239
Dispel	S3	Ench 5	R	209
Divine Blessing	H3		B	222

Name	Path	School	T	Page
Dome of Arcane Warding	S4	Ench 6	R	209
Dome of Corruption	B4S4	Blood 7	R	211
Dome of Flaming Death	F4	Ench 7	R	213
Dome of Solid Air	A5	Ench 6	R	208
Doom	S4	Alt 7	B	234
Dragon Master	N3	Ench 8	R	214
Drain Life	D4	Alt 5	B	241
Dust to Dust	D1	Thau 1	B	239
Eagle Eyes	N1	Alt 1	B	250
Earth Attack	E5	Conj 8	R	175
Earth Blood Deep Well	E6	Ench 7	G	218
Earth Grip	E1	Alt 1	B	242
Earth Meld	E2	Alt 2	B	244
Earth Might	E2	Alt 1	B	243
Earthquake	E4	Evo 5	B	246
Elemental Fortitude	N1	Alt 4	B	251
Encase in Ice	W3	Alt 4	B	258
Enchanted Forest	N7	Conj 9	G	219
End of Culture	F2	Thau 6	B	264
End of Weakness	E2	Alt 6	B	263
Enliven Gargoyle	E3A1	Ench 5	R	175
Enliven Granite Guard	E3	Ench 5	R	183
Enliven Marble Oracle	E3D1	Ench 6	R	183
Enliven Sentinel	E2	Ench 4	R	183
Enliven Statues	E3	Ench 6	R	175
Enslave Mind	S4	Thau 6	B	234
Ermorian Legion	D4	Ench 6	R	191
Eternal Pyre	F6	Ench 6	G	218
Ether Gate	S4D1	Conj 6	R	163
Faerie Court	N5	Conj 8	R	179
Faery Trod	N5	Ench 5	R	214
Falling Fires	F3	Evo 5	B	249
Falling Frost	W3	Evo 5	B	259
False Fetters	A2	Alt 1	B	227
False Horror	A1	Alt 6	B	228
Fanaticism	H3		B	223
Farstrike	E2S1	Thau 1	B	244
Fata Morgana	A7	Alt 8	G	216
Fate of Oedipus	F4	Evo 4	R	213
Father Illearth	B3E4	Blood 7	R	165
Fire Blast	F2	Evo 2	B	248
Fire Cloud	F3	Evo 4	B	249
Fire Darts	F1	Evo 1	B	247
Fire Fend	F2	Ench 5	B	248
Fire Flies	F1	Evo 0	B	247

Name	Path	School	T	Page
Fire Resistance	F1	Alt 1	B	246
Fire Shield	F1	Ench 3	B	247
Fire Storm	F5	Evo 7	B	250
Fire Ward	W2E2	Ench 4	B	258
Fireball	F2	Evo 3	B	248
Fires from Afar	F3	Evo 3	R	213
Fists of Iron	E1	Alt 1	B	243
Flame Bolt	F2	Evo 1	B	248
Flame Corpse Construction	F1D1	Ench 5	R	184
Flame Eruption	F2	Evo 6	B	248
Flame Storm	F5	Evo 9	B	250
Flames from the Sky	F5	Evo 9	R	213
Flaming Arrows	F3	Ench 4	B	249
Flare	F3	Evo 2	B	249
Flight	A2	Ench 1	B	228
Flying Shards	E1	Evo 0	B	243
Fog Warriors	A5	Alt 7	B	230
Forces of Darkness	B6	Blood 9	R	168
Forces of Ice	B5W2	Blood 9	R	168
Forest Dome	N5	Ench 7	R	214
Forge of the Ancients	E5	Cnst 7	G	218
Foul Air	D5A1	Thau 6	G	218
Foul Vapors	N3W1	Ench 5	B	254
Freezing Mist	W3A1	Evo 3	B	259
Freezing Touch	W1	Evo 0	B	256
Friendly Currents	W2	Ench 5	B	257
Frighten	D1	Thau 1	B	239
Frost Dome	W5	Ench 6	R	215
Frozen Heart	W1	Alt 6	B	255
Gaia's Blessing	N6E2	Ench 9	B	255
Gale Gate	A5	Thau 8	G	216
Gateway	S4	Thau 5	R	210
Geyser	W1F1	Evo 1	B	256
Ghost General	D3	Conj 4	R	193, 203, 207
Ghost Grip	D1	Conj 5	B	238
Ghost Riders	D6	Conj 9	R	173
Ghost Ship Armada	W4D3	Ench 7	G	220
Ghost Wolves	A3	Alt 3	B	228
Gift of Health	N5	Ench 5	G	219
Gift of Nature's Bounty	N7	Ench 9	G	219
Gift of Reason	N4	Thau 4	R	214
Gifts from Heaven	E3S1	Evo 5	B	245
Gnome Lore	E2	Thau 2	R	212
Golem Construction	S3E2	Cnst 7	R	162
Great Lamentation	D5	Conj 7	R	191

Name	Path	School	T	Page
Grip of Winter	W4	Ench 6	B	259
Growing Fury	N4	Thau 5	B	255
Guardians of the Deep	W6	Conj 8	G	220
Hall of the Dead	D5E1	Conj 8	R	184
Hand of Death	D2	Alt 1	B	239
Hand of Dust	D1	Alt 0	B	238
Harm	B2	Blood 6	B	237
Haruspex	N2	Thau 2	R	213
Harvester of Sorrows	D4	Conj 7	R	171
Haste	N3	Ench 4	B	254
Haunted Forest	N5D1	Ench 8	G	219
Heal	N1	Ench 3	B	251
Healing Light	S1N1	Evo 3	B	232
Healing Mists	N3A1	Evo 5	B	254
Healing Song	N1	Ench 0	B	261
Healing Touch	N1	Ench 1	B	251
Heat from Hell	F4	Ench 6	B	250
Heavenly Choir	S7F2	Conj 9	R	196, 201
Heavenly Fires	F1S1	Conj 5	R	205
Heavenly Rivers	W1S1	Conj 3	R	205
Heavenly Wrath	S3F1	Conj 7	R	196, 201
Hell Power	B3	Blood 2	B	237
Hellbind Heart	B2	Blood 5	B	237
Hellfire	B1F2	Blood 4	B	236
Hidden in Snow	W3D1	Ench 6	R	181
Holy Avenger	H3		B	223
Holy Pyre	F2	Evo 4	B	261
Horde from Hell	B4	Blood 5	R	166
Horror Mark	S2	Thau 1	B	233
Horror Seed	B4S5	Blood 9	R	211
Howl	N2	Conj 5	B	252
Hurricane	A3	Evo 4	R	208
Hydrophobia	F2	Thau 8	B	248
Ice Strike	W2	Evo 7	B	257
Illwinter	B5W3	Blood 6	G	221
Immolation	F2	Alt 3	B	247
Imprint Souls	S4	Thau 6	R	210
Improved Cross Breeding	B2N2	Blood 8	R	165
Incinerate	F3	Alt 5	B	249
Infernal Crusade	B5E2	Blood 9	R	167
Infernal Disease	B5	Blood 6	R	167
Infernal Forces	B5F2	Blood 9	R	168
Infernal Prison	B3F1	Blood 9	B	238
Infernal Tempest	B5A2	Blood 9	R	167
Inner Furnace	F3	Ench 5	B	260

Name	Path	School	T	Page
Inner Sun	F1S1	Alt 3	R	213
Invulnerability	E3	Alt 5	B	244
Iron Bane	E3	Alt 6	B	244
Iron Corpse Reanimation	E1D1	Ench 3	R	184
Iron Dragon	E4	Cnst 9	R	175
Iron Marionettes	E3	Alt 5	B	260
Iron Pigs	E3N1	Alt 6	R	175
Iron Walls	E5	Alt 7	R	212
Iron Warriors	E2	Alt 5	B	244
Iron Will	E1	Thau 3	B	243
Ironskin	E1	Alt 3	B	243
Juggernaut Construction	S5	Cnst 9	R	163
King of Banefires	D3F4	Conj 7	R	171
King of Elemental Earth	E5	Conj 7	R	175
King of Elemental Fire	F5	Conj 7	R	176
Ktonian Legion	E2D2	Ench 6	R	184
Lamentation	D3	Conj 5	R	190
Leech	B1	Blood 7	B	236
Leeching Darkness	D3	Thau 5	B	241
Leeching Touch	B1	Blood 3	B	236
Legion of Wights	D6	Conj 9	R	173
Legions of Steel	E3	Cnst 3	B	245
Leprosy	D5	Thau 6	R	211
Leviathan	D3W1	Ench 7	R	171
Lichcraft	D5	Ench 8	R	172
Lictorian Guard	D2	Conj 3	R	190
Lictorian Legion	D4	Conj 8	R	191
Life after Death	D4	Ench 7	B	242
Life for a Life	B3	Blood 9	B	237
Light of the Northern Star	S3	Conj 4	B	233
Lightning Bolt	A2	Evo 2	B	228
Living Castle	N4W1	Conj 7	R	214
Living Clouds	A4	Conj 8	B	229
Living Earth	E4	Conj 8	B	245
Living Fire	F4	Conj 8	B	250
Living Water	W4	Conj 8	B	259
Locust Swarms	N3	Conj 6	R	214
Luck	S1	Alt 4	B	231
Lure of the Deep	W6	Thau 7	G	220
Maelstrom	W6	Evo 8	G	220
Maggots	N1	Conj 4	B	251
Magic Duel	S1	Evo 3	B	231
Magma Bolts	E1F1	Evo 3	B	243
Magma Eruption	E3F1	Evo 6	B	245
Manifestation	D5	Conj 8	R	172

Name	Path	School	T	Page
Marble Warriors	E3	Alt 7	B	245
Mass Flight	A4	Ench 7	B	230
Mass Protection	N3	Alt 7	B	253
Mass Regeneration	N4	Ench 8	B	255
Master Enslave	S8	Thau 9	B	235
Mechanical Men	E2	Cnst 7	R	173
Mechanical Militia	E5	Cnst 9	G	218
Melancholia	E5	Thau 6	R	212
Mend the Dead	H3	Ench 6	B	225
Mind Burn	S2	Thau 2	B	233
Mind Hunt	S4	Evo 6	R	210
Mirror Image	A1	Alt 2	B	226
Mist	A3	Evo 3	B	229
Mistform	A2	Alt 3	B	227
Mists of Deception	A6	Ench 8	B	230
Mossbody	N1W1	Alt 3	B	252
Mother Oak	N5	Alt 5	G	219
Murdering Winter	W5	Evo 7	R	215
Naiad Warriors	W3N1	Conj 5	R	181
Nether Bolt	S1D1	Evo 4	B	232
Nether Darts	S1D1	Evo 7	B	232
Niefel Flames	W5	Evo 9	B	260
Numbness	W2	Alt 3	B	256
Opposition	S3	Ench 6	B	233
Orb Lightning	A1	Evo 5	B	227
Pack of Wolves	N2	Conj 3	R	192, 194, 199, 199, 205, 206, 206
Pain Transfer	B1	Blood 1	B	237
Pale Riders	D3	Ench 5	R	171
Panic	N2	Thau 3	B	253
Paralyze	S2	Thau 4	B	233
Perpetual Storm	A5	Evo 6	R	216
Personal Luck	S1	Alt 1	B	231
Personal Regeneration	N2	Ench 2	B	252
Petrify	E5	Alt 6	B	246
Phantasmal Army	A4	Alt 5	B	229
Phantasmal Attack	A4	Alt 7	R	162
Phantasmal Warrior	A1	Alt 2	B	227
Phoenix Power	F2	Conj 3	B	248
Phoenix Pyre	F2	Alt 7	B	248
Pillar of Fire	F2	Evo 8	B	248
Plague	D4	Thau 7	B	242
Poison Cloud	N3	Evo 5	B	254
Poison Golem	D4E2	Cnst 9	R	171

Name	Path	School	T	Page
Poison Touch	N1	Alt 1	B	250
Poison Ward	N2	Ench 4	B	253
Polymorph	N3	Alt 8	B	253
Power of the Grave	H1		B	223
Power of the Reborn King	H4		B	223
Power of the Sepulchre	H4		B	224, 225
Power of the Spheres	S1	Conj 3	B	231
Pride of Lions	N2	Conj 3	R	177
Prison of Fire	F3	Thau 4	B	249
Prison of Sedna	W5	Alt 7	B	260
Protection	N1	Alt 3	B	251
Protection of the Grave	H1		B	223
Protection of the Grave	H2		B	223
Protection of the Sepulchre	H3		B	224, 225
Puppet Mastery	H3	Ench 6	B	225
Purgatory	F6	Thau 7	G	219
Quagmire	W4	Ench 5	B	259
Queen of Elemental Air	A5	Conj 7	R	162
Queen of Elemental Water	W5	Conj 7	R	182
Quick Roots	H1	Ench 1	B	225
Quicken self	W1	Alt 2	B	255
Quickening	W3	Alt 8	B	256
Quickness	W1	Alt 4	B	256
Rage	F2	Thau 3	B	248
Raging Hearts	F4	Thau 5	R	213
Rain	W2	Evo 2	B	257
Rain of Jaguars	B6F2	Blood 8	R	198
Rain of Stones	E3A1	Evo 7	B	245
Rain of Toads	B3N1	Blood 4	R	210
Raise Dead	D2	Ench 3	B	240
Raise Skeletons	D2	Ench 3	B	240
Raven Feast	A4	Conj 5	R	208
Reanimate Ancestor	E2D2	Ench 3	R	184
Reanimate Archers	D2F1	Ench 6	R	170
Reanimation	D1	Ench 1	R	169
Reascendence	B4S1	Blood 7	R	197
Regeneration	N3	Ench 3	B	253
Regrowth	H2	Ench 4	B	225
Reinvigoration	B1	Blood 1	B	235
Rejuvenate	B4	Blood 6	R	211
Relief	N3	Ench 6	B	255
Resist Fire	W1E1	Alt 1	B	256
Resist Lightning	A1	Alt 1	B	226
Resist Magic	S1	Ench 1	B	231
Resist Poison	N1	Alt 1	B	251

Name	Path	School	T	Page
Returning	S2	Thau 1	B	233
Revive Acolyte	D2	Conj 0	R	189
Revive Arch Bishop	D3	Conj 0	R	191
Revive Bane	D2	Conj 3	R	169
Revive Bane Lord	D4	Conj 5	R	171
Revive Bishop	D2	Conj 0	R	189
Revive Censor	D2	Conj 0	R	189
Revive Dusk Elder	D3	Conj 0	R	191
Revive Grave Consort	D1	Ench 0	R	189
Revive King	D1	Ench 2	R	169
Revive Lictor	D2	Conj 0	R	189
Revive Shadow Tribune	D2	Conj 1	R	190
Revive Spectator	D2	Conj 0	R	190
Revive Tomb King	D3	Ench 0	R	189
Revive Tomb Priest	D2	Ench 0	R	189
Revive Wailing Lady	D2	Conj 2	R	190
Revive Wight	D2	Conj 3	R	169
Revive Wraith Centurion	D3	Conj 5	R	190
Revive Wraith Consul	D5	Conj 7	R	191
Revive Wraith Senator	D4	Conj 6	R	191
Rhuax Pact	F1E1	Conj 3	R	185
Riches from Beneath	E5	Ench 6	G	218
Rigor Mortis	D4	Ench 6	B	241
Ritual of Five Gates	B5	Blood 6	R	166
Ritual of Rebirth	D4	Ench 7	R	211
Ritual of Returning	S2	Ench 5	R	209
Royal Power	H3		B	223
Royal Protection	H3		B	223
Rush of Strength	B3	Blood 8	B	237
Rust Mist	E2W1	Evo 2	B	244
Sabbath Master	B1	Blood 1	B	235
Sabbath Slave	B1	Blood 1	B	236
Sailors' Death	W3	Thau 3	B	259
Sanguine Heritage	B3D3	Blood 0	R	205
School of Sharks	W2	Conj 4	B	257
Sea King's Court	W3	Conj 6	R	180
Sea of Ice	W6	Alt 7	G	220
Second Sun	F8	Evo 8	G	219
Seeking Arrow	A3	Ench 3	R	208
Send Horror	B3S4	Blood 8	R	166
Send Lesser Horror	B2S3	Blood 5	R	165
Send Tupilak	D3W1	Ench 5	R	186
Sermon of Courage	H2		B	222
Serpent's Blessing	N4	Ench 7	B	254
Seven Year Fever	N1F1	Thau 1	B	252

Name	Path	School	T	Page
Shadow Blast	D2	Evo 5	B	240
Shadow Bolt	D2	Evo 3	B	240
Shark Attack	W3	Conj 6	B	258
Shatter	E3	Alt 5	B	244
Shimmering Fields	A6	Evo 7	B	230
Shock Wave	A2	Evo 2	B	228
Shocking Grasp	A1	Evo 1	B	227
Siege Golem	E3	Cnst 9	R	175
Sleep	N2	Thau 2	B	253
Sleep Cloud	N2	Evo 3	B	253
Sleep Touch	N1	Thau 0	B	252
Slime	W1	Evo 1	B	256
Sloth of Bears	N2	Conj 3	R	205
Smite	H4		B	223
Smite Demon	H2		B	222
Solar Brilliance	S5	Ench 7	B	234
Solar Rays	S2	Evo 2	B	232
Song of Bravery	N1	Ench 0	B	261
Soothing Song	N1	Ench 0	B	261
Soul Drain	S5D5	Thau 8	B	235
Soul Gate	D9	Conj 8	G	221
Soul Slay	S3	Thau 5	B	234
Soul Vortex	D3	Alt 6	B	240
Spirit Curse	D1	Conj 1	B	238
Spirit Mastery	D1	Conj 5	R	168
Spirits of the Wood	N3	Conj 4	R	177
Star Fires	S1	Evo 1	B	231
Stellar Cascades	S2	Evo 5	B	233
Stellar Focus	S5	Ench 7	G	216
Stoneskin	E1	Alt 2	B	243
Storm	A4	Evo 5	B	230
Storm of Thorns	N2	Evo 7	B	253
Storm Warriors	A4	Ench 8	B	230
Strands of Arcane Power	S7	Evo 9	G	217
Stream of Life	N3	Evo 6	B	254
Streams from Hades	W4D1	Conj 6	R	182
Strength of Gaia	N3E1	Conj 4	B	254
Strength of Giants	E3	Ench 3	B	245
Stygian Paths	D5	Thau 8	R	212
Sulphur Haze	F2A1	Evo 2	B	249
Summon Sea Dogs	N1W1	Conj 1	R	177
Summon Sea Lions	N3W1	Conj 3	R	178
Summon Air Elemental	A3	Conj 5	B	228
Summon Aka-Oni	F1D1	Conj 3	R	193, 203
Summon Amphiptere	A2N1	Conj 3	R	161

Name	Path	School	T	Page
Summon Animals	N2	Conj 2	R	177
Summon Ao-Oni	W1D1	Conj 2	R	194, 204
Summon Apsaras	S2	Conj 3	R	186, 195, 200
Summon Asp Turtle	W3	Conj 7	R	181
Summon Bog Beast	N2W2	Conj 4	R	177
Summon Catoblepas	W3D2	Conj 7	R	181
Summon Cave Drake	E2	Conj 2	R	173
Summon Dai Oni	D4F1	Conj 8	R	193, 203
Summon Devata	S5	Conj 8	R	186, 195, 200
Summon Earth Elemental	E3	Conj 5	B	245
Summon Earthpower	E2	Conj 3	B	244
Summon Fall Bears	E3	Conj 4	R	174
Summon Fire Drake	F2	Conj 2	R	176
Summon Fire Elemental	F3	Conj 5	B	249
Summon Fire Snakes	F2	Conj 6	R	176
Summon Gandharvas	S2	Conj 5	R	186, 195, 200
Summon Ghosts	D2	Conj 6	R	169
Summon Great Eagle	A3	Conj 6	R	162
Summon Horned Serpents	N1	Conj 2	R	176
Summon Ice Drake	W2	Conj 2	R	180
Summon Imp	B1	Blood 1	B	236
Summon Jaguar Toad	N1	Conj 1	R	198
Summon Jaguars	N2	Conj 3	R	198
Summon Kappa	W1N1	Conj 1	R	194, 207
Summon Karasu Tengu	N1A1	Conj 2	R	193, 203, 207
Summon Kinnara	S3	Conj 6	R	186, 195, 200
Summon Kithaironic Lion	N3E1	Conj 4	R	178
Summon Konoha Tengus	A1E1	Conj 3	R	192, 202, 206
Summon Ko-Oni	D1	Conj 1	R	193, 202
Summon Kuro-Oni	D2F1	Conj 5	R	193, 202
Summon Lammashas	D2	Conj 4	B	239
Summon Lesser Air Elemental	A1	Conj 3	B	227
Summon Lesser Earth Elemental	E1	Conj 3	B	243
Summon Lesser Fire Elemental	F1	Conj 3	B	246
Summon Lesser Water Elemental	W1	Conj 3	B	255
Summon Monster Fish	W3	Conj 6	R	185
Summon Monster Toad	N2	Conj 5	R	198
Summon Monster Toads	N2	Conj 5	R	188
Summon Mound Fiend	D3H2	Conj 7	R	170
Summon Nagas	W2E1	Conj 3	R	187
Summon Oni	E1D1	Conj 4	R	193, 203
Summon Oni General	D2F1	Conj 6	R	193, 202
Summon Scorpion Man	E1F1	Conj 8	R	182, 188
Summon Sea Serpent	W2	Conj 2	R	180
Summon Shade Beasts	D3	Conj 4	R	170

Name	Path	School	T	Page
Summon Shades	D2	Conj 2	R	169
Summon Siddha	S4	Conj 7	R	186, 195, 200
Summon SIRRUSH	S1E1	Conj 5	R	185
Summon Spectral Infantry	D1F1	Conj 2	R	182
Summon Spectre	D3	Conj 6	R	170
Summon Spring Hawks	A3	Conj 4	R	161
Summon Sprites	N1A1	Conj 6	B	252
Summon Storm Power	A1	Conj 2	B	227
Summon Summer Lions	F3	Conj 4	R	176
Summon Tlaloque	W4	Conj 7	R	198
Summon Umbral	D1E1	Conj 5	R	182
Summon Valkyries	A4D1	Conj 6	B	229
Summon Water Elemental	W3	Conj 5	B	258
Summon Water Power	W1	Conj 2	B	255
Summon Winter Wolves	W3	Conj 4	R	180
Summon Wyvern	A2	Conj 2	R	161
Summon Yazatas	S2	Conj 5	R	187
Swarm	N1	Alt 4	B	251
Tangle Vines	N1	Conj 1	B	251
Tartarian Gate	D7	Conj 9	R	173
Teleport	S3	Thau 3	R	209
Telestic Animation	S3	Thau 7	R	161
Tempering the Will	E3	Thau 5	B	263
Terror	D3	Thau 4	B	240
The Eyes of God	S5	Ench 5	G	216
The Kindly Ones	F6N4	Conj 9	G	219
The Looming Hell	B7	Blood 8	G	217
The Wrath of God	S5A3	Evo 6	G	216
Thetis' Blessing	W5	Ench 9	G	220
Three Red Seconds	B5	Blood 8	R	211
Thunder Strike	A3	Evo 4	B	229
Thunder Ward	A2	Ench 5	B	228
Tidal Wave	W5	Evo 9	R	215
Touch of Madness	N3	Thau 4	B	254
Transformation	N3	Alt 7	R	214
Troll King's Court	E3	Conj 6	R	174
Tune of Dancing Death	N1	Ench 0	B	262
Tune of Fear	N1	Ench 0	B	262
Tune of Growth	N1	Ench 0	B	262
Twiceborn	D2	Ench 4	R	211
Twist Fate	S1	Alt 0	B	231
Undead Horde	D4	Ench 5	B	241
Undead Mastery	D7	Thau 9	B	242
Unholy Blessing	H1		B	224, 224
Unholy Blessing	H2		B	224

Name	Path	School	T	Page
Unholy Blessing	H3		B	224, 225, 225
Unholy Command	H1		B	224, 224
Unholy Power	H1		B	224, 225
Unholy Power	H3		B	224, 225
Unholy Protection	H1		B	224, 224
Unholy Protection	H2		B	224, 225
Unraveling	S6	Ench 8	B	235
Utterdark	D9	Alt 9	G	218
Vengeance of the Dead	S3D1	Thau 4	R	209
Vine Arrow	N2	Evo 2	B	251
Voice of Apsu	W2	Conj 3	R	215
Voice of Tiamat	W2	Conj 4	R	215
Volcanic Eruption	F3E3	Evo 9	R	213
Vortex of Returning	S4	Thau 7	B	234
Wailing Winds	D4A1	Evo 6	B	242
Warriors of Muspelheim	F4	Ench 8	B	250
Warriors of Niefelheim	W4	Ench 8	B	260
Watcher	A3E1	Ench 5	R	162
Water Shield	W1	Ench 2	B	256
Water Strike	W1	Evo 4	B	256
Water Ward	W1	Ench 6	B	256
Weapons of Sharpness	E5	Cnst 7	B	246
Well of Misery	D6	Conj 8	G	218
Wild Growth	N4	Conj 8	B	254
Wild Hunt	N6	Conj 9	G	219
Will o' the Wisp	F1	Conj 5	B	247
Will of the Fates	S4	Alt 8	B	234
Wind Guide	A2	Alt 4	B	228
Wind of Death	D4A1	Evo 7	B	242
Wind Ride	A5	Conj 5	R	208
Winged Monkeys	N3S2	Conj 5	R	214
Winter Ward	W2	Ench 5	B	257
Wish	S9	Alt 9	R	210
Wither Bones	D3	Thau 6	B	241
Wizard's Tower	E4	Alt 8	R	212
Wolven Winter	W3	Alt 4	R	215
Wooden Construction	N3	Cnst 5	R	178
Wooden Warriors	N2	Alt 5	B	252
Word of Power	H4		B	223
Wrath of the Ancestors	D1	Conj 7	B	262, 263
Wrath of the Sea	W5	Ench 8	G	220
Wrathful Skies	A5	Evo 6	B	230
Ziz	D3A1	Ench 6	R	171

Summoning Spells

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

Key:

School = school of magic, Alt = Alteration, Conj = Conjuraton, Cnst = Construction, Ench = Enchantment, Thau = Thaumaturgy, Blood = Blood
There are no Evocation summoning spells.

Path = magical paths A = Air, S = Astral, B = Blood, D = Death, E = Earth, F = Fire, N = Nature, W = Water

Gems = number of gems required for casting. The type of gem matches the primary path (listed first)

HP = Hit Points, Str = Strength, Att = Attack, Mor = Morale, Def = Defense, MR = Magic Resistance, Pre = Precision, Enc = Encumbrance, Mv = Movement

For those creatures which have magic skill, in addition to the abbreviations above, H = Holy and ? = random path

Amph = Amphibian, Aqua = Aquatic, PAmph = Poor Amphibian, NNEat = Need Not Eat, Und = Undead, MagB = Magic Being

CR / FR / PR / SR = Cold / Fire / Poison / Shock Resistance, FS / MS / SS / WS = Forest / Mountain / Swamp / Waste Survival, DV = darkvision

If a spell is Underlined you may cast it on any province regardless of control. If a spell is *Italicized* it may be cast underwater. The few spells which may only be cast underwater are indicated with a note. Some summons specifically attack enemy commanders and are indicated with a note. If a unit name is in **bold** it means it is a commander.

Some spells summon unique beings. If the number of creatures is (parenthesized) it means there are several such named beings, of which you receive a random one. (For example, there are three different Water Queens.) The stats listed are an average. If the unit number has an asterisk* it means that there

is only one such being. Once it is summoned by one player, it cannot be summoned by anyone else. For example, see the Blood summons Father Illeearth. If the number of creatures summoned is marked with a plus+ it means that a higher level mage may be able to summon more creatures of that type than indicated.

Spells listed for a nation with no age specified are available to that nation in all ages.

Example:

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 5	Contact Dai Tengu	A2E1	55	Dai Tengu x1	12	9	4	11	13	14	17	12	5	3/9
				Fly, Sacred	Magic: A3E1N1H2									
				Wpn: Quarterstaff, Lightning										
				Tengu Warriors x10	13	11	11	13	14	13	14	12	6	3/7
				Fly, Sacred										
				Wpn: Katana, Lightning Strike										
				Karasu Tengu x15	13	11	4	14	13	16	13	13	3	3/14
				Fly, Sacred										
				Wpn: Katana, Lightning Strike										

This spell requires Conjuration 5 to be researched. The casting mage must have at least Air 2 and Earth 1. The cost is 55 Air gems. It summons one Dai Tengu commander, ten Tengu Warriors, and fifteen Karasu Tengu. Their stats are listed. Note that the Dai Tengu commander is a mage with Air 3, Earth 1, Nature 1, and Holy 2. Because this spell appears in the Nationals section for Yomi, Shinuyama, and Jomon, it is only available to those nations. Because the spell name is not *italicized*, it cannot be cast underwater.

AIR														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Cnst 1	Corpse Man Construction	A1D1	1	Corpse Man x1	20	15	0	8	50	5	4	5	0	2/6
				Inanimate, Und, PAmph, NNEat, CR 100%, SR 100%, PR 100%										
				Wpn: Fist										
Conj 2	Summon Wyvern	A2	6	Wyvern x1	35	15	12	13	13	11	12	10	3	3/7
				WS, MS, Fly, SR 100%, PR 100%										
				Wpn: Bite, Barbed Tail										
Conj 3	Call of the Winds	A2	5	Great Hawk x1	15	11	2	11	14	10	5	14	3	3/6
				FS, MS, Fly										
				Wpn: Claw, Beak										
				Black Hawks x20	5	5	0	8	7	10	5	8	3	3/4
				FS, MS, Fly										
				Wpn: Claw										
Conj 3	Summon Amphiptere	A2N1	5	Amphiptere x1	45	17	11	14	14	9	14	10	3	3/10
				Fly, PR 100%										
				Wpn: Spray Poison, Venomous Fangs										
Conj 4	Summon Spring Hawks	A3	20	Spring Hawks x5	8	6	0	15	50	15	15	5	0	3/2
				MS, Ethereal, Fly, NNEat, SR 100%, PR 100%, MagB										
				Wpn: Lightning Swarm										
Conj 5	Contact Draconians	A3	45	Draconian Chief x1	52	19	10	13	14	13	14	10	3	3/10
				MS, Fly, PR 100%										
				Wpn: Venomous Bite										
				Draconians x15	45	18	9	11	12	12	14	10	3	3/10
				MS, Fly, PR 100%										

AIR														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Wpn: Venomous Bite										
Conj 6	Summon Great Eagle	A3	3	Great Eagle x1	52	18	7	12	18	11	14	14	3	4/8
				MS, Fly										
				Wpn: Talons, Beak										
Const 5	<i>Watcher</i>	A3E1	5	Watcher x1	75	20	20	5	50	0	14	25	0	0/2
				Inanimate, PAmph, NNEat, PR 100%, DV 1%, MagB										
				Wpn: Lightning										
Alt 7	<i>Phantasmal Attack</i>	A4	8	Phantasmal Warriors x25+	1	10	0	10	50	10	10	10	0	3/12
				Ethereal, Inanimate, Amph, NNEat, DV 100%										
				Wpn: Phantasmal Weapon										
Conj 8	Queen of Elemental Air	A5	50	Air Queen (x1)	45	15	0	13	30	13	18	15	0	3/30
				Ethereal, Fly, NNEat, SR 100%, PR 100%,										
				Increased prowess during storm, MagB										
				Wpn: Thunder Fist, Lightning Swarm x2										Magic: A4

ASTRAL														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Thau 5	<i>Telestic Animation</i>	S3	5	Telestic Animate x1	40	10	12	5	30	0	18	10	0	0/2
				Inanimate, Amph, Sacred, NNEat, PR 100%, MagB										
				Wpn: None										Magic: H2
Cnst 7	Golem Construction	S3E2	30	Golem x1	85	25	4	8	50	7	18	7	0	3/10
				Inanimate, NNEat, FR 100%, PR 100%										

ASTRAL														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Wpn: Fist	Magic: S2									
Conj 6	Ether Gate	S4D1	90	Ether Lord x1	24	15	11	13	15	14	18	15	4	2/15
				Ethereal, MagB										
				Wpn: Moon Lance	Magic: S3D2?1									
				Ether Warriors x15	22	16	18	13	15	12	13	15	6	1/12
				Ethereal, MagB										
				Wpn: Moon Blade										
Conj 8	Call the Eater of the Dead	S4D4	50	Eater of the Dead x1*	180	20	4	10	30	4	18	4	0	2/8
				Und, Trample, PAmph, NNEat, CR 100%, PR 100%, Fear +0,										
				Regeneration +10, Disease cloud 5										
				Wpn: Crush, Steal Strength										
Cnst 9	Juggernaut Construction	S5	25	Juggernaut x1	200	20	20	5	50	4	18	15	0	1/4
				Inanimate, Trample, Sacred, NNEat, PR 100%, MagB										
				Wpn: None										
Conj 9	<i>Call Abomination</i>	S5W2	25	Abomination x1	266	20	5	15	18	8	20	8	1	2/6
				Amph, NNEat, PR 100%, Fear +3, Regeneration +10, DV 100%, MagB										
				Wpn: Gaze of Death, Life Drain x3										

BLOOD														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Slaves</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Blood 4	Bind Serpent Fiend	B1	5	Serpent Fiend x1	22	12	8	12	16	12	16	10	2	3/4
				WS, SS, Demon, Fly, NNEat, PR 100%										

BLOOD															
School	Spell	Path	Slaves	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	
				Wpn: Venomous Fangs											
Blood 3	Cross Breeding	B1N1	15	various crossbreeds	example follows										
				Example: Foul Spawn x20+	10	13	3	10	16	9	8	9	2	2/9	
				Wpn: Bite											
				Luck scales improve chance of better foul spawns											
Blood 5	Awaken Dark Vines	B1N3	12	Dark Vines x2	126	19	9	10	50	5	15	0	0	1/4	
				FS, NNEat, PR 100%, MagB											
				Wpn: Tentacle, Tentacle, Tentacle											
Blood 1	Bind Spine Devil	B2	3	Spine Devil x1	25	15	13	12	30	12	16	5	2	2/15	
				Demon, NNEat											
				Wpn: Venomous Claw, Venomous Claw											
Blood 2	Bind Fiend	B2	5	Fiend of Darkness x1	30	15	10	13	30	13	17	5	1	3/13	
				Stealthy, Demon, Fly, NNEat											
				Wpn: Venomous Claw, Venomous Claw											
Blood 1	Bind Bone Fiends	B1D1	3	Bone Fiends x3	15	15	0	13	50	13	13	5	0	3/10	
				Inanimate, Und, NNEat, CR 100%, PR 100%											
				Wpn: Claw, Claw											
Blood 4	Bind Storm Demon	B2A2	7	Storm Demon x1	20	12	5	10	30	14	17	14	2	3/12	
				Ethereal, Demon, Fly, NNEat, SR 100%,											
				Increased prowess during storm											
				Wpn: Thunder Fist, Lightning											
Blood 7	Blood Rite	B2D2	33	Vampires x8+	22	13	0	11	15	11	15	11	0	3/14	
				Immortal, Stealthy, Und, Fly, NNEat, CR 100%, PR 100%,											

BLOOD														
School	Spell	Path	Slaves	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
				Regeneration +10										
				Wpn: Life Drain										
Blood 4	Bind Demon Knight	B2E2	5	Demon Knight x1	20	15	22	13	30	17	15	10	1	3/28
				Demon, NNEat, FR 100%, Fear +0										
				Wpn: Broad Sword, Lance, Hoof										
Blood 3	Bind Devil	B2F2	7	Devil x1	35	14	8	14	30	12	17	12	2	3/12
				WS, Hot 3, Demon, Fly, NNEat, FR 100%, CR -50%										
				Wpn: Trident, Barbed Tail										
Blood 8	Improved Cross Breeding	B2N2	20	Foul Spawn x40+	10	13	3	10	16	9	8	9	2	2/9
				Wpn: Bite										
				Luck scales improve chance of better foul spawns										
Blood 5	Send Lesser Horror	B2S3	9	Lesser Horror x1	22	12	15	13	30	13	18	10	0	10/4
				Ethereal, Fly, Amph, NNEat, Fear +5, DV 100%, MagB										
				Wpn: Life Drain, Astral Claw										
Blood 3	Bind Frost Fiend	B2W2	6	Frost Fiend x1	25	12	5	12	30	17	17	13	2	3/12
				Chill 3, Demon, Fly, NNEat, CR 100%										
				Wpn: Ice Rod, Frost Blast										
Blood 7	Curse of Blood	B3D4	77	Vampire Lord x1	28	15	0	13	15	13	17	13	0	3/14
				Immortal, Stealthy, Und, Fly, NNEat, CR 100%, PR 100%,										
				Regeneration +10										
				Wpn: Life Drain										
Blood 7	Father Illearth	B3E4	85	Father Illearth x1*	130	27	9	13	30	9	18	9	5	2/8
				MS, NNEat, PR 100%, Fear +0, Regeneration +15										

BLOOD														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Slaves</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Wpn: Fist	Magic: E4B3									
Blood 8	<u>Send Horror</u>	B3S4	15	Horror x1	28	15	20	18	30	20	20	10	0	10/4
				Ethereal, Fly, Amph, NNEat, Fear +10, DV 100%, MagB										
				Wpn: Life Drain, Life Drain, Astral Claw, Astral Claw										
Blood 6	Bind Ice Devil	B3W3	88	Ice Devil (x1)	76	20	15	14	30	18	18	10	1	2/14
				Chill 3, Demon, CR 100%										
				Wpn: Magic Staff, Barbed Tail	Magic: W3H3									
Blood 5	Horde from Hell	B4	44	Devil x1	35	14	8	14	30	12	17	12	2	3/12
				WS, Hot 3, Demon, Fly, NNEat, FR 100%, CR -50%										
				Wpn: Trident, Barbed Tail										
				Imps x25	8	9	6	11	9	15	13	10	1	3/7
				Demon, Fly, NNEat, FR 100%, CR -50%										
				Wpn: Claws										
Blood 5	Bind Succubus	B4	66	Succubus x1	30	15	0	13	30	13	17	5	1	3/13
				Stealthy, Demon, Fly, NNEat, Seducer										
				Wpn: Life Drain										
Blood 7	Bind Arch Devil	B4F2	99	Arch Devil (x1)	62	19	12	15	30	12	18	13	1	3/14
				WS, Hot 3, Demon, Fly, FR 100%, CR -50%										
				Wpn: Infernal Scythe, Barbed Tail	Magic: F4									
Blood 6	Ritual of Five Gates	B5	28	Fiend of Darkness (x1)	30	15	10	13	30	13	17	5	1	3/13
				Stealthy, Demon, Fly, NNEat										
				Wpn: Venomous Claw x2										
				Demon Knight x1	20	15	22	13	30	17	15	10	1	3/28

BLOOD														
School	Spell	Path	Slaves	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
				Demon, NNEat, FR 100%, Fear +0										
				Wpn: Broad Sword, Lance, Hoof										
				Frost Fiend x1	25	12	5	12	30	17	17	13	2	3/12
				Chill 3, Demon, Fly, NNEat, CR 100%										
				Wpn: Ice Rod, Frost Blast										
				Storm Demons x1	20	12	5	10	30	14	17	14	2	3/12
				Ethereal, Demon, Fly, NNEat, SR 100%,										
				Increased prowess during storm										
				Wpn: Thunder Fist, Lightning										
				Devil x1	35	14	8	14	30	12	17	12	2	3/12
				WS, Hot 3, Demon, Fly, NNEat, FR 100%, CR -50%										
				Wpn: Trident, Barbed Tail										
Blood 6	<i>Infernal Disease</i>	B5	5	Disease Demon x1	30	14	6	14	30	12	17	12	2	3/12
				WS, SS, Ethereal, Demon, Fly, NNEat, PR 100%, Disease cloud 4										
				Wpn: Touch of Leprosy x2										
Blood 8	Bind Heliophagus	B5	111	Heliophagus (x1)	55	17	10	14	30	14	18	14	1	3/14
				Stealthy, Demon, Fly, NNEat, PR 100%, Fear +0										
				Wpn: Golden Claw, Barbed Tail										
Blood 9	Infernal Tempest	B5A2	50	Storm Demons x7+	20	12	5	10	30	14	17	14	2	3/12
				Ethereal, Demon, Fly, NNEat, SR 100%,										
				Increased prowess during storm										
				Wpn: Thunder Fist, Lightning										
Blood 9	Infernal Crusade	B5E2	50	Demon Knights x10+	20	15	22	13	30	17	15	10	1	3/28

BLOOD															
School	Spell	Path	Slaves	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv	
				Demon, NNEat, FR 100%, Fear +0											
				Wpn: Broad Sword, Lance, Hoof											
Blood 9	Infernal Forces	B5F2	50	Devil x7	35	14	8	14	30	12	17	12	2	3/12	
				WS, Hot 3, Demon, Fly, NNEat, FR 100%, CR -50%											
				Wpn: Trident, Barbed Tail											
				Imps x20	8	9	6	11	9	15	13	10	1	3/7	
				Demon, Fly, NNEat, FR 100%, CR -50%											
				Wpn: Claws											
Blood 9	Forces of Ice	B5W2	50	Frost Fiends x8+	25	12	5	12	30	17	17	13	2	3/12	
				Chill 3, Demon, Fly, NNEat, CR 100%											
				Wpn: Ice Rod, Frost Blast											
Blood 9	Forces of Darkness	B6	50	Fiends of Darkness x14+	30	15	10	13	30	13	17	5	1	3/13	
				Stealthy, Demon, Fly, NNEat											
				Wpn: Venomous Claw x2											
Blood 9	Bind Demon Lord	B8	150	Lord of the Plague Wind (x1)	84	19	10	14	30	14	18	18	2	3/16	
				Demon, Fly, NNEat, SR 100%, Increased prowess during storm											
				Fear +5											
				Wpn: Claw x2											

DEATH														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 5	<i>Spirit Mastery</i>	D1	4	Dispossessed Spirit x15	1	1	0	8	30	8	11	10	0	2/12

DEATH														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Ethereal, Stealthy, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Paralyze										
Ench 1	<i>Reanimation</i>	D1	5	Longdeads x10	5	10	11	11	50	12	9	10	0	3/6
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Broad Sword										
Ench 2	Revive King	D1	3	Mound King x1	7	12	12	12	30	15	14	10	0	4/25
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Light Lance, Hoof										
Conj 1	Black Servant	D2	5	Black Servant x1	18	13	0	11	15	11	14	11	0	3/12
				Ethereal, Stealthy, Und, NNEat, CR 100%, PR 100%										
				Wpn: Life Drain										
Conj 2	<i>Summon Shades</i>	D2	5	Shades x3	10	10	0	10	15	12	13	10	0	3/12
				Ethereal, Stealthy, Und, Amph, NNEat, CR 100%, PR 100%										
				Wpn: Steal Strength										
Conj 3	Revive Wight	D2	5	Wight x1	20	16	20	12	17	13	14	10	0	3/5
				Chill 3, Und, NNEat, CR 100%, PR 100%										
				Weapon: Bane Blade										
Conj 3	Revive Bane	D2	8	Bane x1	23	17	20	13	18	12	15	10	0	3/6
				Chill 3, Und, NNEat, CR 100%, PR 100%										
				Wpn: Bane Blade										
Conj 6	<i>Summon Ghosts</i>	D2	9	Ghosts x2+	20	12	0	10	18	15	15	12	0	3/12
				Ethereal, Chill 3, Stealthy, Und, PAmph, NNEat, CR 100%, PR 100%,										
				Fear +0										

DEATH														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
				Wpn: Life Drain										
Ench 3	Create Revenant	D2	9	Revenant x1	15	12	0	9	30	7	14	5	0	3/6
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Fist										
				Magic: D1										
Ench 6	Reanimate Archers	D2F1	5	Longdead Archers x10	5	10	0	11	50	8	9	10	0	3/9
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Banefire Bow										
Conj 4	<i>Summon Shade Beasts</i>	D3	20	Shade Beasts x15	12	10	0	11	30	8	12	0	0	3/18
				Ethereal, Stealthy, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Venomous Bite										
Conj 6	<i>Summon Spectre</i>	D3	20	Spectral Mage x1	25	13	0	10	18	16	16	12	0	3/12
				Ethereal, Chill 3, Stealthy, Und, PAmph, NNEat, CR 100%, PR 100%,										
				Fear +0										
				Magic: D1?2										
				Wpn: Life Drain										
Conj 7	Summon Mound Fiend	D3H2	28	Mound Fiend x1	20	12	0	10	15	15	15	12	0	3/12
				Ethereal, Chill 3, Und, PAmph, NNEat, CR 100%, PR 100%, Fear +0										
				Wpn: Life Drain										
				Magic: D3										
Alt 4	<u>Arouse Hunger</u>	D3	5	Ghouls x9+	10	11	0	10	18	10	8	8	0	2/10
				Und, NNEat, PR 100%										
				Wpn: Poisoned Claw										
Ench 4	Behemoth	D3	10	Behemoth x1	104	22	7	7	30	6	13	0	0	3/12
				Inanimate, Und, Trample, NNEat, CR 100%, PR 100%, Fear +0										
				Wpn: Trunk										

DEATH														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Ench 5	Pale Riders	D3	10	Longdead Horsemen x20+	5	10	9	11	50	14	10	10	0	3/25
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Light Lance, Hoof										
Ench 7	<i>Carion Reanimation</i>	D3	10	Soulless (up to 100)	15	12	0	4	50	2	5	4	0	2/6
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Fist										
Ench 6	Ziz	D3A1	10	Ziz x1	78	20	5	9	30	8	13	7	0	3/6
				Inanimate, Und, Fly, NNEat, CR 100%, PR 100%, Fear +0										
				Wpn: Beak, Talons										
Conj 7	King of Banefires	D3F4	50	King of Banefires x1*	54	20	0	15	30	9	18	10	0	2/14
				Ethereal, Hot 3, Und, NNEat, FR 100%, PR 100%, Fear +0, MagB										
				Wpn: Banefire Strike										
Ench 7	<i>Leviathan</i>	D3W1	15	Leviathan x1	143	28	19	6	50	3	13	5	0	1/10
				Und, Trample, Amph, NNEat, CR 100%, PR 100%, Fear +5										
				Wpn: Bite										
Conj 5	Revive Bane Lord	D4	12	Bane Lord x1	42	19	21	14	18	13	16	10	0	3/6
				Chill 3, Und, NNEat, CR 100%, PR 100%										
				Wpn: Bane Blade										
Conj 7	<i>Harvester of Sorrows</i>	D4	20	Harvester of Sorrows x1	66	18	0	12	30	15	18	10	0	3/8
				Ethereal, Stealthy, Und, Fly, PAmph, NNEat, CR 100%, PR 100%,										
				Fear +10										
				Wpn: Life Drain										
Cnst 9	Poison Golem	D4E2	35	Poison Golem x1	85	25	18	8	50	7	18	7	0	3/10

DEATH														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
				Inanimate, NNEat, FR 100%, PR 100%										
				Wpn: Fist										
Conj 7	Call Wraith Lord	D5	40	Wraith Lord x1	33	15	12	16	30	15	17	10	0	3/9
				Immortal, Ethereal, Chill 3, Und, PAmph, NNEat, CR 100%, PR 100%,										
				Fear +0										
				Wpn: Bane Blade Magic: D3										
Conj 8	Manifestation	D5	4	Ashen Angel x1	35	16	16	16	30	19	16	16	0	3/14
				Ethereal, Und, Fly, NNEat, CR 100%, PR 100%, Fear +0										
				Wpn: Bane Blade Special: attacks enemy commander										
				Has a 50% chance of attacking an enemy commander in a province chosen by the caster. A target in that province is selected, and if it passes the check, the next commander is targeted. If all commanders in a province pass this check, the Ashen Angel attacks the caster, instead. Horror-marked commanders will always fail this check.										
Ench 8	Lichcraft	D5	30	Demilich x1	15	13	8	10	30	10	18	12	0	3/8
				Immortal, Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%,										
				FR -100%										
				Wpn: Dagger Magic: D4										
Ench 9	Army of the Dead	D5	10	Longdeads x40+	5	10	8	11	50	9	9	10	0	3/7
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Broad Sword										
				Soulless (up to 20)	15	12	0	4	50	2	5	4	0	2/6
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Fist										

DEATH														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 9	<i>Ghost Riders</i>	D6	5	Longdead Horsemen x33	5	10	9	11	50	14	10	10	0	3/25
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Light Lance, Hoof										
Conj 9	Legion of Wights	D6	30	Wights x20	20	16	20	12	17	13	14	10	0	3/5
				Chill 3, Und, NNEat, CR 100%, PR 100%										
				Wpn: Bane Blade										
Conj 9	Tartarian Gate	D7	10	Tartarian (x1)	170	22	5	15	30	15	18	11	0	3/14
				Und, NNEat, CR 100%, PR 100%, Fear +0										
				Magic: ?5										
				Wpn: Enchanted spear										
				This unit has a 20% chance of being a commander										

EARTH														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 2	Summon Cave Drake	E2	8	Cave Drake x1	58	19	22	8	14	6	8	5	5	1/7
				MS, DV 50%										
				Wpn: Bite										
Cnst 5	Clockwork Horrors	E2	12	Clockwork Horror x12	5	12	18	12	50	10	12	5	0	3/18
				Inanimate, PAmph, NNEat, FR 100%, CR 100%, SR 100%, PR 100%,										
				Reinvig -15, MagB										
				Wpn: Blade Hand x2										
Cnst 7	Mechanical Men	E2	15	Mechanical Man x10	8	12	18	10	50	14	12	5	0	3/7
				Inanimate, PAmph, NNEat, FR 100%, CR 100%, SR 100%, PR 100%,										

EARTH														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				MagB										
				Wpn: Broad Sword										
Conj 4	Summon Fall Bears	E3	20	Fall Bears x5	39	19	0	10	50	8	15	5	0	3/14
				FS, Ethereal, NNEat, PR 100%, MagB										
				Wpn: Claw										
Conj 6	Contact Troll	E3	1	Troll x1	35	22	15	10	12	9	14	8	3	2/13
				MS, NNEat, Regeneration +10, FR -25%, DV 50%										
				Wpn: Great Club										
Conj 6	Troll King's Court	E3	55	Troll King x1	42	24	21	11	14	6	17	8	5	2/11
				MS, NNEat, Regeneration +15, FR -25%, DV 50% Magic: E3										
				Wpn: Maul										
				Troll x10	35	22	15	10	12	9	14	8	3	2/13
				MS, NNEat, Regeneration +10, FR -25%, DV 50%										
				Wpn: Great Club										
				War Troll x5	38	23	20	10	13	5	14	8	5	2/11
				MS, NNEat, Regeneration +10, FR -25%, DV 50%										
				Wpn: Maul										
				Troll Moose Knight x2	40	23	20	11	14	8	14	8	4	3/22
				FS, MS, Regeneration +10, FR -25%, DV 50%										
				Wpn: Flail, Moose Kick, Antlers										
Cnst 5	Crusher Construction	E3	15	Crusher x1	110	25	24	8	50	7	12	5	0	3/6
				Inanimate, PAmph, NNEat, PR 100%, MagB										
				Wpn: Fist										

EARTH														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Cnst 9	Siege Golem	E3	20	Siege Golem x1	85	30	24	7	50	5	12	5	0	3/10
				Inanimate, PAmph, NNEat, FR 100%, CR 100%, SR 100%, PR 100%,										
				Siege +100, MagB										
				Wpn: Hammer x2										
Ench 6	Enliven Statues	E3	20	Living Statues x10+	15	5	20	12	50	14	12	5	0	3/2
				Inanimate, PAmph, NNEat, PR 100%, MagB										
				Wpn: Spear										
Ench 5	Enliven Gargoyle	E3A1	10	Gargoyle x1	80	20	24	10	50	10	12	5	0	3/8
				Inanimate, Fly, PAmph, NNEat, PR 100%, MagB										
				Wpn: Claw x2										
Alt 6	Iron Pigs	E3N1	10	Iron Pigs x7	15	12	20	8	8	7	5	5	5	3/10
				FS, Trample										
				Wpn: Bite										
Cnst 9	Iron Dragon	E4	25	Iron Dragon x1	150	25	24	12	50	7	12	10	0	3/7
				Inanimate, Trample, Fly, PAmph, NNEat, FR 100%, CR 100%,										
				SR 100%, PR 100%, Fear +0, MagB										
				Wpn: Bite										
Conj 8	King of Elemental Earth	E5	50	King of Deeper Earth (x1)	130	27	12	13	30	9	18	9	1	2/10
				MS, PAmph, NNEat, PR 100%, Regeneration +10, MagB										
				Wpn: Fist										
Conj 8	Earth Attack	E5	5	Earth Elemental x1	50	24	10	10	50	8	16	18	0	2/14
				Inanimate, Trample, Amph, NNEat, PR 100%, Regeneration +10, MagB										
				Wpn: Fist x2										
				Special: attacks enemy commander										

NATURE														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				FS, SS, PR 100%										
				Wpn: Venomous Fangs										
Cnst 3	Construct Manikin	N1D1	10	Manikin x10	12	11	0	7	50	7	12	5	0	3/6
				FS, Inanimate, Und, NNEat, PR 100%, MagB										
				Wpn: Sleep Vines, Claw										
Conj 1	<i>Summmon Sea Dogs</i>	N1W1	1	Sea Dog x2	10	10	7	11	11	10	6	5	2	1/12
				Amph										
				Wpn: Bite										
Conj 2	Summon Animals	N2	20	various animals x20	varies with terrain - example follows									
				example: Great Lion	20	15	4	13	13	10	5	5	3	3/20
				Wpn: Bite, Claw										
Conj 3	Pride of Lions	N2	25	Great Lion x17	20	15	4	13	13	10	5	5	3	3/20
				Wpn: Bite, Claw										
Cnst 5	Construct Mandragora	N2D1	10	Mandragora x5+	25	15	5	9	50	9	14	5	0	3/6
				FS, Inanimate, Und, NNEat, PR 100%, MagB										
				Wpn: Sleep Vines x2, Claw										
Conj 4	Summon Bog Beast	N2W2	5	Bog Beasts x3	32	15	8	10	10	8	7	10	3	1/8
				SS, PR 100%, Poison cloud 5										
				Wpn: Venomous Bite, Poison Spit										
Conj 3	Awaken Vine Ogre	N3	2	Vine Ogre x1	45	18	5	12	50	3	5	0	0	2/12
				FS, NNEat, PR 100%, MagB										
				Wpn: Fist x2										
Conj 4	Spirits of the Wood	N3	8	Hama Dryads x5	10	9	0	10	10	10	15	10	3	2/12

NATURE														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
				FS, Ethereal, Stealthy, Recup, NNEat, PR 100%, Regeneration +20										
				Wpn: Steal Strength										
Conj 6	Contact Lamias	N3	4	Lamias x3+	14	12	5	11	15	9	13	10	3	2/12
				FS, SS, PR 100%, Regeneration +50										
				Wpn: Claw, Life Drain										
Cnst 5	Wooden Construction	N3	5	Lumber Construct x1	70	20	12	8	50	7	12	5	0	3/7
				Inanimate, NNEat, PR 100%, MagB										
				Wpn: Fist										
Conj 4	Summon Kithaironic Lion	N3E1	6	Kithaironic Lion x1	47	18	18	14	15	11	13	5	1	3/18
				FS, MagB										
				Wpn: Bite, Claw										
Conj 3	Summmon Sea Lions	N3W1	25	Sea Lions x15	27	16	5	13	13	10	6	5	3	1/22
				Aqua Special: underwater only										
				Wpn: Bite, Claw										
Conj 3	<i>Call of the Wild</i>	N4	15	Werewolf x1	20	14	6	12	18	11	12	5	2	2/14
				FS, MS, Stealthy, Regeneration +10										
				Bite, Claw, Claw										
				Wolves x20	8	9	2	11	11	10	5	5	2	3/26
				FS, MS, Stealthy										
				Wpn: Bite										
Conj 5	Awaken Sleeper	N4	10	Firbolg x1	26	17	18	15	18	16	15	15	7	2/11
				Standard +25										
				Wpn: Enchanted Spear										

NATURE														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 7	Awaken Ivy King	N4	30	Ivy King x1	63	19	7	13	16	6	16	0	0	2/12
				FS, NNEat, PR 100%, Regeneration +10, MagB										
				Wpn: Fist x2					Magic: N3					
Conj 7	Animal Horde	N4	30	various animals x100	varies with terrain									
				see Summon Animals above - this is the same spell with more effects										
Conj 8	Faerie Court	N5	40	Faery Queen x1	15	11	0	12	7	11	18	15	1	3/12
				FS, Stealthy, Recup, Fly, Healer 30, MagB										
				Wpn: Fist x2					Magic: A3N3					
				Sprites x15	2	3	0	14	7	19	14	14	1	3/10
				FS, SS, Stealthy, Fly, NNEat, MagB										
				Wpn: Elf Shot										
Ench 7	Awaken Treelord	N5	35	Treelord (x1)	238	13	20	4	30	0	18	8	0	0/2
				FS, NNEat, FR -50%										
				Wpn: Branch x2					Magic: N4B1					
Conj 6	Contact Lamia Queen	N5D2	25	Lamia Queen	14	10	6	9	15	12	17	9	5	2/11
				FS, SS, PR 100%, Regeneration +50					Magic: D2N1?2					
				Wpn: Oath Rod										
Conj 9	Awaken Tarrasque	N6	25	Tarrasque x1	245	27	19	13	30	8	18	10	4	1/8
				SS, Recup, PR 100%, Poison cloud 10, Regeneration +10, Fear +5,										
				Supply -10										
				Wpn: Bite, Claw, Bile										

WATER														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Ench 4	<i>Claymen</i>	W1E1	5	Clayman x5+	15	13	6	10	50	9	10	5	0	3/6
				Inanimate, PAmph, NNEat, PR 100%, Regeneration +10, MagB										
				Wpn: Hammer										
Conj 2	Summon Ice Drake	W2	8	Ice Drake x1	51	20	13	9	14	7	9	8	4	1/8
				CR 100%										
				Wpn: Frost Breath, Bite										
Conj 2	Summon Sea Serpent	W2	8	Sea Serpent x1	70	18	10	15	14	11	8	10	4	2/20
				Aqua, PR 100%, Fear +0										
				Wpn: Venomous Fangs										
				Special: underwater only										
Conj 3	Call Kraken	W3	3	Kraken x1	60	16	8	10	13	7	5	6	3	1/8
				Aqua, DV 50%										
				Wpn: Tentacle x4										
				Special: underwater only										
Conj 4	Summon Winter Wolves	W3	10	Winter Wolves x5	13	11	0	12	50	11	15	5	0	3/26
				MS, Ethereal, NNEat, CR 100%, PR 100%, Chill 6, MagB										
				Wpn: Bite										
Conj 6	<i>Contact Sea Troll</i>	W3	1	Sea Troll x1	52	22	8	9	12	9	14	8	2	2/14
				Amph, NNEat, PR 100%, Regeneration +10										
				Wpn: Fist										
Conj 6	<i>Sea King's Court</i>	W3	55	Sea King x1	63	24	9	11	14	12	17	8	2	2/14
				Amph, NNEat, PR 100%, Water breathing 30, Regeneration +15										
				Wpn: Fist										
				Sea Troll x10	52	22	8	9	12	9	14	8	2	2/14
				Amph, NNEat, PR 100%, Regeneration +10										

WATER														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Wpn: Fist										
				Troll Guards x5	58	23	15	9	13	8	14	8	3	2/13
				Amph, NNEat, PR 100%, Regeneration +10										
				Wpn: Coral Glaive										
Conj 7	Summon Asp Turtle	W3	15	Asp Turtle x1	91	25	22	9	18	6	13	5	2	1/14
				Trample, Aqua, Fear +0										
				Wpn: Bite										
					Special: underwater only									
Ench 6	Hidden in Snow	W3D1	55	Unfrozen Lord x1	30	17	11	13	18	14	16	10	0	3/7
				Chill 3, Und, NNEat, CR 100%, PR 100%										
				Wpn: Bane Blade										
				Unfrozen (up to 25)	25	16	11	11	18	10	16	10	0	3/7
				Chill 3, Und, NNEat, CR 100%, PR 100%										
				Wpn: Stone Spear										
				Unfrozen Mage (up to 2)	20	15	11	12	18	14	16	10	0	3/7
				Chill 3, Und, NNEat, CR 100%, PR 100%										
					Magic: D1?4									
				Wpn: Quarterstaff										
Conj 7	Summon Catoblepas	W3D2	15	Catoblepas x1	75	24	6	8	16	6	15	5	3	1/6
				SS, Trample, PR 100%, Fear +5, Poison cloud 5										
				Wpn: Hoof, Gore, Gaze of Death										
Conj 5	Contact Naiad	W3N1	35	Naiad x1	10	9	0	10	10	9	18	10	2	2/12
				Stealthy, Recup, Amph										
					Magic: W3N3									
				Wpn: Fist										
Conj 5	Naiad Warriors	W3N1	30	Kydnids x15	10	9	15	11	10	13	15	10	7	2/7

WATER

[illegible]

NATIONALS: *Abysia*

[illegible]

NATIONALS: *Agartha*

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 5	<i>Summon Umbral</i>	D1E1	2	Umbral x1	68	22	0	12	18	12	16	8	0	3/14

NATIONALS: <i>Agartha</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Ethereal, Stealthy, Und, NNEat, CR 100%, PR 100%										
				Wpn: Life Drain										

NATIONALS: <i>Agartha, Golem Cult</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Awaken Cavern Wight	D1E1	3	Cavern Wight x1	28	17	13	10	17	8	14	7	0	3/8
				Chill 3, Und, Amph, NNEat, CR 100%, PR 100%										
				Wpn: Glaive										
Ench 3	Attentive Statues	E2	8	Attentive Statues x2	13	13	22	12	50	14	12	5	0	3/6
				Inanimate, PAmph, NNEat, PR 100%, MagB										
				Wpn: Granite Sword										
Ench 4	Enliven Sentinel	E2	4	Sentinel x1	25	16	22	12	50	9	13	5	0	3/8
				Inanimate, PAmph, Sacred, NNEat, PR 100%, MagB										
				Wpn: Granite Glaive										
Ench 5	Enliven Granite Guard	E3	12	Granite Guardian x1	75	22	22	12	50	9	14	5	0	3/8
				Inanimate, PAmph, Sacred, NNEat, PR 100%, MagB										
				Wpn: Granite Glaive										
Ench 6	Enliven Marble Oracle	E3D1	45	Marble Oracle x1	85	22	22	12	50	10	16	5	0	3/8
				Inanimate, PAmph, Sacred, NNEat, PR 100%, MagB										
				Wpn: Stone Club										
														Magic: H2

NATIONALS: <i>Agartha, Ktonian Dead</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>

NATIONALS: <i>Agartha, Ktonian Dead</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Awaken Cavern Wight	D1E1	3	Cavern Wight x1	28	17	13	10	17	8	14	7	0	3/8
				Chill 3, Und, Amph, NNEat, CR 100%, PR 100%										
				Wpn: Glaive										
Conj 4	Awaken Sepulchral	D2E1	4	Sepulchral x1	65	24	13	11	17	9	15	7	0	3/10
				Chill 3, Und, Amph, Sacred, NNEat, CR 100%, PR 100%										
				Wpn: Obsidian Glaive										
Conj 5	Awaken Tomb Oracle	D3E2	30	Tomb Oracle x1	85	24	10	10	18	13	18	7	0	3/10
				Chill 3, Und, Amph, Sacred, NNEat, CR 100%, PR 100%										
				Wpn: Quarterstaff										
Conj 8	Hall of the Dead	D5E1	30	Cavern Wights x20	28	17	13	10	17	8	14	7	0	3/8
				Chill 3, Und, Amph, NNEat, CR 100%, PR 100%										
				Wpn: Glaive										
Ench 3	Iron Corpse Reanimation	E1D1	4	Iron Corpse x3	15	12	16	7	50	8	5	5	0	3/6
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Swort Sword x2										
Ench 3	Reanimate Ancestor	E2D2	5	Iron Ancestor x1	25	14	19	11	30	11	14	5	0	3/6
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Short Sword x2										
Ench 6	Ktonian Legion	E2D2	20	Iron Corpses x17	15	12	16	7	50	8	5	5	0	3/6
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Swort Sword x2										
Ench 5	Flame Corpse Construction	F1D1	1	Iron Corpse x1	15	12	16	7	50	8	5	5	0	3/6
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										

NATIONALS: <i>Agartha, Ktonian Dead</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Wpn: Swort Sword x2										

NATIONALS: <i>Agartha, Pale Ones</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Rhuax Pact	F1E1	2	Magma Children x5	17	12	8	10	50	8	14	10	0	2/10
				Hot 3, NNEat, FR 100%, PR 100%, MagB										
				Wpn: Flame Strike										
Conj 3	Barathrus Pact	E2	2	Earth Elemental x1	34	18	8	10	50	9	16	0	0	2/10
				Inanimate, Trample, Amph, NNEat, PR 100%, Regeneration +10, MagB										
				Wpn: Fist										

NATIONALS: <i>Arcoscephale</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 5	Summon SIRRUSH	S1E1	10	SIRRUSH x1	80	22	15	14	16	9	16	10	3	1/14
				SS, Sacred, PR 100%, MagB										
				Wpn: Gore, Claw, Venomous Fangs										

NATIONALS: <i>Atlantis</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 6	Summon Monster Fish	W3	10	Monster Fish x1	128	25	12	12	18	6	13	5	2	1/16
				Aqua, Fear +0										
				Wpn: Swallow Special: underwater only										

NATIONALS: <i>Atlantis, Frozen Sea</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Ench 5	<i>Send Tupilak</i>	D3W1	5	Tupilak x1	62	22	6	8	50	6	12	5	0	3/9
				Inanimate, Und, NNEat, CR 100%, PR 100%										
				Wpn: Bite, Claw					Special: attacks enemy commander					

NATIONALS: <i>Bandar Log, Land of the Apes</i>														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Apsaras	S2	3	Apsaras x3	20	13	1	11	13	15	14	11	1	3/14
				Wpn: Kick										
Conj 5	Summon Gandharvas	S2	18	Gandharvas x6	25	15	17	13	15	12	16	11	5	2/10
				Sacred, Standard +5, MagB										
				Wpn: Falchion, Kick										
Conj 6	Summon Kinnara	S3	25	Kinnara x1	30	15	3	11	13	11	17	11	1	3/14
				Fly, Sacred, Standard +10, MagB					Magic: A2S2H2					
				Wpn: Kick										
Conj 7	Summon Siddha	S4	35	Siddha x1	20	17	0	9	15	9	18	11	4	2/14
				Fly, Sacred, Ambidextrous 4, MagB										
				Wpn: Fist, Kick					Magic: A2S3H3					
Conj 8	Summon Devata	S5	45	Devata x1	28	17	17	14	18	12	18	11	5	2/10
				Wpn: Spear, Falchion, Axe, Kick					Magic: A3S2H3					
Conj 3	Ambush of Tigers	N2	10	Tigers x7	21	15	4	13	13	10	5	5	3	3/20
				FS										
				Wpn: Bite, Claw										
Conj 4	Contact Yaksha	N2E1	25	Yaksha x1	28	17	1	13	15	11	17	11	2	2/14

NATIONALS: Bandar Log, Land of the Apes														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Sacred, MagB										
				Wpn: Falchion, Kick										
Conj 4	Contact Yakshini	N2W1	25	Yakshini x1	23	15	1	11	13	12	17	11	2	2/14
				Sacred, MagB										
				Wpn: Fist, Kick										
Conj 3	Summon Nagas	W2E1	20	Naga Warriors x6	19	13	16	11	12	11	13	10	8	2/6
				SS, PAmph, Sacred, PR 100%, DV 75%, MagB										
				Wpn: Falchion, Venomous Fangs										
Conj 4	Contact Nagini	W2E1	25	Nagini x1	18	12	5	11	13	11	17	12	4	2/8
				SS, PAmph, Sacred, PR 100%, Water +1, DV 75%, MagB										
				Wpn: Fist, Venomous Bite										
Conj 5	Contact Nagaraja	W2E2	30	Nagaraja x1	25	14	16	12	14	11	17	12	8	2/6
				SS, PAmph, Sacred, PR 100%, Water +1, DV 75%, MagB										
				Wpn: Falchion, Venomous Bite										
Conj 6	Contact Nagarishi	W3E3	40	Nagarishi x1	20	11	5	9	13	10	18	11	6	2/9
				SS, PAmph, Sacred, PR 100%, Water +1, DV 75%, MagB										
				Wpn: Kryss, Venomous Bite										

NATIONALS: Caelum														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 5	Summon Yazatas	S2	18	Yazads x6	16	12	13	12	14	13	13	12	5	3/12
				Fly, Sacred, CR 50%, SR 100%, MagB										
				Wpn: Spear										

NATIONALS: Caelum														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 8	Call Amesha Spenta	S5	60	Spenta of Plants (x1)	49	14	7	14	18	18	18	14	1	3/16
				Immortal, Fly, Sacred, NNEat, SR 100%, MagB										
				Wpn: Magic Staff					Magic: E2N3H3					

NATIONALS: C'tis														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 5	Contact SIRRUSH	S1N1	10	SIRRUSH x1	80	22	15	14	16	9	16	10	3	1/14
				SS, Sacred, PR 100%, MagB										
				Wpn: Gore, Claw, Venomous Fangs										
Conj 8	Summon Scorpion Man	E1F1	12	Scorpion Man x1	42	14	21	14	51	14	17	12	5	3/10
				WS, Sacred, FR 100%, PR 100%, Fear +0, Ambidextrous 3, MagB										
				Wpn: Piercer, Stinger, Plague Bow, Enchanted Sword, Gaze of Fear										
Conj 5	Summon Monster Toads	N2	8	Monster Toads x3	57	17	3	6	14	6	5	5	3	2/7
				SS, Trample, Sacred, PR 100%, Poison cloud 5										
				Wpn: Claw										
Conj 6	Contact Couatl	N1S1	40	Couatl x1	17	8	5	11	14	6	17	11	6	3/9
				FS, SS, Fly, Sacred, PR 100%, Standard +15, MagB										
				Wpn: Venomous Fangs					Magic: S3N3H2					
Conj 9	Devourer of Souls	D6	30	Devourer of Souls x1*	111	28	13	14	18	9	18	10	3	2/8
				SS, Sacred, PR 100%, Fear +10, MagB										
				Wpn: Devour Soul										

NATIONALS: <i>C'tis, Desert Tombs</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Ench 0	Revive Grave Consort	D1	10	Grave Consort x1	35	16	10	11	30	7	17	8	0	3/7
				Inanimate, Und, Sacred, NNEat, CR 100%, PR 100%										
				Wpn: Claw					Magic: H2					
Ench 0	Revive Tomb Priest	D2	16	Tomb Priest x1	40	16	11	11	30	7	18	8	0	3/6
				Inanimate, Und, Sacred, NNEat, CR 100%, PR 100%										
				Wpn: Claw					Magic: H3					
Ench 0	Revive Tomb King	D3	23	Tomb King x1	50	18	11	14	30	17	18	8	0	3/7
				Inanimate, Und, Sacred, NNEat, CR 100%, PR 100%										
				Wpn: Snake Staff					Magic: H4					

NATIONALS: <i>Ermor Ashen Empire</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 0	Revive Lictor	D2	3	Lictor	20	16	16	12	18	10	14	10	0	3/8
				Chill 3, Und, Sacred, NNEat, CR 100%, PR 100%										
				Wpn: Battleaxe										
Conj 0	Revive Censor	D2	4	Censor x1	23	17	16	13	18	11	15	10	0	3/8
				Wpn: Battleaxe										
Conj 0	Revive Acolyte	D2	10	Acolyte of Eldregate x1	20	16	5	12	18	12	15	10	0	3/8
				Chill 3, Und, Sacred, NNEat, CR 100%, PR 100% Magic: H1										
				Wpn: Poisoned Claw										
Conj 0	Revive Bishop	D2	16	Bishop of Eldregate x1	23	17	5	13	18	13	16	10	0	3/8
				Chill 3, Und, Sacred, NNEat, CR 100%, PR 100% Magic: H2										

NATIONALS: Ermor Ashen Empire														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Wpn: Poisoned Claw										
Conj 0	<i>Revive Spectator</i>	D2	12	Spectator x1	25	13	0	10	18	16	16	12	0	3/12
				Ethereal, Chill 3, Stealthy, Und, PAmph, NNEat, CR 100%, PR 100%										
				Fear +0										
				Wpn: Life Drain										
Conj 1	Revive Shadow Tribune	D2	10	Shadow Tribune x1	6	6	0	10	30	15	15	10	0	3/12
				Ethereal, Und, PAmph, Sacred, NNEat, CR 100%, PR 100%										
				Wpn: Paralyze										
Conj 2	<i>Revive Wailing Lady</i>	D2	15	Wailing Lady	20	12	0	10	18	15	15	12	0	3/12
				Ethereal, Chill 3, Stealthy, Und, PAmph, Sacred, NNEat, CR 100%,										
				PR 100%, Fear +5										
				Wpn: Wail										
Conj 3	Lictorian Guard	D2	10	Lictor x5	20	16	16	12	18	10	14	10	0	3/8
				Chill 3, Und, Sacred, NNEat, CR 100%, PR 100%										
				Wpn: Battleaxe										
Conj 5	Revive Wraith Centurion	D3	15	Wraith Centurion x1	25	13	18	14	30	14	16	10	0	3/10
				Immortal, Ethereal, Chill 3, Und, PAmph, NNEat, CR 100%, PR 100%,										
				Fear +0										
				Wpn: Short Sword										
Conj 5	<i>Lamentation</i>	D3	50	Wailing Lady x5	20	12	0	10	18	15	15	12	0	3/12
				Ethereal, Chill 3, Stealthy, Und, PAmph, Sacred, NNEat, CR 100%,										
				PR 100%, Fear +5										
				Wpn: Wail										

NATIONALS: <i>Ermor Ashen Empire</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 0	Revive Arch Bishop	D3	23	Arch Bishop of Eldregate x1	25	18	5	13	18	13	7	10	0	3/8
				Chill 3, Und, Sacred, NNEat, CR 100%, PR 100%	Magic: H3									
				Wpn: Rod of Death										
Conj 0	<i>Revive Dusk Elder</i>	D3	20	Dusk Elder x1	30	14	0	10	16	17	17	12	0	3/12
				Ethereal, Chill 3, Stealthy, Und, PAmph, NNEat, CR 100%, PR 100%,										
				Fear +0										
				Wpn: Life Drain	Magic: D3?1									
Conj 6	Revive Wraith Senator	D4	25	Wraith Senator x1	28	14	8	15	30	15	17	10	0	3/12
				Immortal, Ethereal, Chill 3, Und, PAmph, Sacred, NNEat, CR 100%,										
				PR 100%, Fear +0										
				Wpn: Steal Strength	Magic: H2									
Conj 8	Lictorian Legion	D4	35	Lictor x25	20	16	16	12	18	10	14	10	0	3/8
				Chill 3, Und, Sacred, NNEat, CR 100%, PR 100%										
				Wpn: Battleaxe										
Ench 6	Ermorian Legion	D4	15	Longdead Legionnaires x 25	5	11	9	11	50	14	10	10	0	3/6
				Inanimate, Und, PAmph, NNEat, CR 100%, PR 100%										
				Wpn: Short Sword, Javelin										
Conj 7	<i>Great Lamentation</i>	D5	66	Wailing Lady x14	20	12	0	10	18	15	15	12	0	3/12
				Ethereal, Chill 3, Stealthy, Und, PAmph, Sacred, NNEat, CR 100%,										
				PR 100%, Fear +5										
				Wpn: Wail										
Conj 7	Revive Wraith Consul	D5	35	Wraith Consul x1	33	15	18	16	30	16	17	10	0	3/10
				Immortal, Ethereal, Chill 3, Und, PAmph, Sacred, NNEat, CR 100%,										

NATIONALS: <i>Ermor Ashen Empire</i>															
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	
				PR 100%, Fear +0											
				Wpn: Short Sword											Magic: H3

NATIONALS: <i>Helheim</i>															
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	
Conj 3	Pack of Wolves	N2	25	Dire Wolf x20	19	15	4	13	13	10	5	5	2	3/28	
				FS, MS, Stealthy											
				Wpn: Bite											

NATIONALS: <i>Jomon</i>															
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>	
Conj 3	Summon Konoha Tengu	A1E1	5	Konoha Tengu x5	12	11	4	12	13	14	14	12	3	3/10	
				Fly, Sacred											
				Wpn: Katana, Lightning Strike											
Conj 5	Contact Dai Tengu	A2E1	55	Dai Tengu x1	12	9	4	11	13	14	17	12	5	3/9	
				Fly, Sacred											Magic: A3E1N1H2
				Wpn: Quarterstaff, Lightning											
				Tengu Warriors x10	13	11	11	13	14	13	14	12	6	3/7	
				Fly, Sacred											
				Wpn: Katana, Lightning Strike											
				Karasu Tengu x15	13	11	4	14	13	16	13	13	3	3/14	
				Fly, Sacred											
				Wpn: Katana, Lightning Strike											

NATIONALS: Jomon														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 1	Summon Ko-Oni	D1	10	Ko-Onis x6	9	10	3	11	9	12	13	10	1	2/7
				MS, Demon, NNEat, Supply -1										
				Wpn: Club										
Conj 5	Summon Kuro-Oni	D2F1	10	Kuro-Onis x4	24	16	6	12	15	13	15	9	1	2/14
				MS, Demon, NNEat, FR 50%, PR 50%, Supply -3										
				Wpn: No-Dashi, Throw Flames, Poison Spit										
Conj 6	Summon Oni General	D2F1	20	Oni General x1	30	17	20	13	18	11	16	9	5	2/10
				MS, Demon, Sacred, NNEat, FR 50%, PR 50%, Supply -3, RP +2										
				Wpn: No-Dashi, Throw Flames, Javelin										
Conj 4	Ghost General	D3	10	Shura x1	20	16	16	14	18	16	15	11	0	3/8
				Ethereal, Chill 3, Und, NNEat, CR 100%, PR 100%, Fear +0										
				Wpn: Bane Blade										
Conj 8	Summon Dai Oni	D4F1	45	Dai Oni x1	50	20	18	14	18	12	18	9	5	2/12
				MS, Demon, Sacred, NNEat, FR 50%, PR 50%, RP +6, Fear +0,										
				Supply -5										
				Wpn: No-Dashi, Throw Flames, Javelin										
Conj 4	Summon Oni	E1D1	10	Oni x3	24	16	6	12	15	13	15	9	1	2/14
				MS, Demon, NNEat, Supply -3										
				Wpn: No-Dashi, Javelin										
Conj 3	Summon Aka-Oni	F1D1	10	Aka-Onis x3	14	13	4	11	14	10	14	8	1	2/10
				MS, Demon, NNEat, FR 50%, Supply -2										
				Wpn: Great Club, Throw Flames										
Conj 2	Summon Karasu Tengu	N1A1	1	Karasu Tengu x1	13	11	4	14	13	16	13	13	3	3/14

NATIONALS: <i>Jomon</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Wpn: Katana, Lightning Strike										
Conj 3	Ambush of Tigers	N2	10	Tigers x7	21	15	4	13	13	10	5	5	3	3/20
				FS										
				Wpn: Bite, Claw										
Conj 6	Contact Kitsune	N2	30	Kitsune x1	5	5	2	11	7	14	18	13	2	3/28
				FS, MS, Stealthy										
				Wpn: Bite										
Conj 2	Summon Ao-Oni	W1D1	10	Ao-Onis x4	14	13	4	11	14	10	14	8	1	2/10
				MS, Demon, NNEat, CR 50%, Supply -2										
				Wpn: Great Club, Cold										
Conj 1	Summon Kappa	W1N1	1	Kappa x1	15	13	15	10	12	9	8	8	3	2/10
				Recup, Amph										
				Wpn: Claw, Koppo										
Conj 5	Contact Nushi	W2N1	25	Nushi x1	9	7	0	6	8	7	17	9	4	2/11
				SS										
				Wpn: Claw										

NATIONALS: <i>Jotunheim</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Pack of Wolves	N2	25	Dire Wolf x20	19	15	4	13	13	10	5	5	2	3/28
				FS, MS, Stealthy										
				Wpn: Bite										

NATIONALS: <i>Kailasa</i>														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 3	Summon Apsaras	S2	3	Apsaras x3	20	13	1	11	13	15	14	11	1	3/14
				Sacred, Standard +5, MagB										
				Wpn: Kick										
Conj 5	Summon Gandharvas	S2	18	Gandharvas x6	25	15	17	13	15	12	16	11	5	2/10
				Sacred, Standard +5, MagB										
				Wpn: Falchion, Kick										
Conj 6	Summon Kinnara	S3	25	Kinnara x1	30	15	3	11	13	11	17	11	1	3/14
				Fly, Sacred, Standard +10, MagB										
				Wpn: Kick										
Conj 7	Summon Siddha	S4	35	Siddha x1	20	17	0	9	15	9	18	11	4	2/14
				Fly, Sacred, Ambidextrous 4, MagB										
				Wpn: Fist, Kick										
Conj 8	Summon Devata	S5	45	Devata x1	28	17	17	14	18	12	18	11	5	2/10
				Sacred, Ambidextrous 5, MagB										
				Wpn: Spear, Falchion, Axe, Kick										
Conj 3	Ambush of Tigers	N2	10	Tigers x7	21	15	4	13	13	10	5	5	3	3/20
				FS										
				Wpn: Bite, Claw										
Conj 4	Contact Yaksha	N2E1	25	Yaksha x1	28	17	1	13	15	11	17	11	2	2/14
				Sacred, MagB										
				Wpn: Falchion, Kick										
Conj 4	Contact Yakshini	N2W1	25	Yakshini x1	23	15	1	11	13	12	17	11	2	2/14
				Sacred, MagB										

NATIONALS: <i>Kailasa</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Wpn: Fist, Kick										Magic: W3N1H1?1

NATIONALS: <i>Marignon</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 7	Heavenly Wrath	S3F1	35	Angel of Fury x1	49	7	7	14	30	12	18	15	1	3/16
				Fly, Sacred, NNEat, Fear +0, SR 50%, FR 50%, Blood Vengeance +2										
				Wpn: Holy Scourge										
Conj 6	Contact Harbinger	S4	25	Harbinger x1	35	14	7	12	18	11	18	15	1	3/16
				Fly, Sacred, NNEat, SR 50%, FR 50%, MagB										
				Wpn: Heavenly Horn										Magic: A3H2
Conj 7	<u>Angelic Host</u>	S5	50	Angel of the Host x6	17	13	7	13	18	15	17	15	1	3/16
				Fly, Sacred, NNEat, SR 50%, FR 50%, MagB										
				Wpn: Flambeau										
Conj 9	Heavenly Choir	S7F2	144	Seraph x1	77	21	14	15	30	14	18	15	1	7/16
				Fly, Sacred, NNEat, FR 100%, SR 100%, PR 100%, MagB										
				Wpn: none										Magic: F4A4S4H4
				Harbinger x3	35	14	7	12	18	11	18	15	1	3/16
				Fly, Sacred, NNEat, SR 50%, FR 50%, MagB										
				Wpn: Heavenly Horn										Magic: A3H2
				Angels of the Heavenly Choir	14	12	7	11	18	12	16	13	1	3/16
				x9 Fly, Sacred, NNEat, SR 50%, FR 50%, MagB										
				Wpn: none										Magic: H2

NATIONALS: *Marignon, Conquerors of the Sea*

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Blood 1	Bind Harlequin	B1	1	Demon Jester x1	16	12	5	11	14	12	14	10	2	3/8
				Demon, Fly, NNEat										
				Wpn: Claws										
Blood 7	Reascendace	B4S1	88	Fallen Angel x1	47	13	7	13	18	15	18	15	2	3/16
				Demon, Fly, Sacred, NNEat, FR 100%, Fear +0, MagB										
				Wpn: Dark Fire Sword					Magic: F3D3B3					

NATIONALS: *Mictlan*

School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Blood 2	Bind Beast Bats	B1	8	Beast Bats x3	19	12	4	11	12	13	15	5	2	3/3
				FS, Stealthy, Demon, Fly, Sacred, NNEat										
				Wpn: Venomous Fangs										
Blood 4	Bind Jaguar Fiends	B1F1	13	Ozelotl x3	33	16	6	13	30	11	16	5	2	3/25
				FS, Demon, Fly, Sacred, NNEat, DV 50%										
				Wpn: Bite, Claw, Claw										
Blood 6	Contact Tlahuelpuchi	B2	25	Tlahuelpuchi x1	17	12	0	11	13	11	16	12	0	3/14
				Stealthy, Fly, NNEat, DV 100%, Assassin										
				Wpn: Life Drain					Magic: D1N1B2					
Blood 5	Contact Civateteo	B2D2	25	Civateteo x1	20	13	0	12	30	12	16	12	0	3/14
				Ethereal, Stealthy, Und, Sacred, NNEat, CR 100%, PR 100%, Fear +0										
				Wpn: Life Drain					Magic: D1B1H2					
Blood 6	Bind Tzitzimitl	B2S2	10	Tzitzimitl x1	43	18	5	13	30	13	18	13	1	3/16
				Demon, Fly, Sacred, NNEat										

NATIONALS: Mictlan														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Stellar Bolt, Pincer, Scorpion Tail										
Blood 7	Contact Onaqui	B4	101	Onaqui x1	30	13	6	11	14	10	18	5	3	3/15
				Stealthy, Fly, Sacred, NNEat, SR 100%										
				Wpn: Venomous Fans, Claw x2							Magic: D2N1B3H1?1			
				Beast Bats x8	19	12	4	11	12	13	15	5	2	3/3
				FS, Stealthy, Demon, Fly, Sacred, NNEat										
				Wpn: Venomous Fangs										
Blood 8	Rain of Jaguars	B6F2	40	Ozelotl x14+	33	16	6	13	30	11	16	5	2	3/25
				FS, Demon, Fly, Sacred, NNEat, DV 50%										
				Wpn: Bite, Claw, Claw										
Conj 1	Summon Jaguar Toad	N1	1	Jaguar Toad x1	21	11	1	6	12	6	5	5	3	2/6
				Wpn: Poison Spit, Claw										
Conj 6	Contact Couatl	N1S1	40	Couatl x1	17	8	5	11	14	6	17	11	6	3/9
				FS, SS, Fly, Sacred, PR 100%, Standard +15, MagB										
				Wpn: Venomous Fangs							Magic: S3N3H2			
Conj 3	Summon Jaguars	N2	25	Jaguar x17	19	15	4	13	13	10	5	5	3	3/20
				FS, Sacred										
				Wpn: Bite, Claw										
Conj 5	Summon Monster Toad	N2	2	Monster Toad x1	57	17	3	6	14	6	5	5	3	2/7
				Wpn: Claw										
Conj 7	Summon Tlaloque	W4	60	Tlaloque of the West (x1)	48	19	5	12	30	15	18	12	1	2/16
				Demon, Sacred, NNEat, Supply +50										
				Wpn: Quarterstaff							Magic: W4D2B3H3			

NATIONALS: <i>Midgård</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Pack of Wolves	N2	25	Dire Wolf x20	19	15	4	13	13	10	5	5	2	3/28
				FS, MS, Stealthy										
				Wpn: Bite										

NATIONALS: <i>Niefelheim</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Pack of Wolves	N2	25	Dire Wolf x20	19	15	4	13	13	10	5	5	2	3/28
				FS, MS, Stealthy										
				Wpn: Bite										

NATIONALS: <i>Pangaea</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Ench 1	Carrion Centaur	N1D1	10	Carrion Centaur x1	24	15	2	7	15	11	14	7	0	3/20
				FS, Inanimate, Und, Recup, Sacred, NNEat, PR 100%, MagB										
				Wpn: Sleep Vines x2, Hoof	Magic: H1									
Ench 4	Carrion Lady	N1D1	16	Carrion Lady	15	11	0	9	10	11	16	9	0	3/10
				FS, Stealthy, Inanimate, Und, Recup, Sacred, NNEat, PR 100%, MagB										
				Wpn: Sleep Vines, Hoof	Magic: N1H2									
Ench 6	Carrion Lord	N3D2	25	Carrion Lord x1	53	19	2	8	16	8	18	8	0	3/9
				FS, Stealthy, Inanimate, Und, Recup, Sacred, NNEat, PR 100%,										
				Fear +0, MagB										
				Wpn: Sleep Vine x2, Club										

NATIONALS: <i>Patala</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Summon Apsaras	S2	3	Apsaras x3	20	13	1	11	13	15	14	11	1	3/14
				Wpn: Kick										
Conj 5	Summon Gandharvas	S2	18	Gandharvas x6	25	15	17	13	15	12	16	11	5	2/10
				Sacred, Standard +5, MagB										
				Wpn: Falchion, Kick										
Conj 6	Summon Kinnara	S3	25	Kinnara x1	30	15	3	11	13	11	17	11	1	3/14
				Fly, Sacred, Standard +10, MagB										
				Wpn: Kick										
Conj 7	Summon Siddha	S4	35	Siddha x1	20	17	0	9	15	9	18	11	4	2/14
				Fly, Sacred, Ambidextrous 4, MagB										
				Wpn: Fist, Kick										
Conj 8	Summon Devata	S5	45	Devata x1	28	17	17	14	18	12	18	11	5	2/10
				Wpn: Spear, Falchion, Axe, Kick										
Conj 3	Ambush of Tigers	N2	10	Tigers x7	21	15	4	13	13	10	5	5	3	3/20
				FS										
				Wpn: Bite, Claw										
Conj 4	Contact Yaksha	N2E1	25	Yaksha x1	28	17	1	13	15	11	17	11	2	2/14
				Sacred, MagB										
				Wpn: Falchion, Kick										
Conj 4	Contact Yakshini	N2W1	25	Yakshini x1	23	15	1	11	13	12	17	11	2	2/14
				Sacred, MagB										
				Wpn: Fist, Kick										

NATIONALS: <i>Pythium</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 7	Heavenly Wrath	S3F1	35	Angel of Fury x1	49	7	7	14	30	12	18	15	1	3/16
				Fly, Sacred, NNEat, Fear +0, SR 50%, FR 50%, Blood Vengeance +2										
				Wpn: Holy Scourge										
Conj 6	Contact Harbinger	S4	25	Harbinger x1	35	14	7	12	18	11	18	15	1	3/16
				Fly, Sacred, NNEat, SR 50%, FR 50%, MagB										
				Wpn: Heavenly Horn Magic: A3H2										
Conj 7	<u>Angelic Host</u>	S5	50	Angel of the Host x6	17	13	7	13	18	15	17	15	1	3/16
				Fly, Sacred, NNEat, SR 50%, FR 50%, MagB										
				Wpn: Flambeau										
Conj 9	Heavenly Choir	S7F2	144	Seraph x1	77	21	14	15	30	14	18	15	1	7/16
				Fly, Sacred, NNEat, FR 100%, SR 100%, PR 100%, MagB										
				Wpn: none Magic: F4A4S4H4										
				Harbinger x3	35	14	7	12	18	11	18	15	1	3/16
				Fly, Sacred, NNEat, SR 50%, FR 50%, MagB										
				Wpn: Heavenly Horn Magic: A3H2										
				Angels of the Heavenly Choir	14	12	7	11	18	12	16	13	1	3/16
				x9 Fly, Sacred, NNEat, SR 50%, FR 50%, MagB										
				Wpn: none Magic: H2										

NATIONALS: <i>R'lyeh, Dreamlands</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 6	<i>Contact Void Spectre</i>	S3	25	Void Spectre x1	16	15	0	12	15	14	20	14	0	2/8
				Ethereal, Stealthy, Und, Amph, NNEat, CR 100%, PR 100%, DV 100%,										

NATIONALS: <i>R'lyeh, Dreamlands</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
				Fear +0, MagB										
				Wpn: Mind Blast, Life Drain										Magic: S4

NATIONALS: <i>Shinuyama</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Summon Konoha Tengu	A1E1	5	Konoha Tengu x5	12	11	4	12	13	14	14	12	3	3/10
				Wpn: Katana, Lightning Strike										
Conj 5	Contact Dai Tengu	A2E1	55	Dai Tengu x1	12	9	4	11	13	14	17	12	5	3/9
				Fly, Sacred										Magic: A3E1N1H2
				Wpn: Quarterstaff, Lightning										
				Tengu Warriors x10	13	11	11	13	14	13	14	12	6	3/7
				Fly, Sacred										
				Wpn: Katana, Lightning Strike										
				Karasu Tengu x15	13	11	4	14	13	16	13	13	3	3/14
				Fly, Sacred										
				Wpn: Katana, Lightning Strike										
Conj 1	Summon Ko-Oni	D1	10	Ko-Onis x6	9	10	3	11	9	12	13	10	1	2/7
				Wpn: Club										
Conj 5	Summon Kuro-Oni	D2F1	10	Kuro-Onis x4	24	16	6	12	15	13	15	9	1	2/14
				MS, Demon, NNEat, FR 50%, PR 50%, Supply -3										
				Wpn: No-Dashi, Throw Flames, Poison Spit										
Conj 6	Summon Oni General	D2F1	20	Oni General x1	30	17	20	13	18	11	16	9	5	2/10
				MS, Demon, Sacred, NNEat, FR 50%, PR 50%, Supply -3, RP +2										

NATIONALS: <i>Shinuyama</i>														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
				Wpn: No-Dashi, Throw Flames, Javelin										
Conj 4	Ghost General	D3	10	Shura x1	20	16	16	14	18	16	15	11	0	3/8
				Ethereal, Chill 3, Und, NNEat, CR 100%, PR 100%, Fear +0										
				Wpn: Bane Blade										
Conj 8	Summon Dai Oni	D4F1	45	Dai Oni x1	50	20	18	14	18	12	18	9	5	2/12
				MS, Demon, Sacred, NNEat, FR 50%, PR 50%, RP +-6, Fear +0,										
				Supply -5										
				Wpn: No-Dashi, Throw Flames, Javelin Magic: F2D2E3H1?1										
Conj 4	Summon Oni	E1D1	10	Oni x3	24	16	6	12	15	13	15	9	1	2/14
				MS, Demon, NNEat, Supply -3										
				Wpn: No-Dashi, Javelin										
Conj 3	Summon Aka-Oni	F1D1	10	Aka-Onis x3	14	13	4	11	14	10	14	8	1	2/10
				MS, Demon, NNEat, FR 50%, Supply -2										
				Wpn: Great Club, Throw Flames										
Conj 2	Summon Karasu Tengu	N1A1	1	Karasu Tengu x1	13	11	4	14	13	16	13	13	3	3/14
				Fly, Sacred										
				Wpn: Katana, Lightning Strike										
Conj 3	Ambush of Tigers	N2	10	Tigers x7	21	15	4	13	13	10	5	5	3	3/20
				FS										
				Wpn: Bite, Claw										
Conj 6	Contact Kitsune	N2	30	Kitsune x1	5	5	2	11	7	14	18	13	2	3/28
				FS, MS, Stealthy										
				Wpn: Bite Magic: N3?1										

NATIONALS: <i>Shinuyama</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 2	Summon Ao-Oni	W1D1	10	Ao-Onis x4	14	13	4	11	14	10	14	8	1	2/10
				Wpn: Great Club, Cold										
Conj 5	Contact Nushi	W2N1	25	Nushi x1	9	7	0	6	8	7	17	9	4	2/11
				SS										
				Wpn: Claw Magic: W3D1N2										

NATIONALS: <i>T'ien Ch'i</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 1	Celestial Servant	E1S1	3	Celestial Servant x1	48	24	4	9	14	8	14	9	1	2/12
				Sacred, NNEat, Supply -3, MagB										
				Wpn: Rake										
Conj 3	Ambush of Tigers	N2	10	Tigers x7	21	15	4	13	13	10	5	5	3	3/20
				FS										
				Wpn: Bite, Claw										
Conj 4	Celestial Hounds	A1S1	5	Celestial Hounds x2	25	17	7	14	15	10	14	5	1	3/20
				Fly, Sacred, NNEat, SR 100%, MagB										
				Wpn: Bite, Claw										
Conj 6	Call Celestial Soldiers	A2S1	15	Celestial Soldiers x5	38	18	17	15	15	11	15	15	4	2/13
				Sacred, NNEat, MagB										
				Wpn: Glaive										

NATIONALS: T'ien Ch'i, Spring & Autumn

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 5	Heavenly Fires	F1S1	10	Demons of Heavenly Fire x3	24	15	0	13	15	10	15	13	1	3/12
				Hot 3, Fly, Sacred, NNEat, FR 100%, MagB										
				Wpn: Flaming Fist, Flaming Wheel										
Conj 3	Heavenly Rivers	W1S1	12	Demon of Heavenly Rivers x3	32	20	14	12	15	11	15	10	1	2/12
				Amph, Sacred, NNEat, MagB										
				Wpn: Great Club										

NATIONALS: Ulm

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Sloth of Bears	N2	15	Great Bear x8	48	19	7	9	13	7	5	5	3	3/14
				FS, MS										
				Wpn: Claw										
Conj 3	Pack of Wolves	N2	25	Dire Wolf x20	19	15	4	13	13	10	5	5	2	3/28
				FS, MS, Stealthy										
				Wpn: Bite										

NATIONALS: Ulm, Black Forest

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Blood 0	Sanguine Heritage	B3D3	44	Vampire Count x1	25	14	0	12	14	12	16	12	0	3/14
				Immortal, Stealthy, Und, Fly, NNEat, CR 100%, PR 100%,										
				Regeneration +10										
				Wpn: Life Drain										

NATIONALS: <i>Utgård</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Pack of Wolves	N2	25	Dire Wolf x20	19	15	4	13	13	10	5	5	2	3/28
				FS, MS, Stealthy										
				Wpn: Bite										

NATIONALS: <i>Vanheim</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Pack of Wolves	N2	25	Dire Wolf x20	19	15	4	13	13	10	5	5	2	3/28
				FS, MS, Stealthy										
				Wpn: Bite										

NATIONALS: <i>Yomi</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Conj 3	Summon Konoha Tengu	A1E1	5	Konoha Tengu x5	12	11	4	12	13	14	14	12	3	3/10
				Wpn: Katana, Lightning Strike										
Conj 5	Contact Dai Tengu	A2E1	55	Dai Tengu x1	12	9	4	11	13	14	17	12	5	3/9
				Fly, Sacred										
				Wpn: Quarterstaff, Lightning										
				Tengu Warriors x10	13	11	11	13	14	13	14	12	6	3/7
				Fly, Sacred										
				Wpn: Katana, Lightning Strike										
				Karasu Tengu x15	13	11	4	14	13	16	13	13	3	3/14
				Fly, Sacred										
				Wpn: Katana, Lightning Strike										

NATIONALS: Yomi														
School	Spell	Path	Gems	Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Conj 4	Ghost General	D3	10	Shura x1	20	16	16	14	18	16	15	11	0	3/8
				Ethereal, Chill 3, Und, NNEat, CR 100%, PR 100%, Fear +0										
				Wpn: Bane Blade										
Conj 2	Summon Karasu Tengu	N1A1	1	Karasu Tengu x1	13	11	4	14	13	16	13	13	3	3/14
				Wpn: Katana, Lightning Strike										
Conj 3	Ambush of Tigers	N2	10	Tigers x7	21	15	4	13	13	10	5	5	3	3/20
				FS										
				Wpn: Bite, Claw										
Conj 1	Summon Kappa	W1N1	1	Kappa x1	15	13	15	10	12	9	8	8	3	2/10
				Wpn: Claw, Koppo										
Conj 5	Contact Nushi	W2N1	25	Nushi x1	9	7	0	6	8	7	17	9	4	2/11
				SS										
				Wpn: Claw Magic: W3D1N2										

Ritual Spells

The spells listed here are rituals which do not summon creatures. This is an artificial distinction for the purposes of the manual, only. For game purposes, all rituals, whether summoning or not, are subject to the rules for rituals and are treated as such. However, it was judged that it would be easier for players to find spells of use to them by splitting summoning, non-summoning, and global spells into separate sections. In terms of the game rules, all three of those categories are rituals. The battle spells and divine spells are both battlefield magic.

Key:

School = school of magic Alt = Alteration, Conj = Conjuraton, Cnst = Construction, Ench = Enchantment,

Thau = Thaumaturgy, Blood = Blood. There are no Evocation summoning spells.

Path = magical paths A = Air, S = Astral, B = Blood, D = Death, E = Earth, F = Fire, N = Nature, W = Water

Gems = number of gems required for casting. The type of gem matches the primary path (listed first)

If a spell is *italicized* it may be cast underwater. Because most spells in this category can be cast underwater, most are italicized. Of the spells in this section, only Living Castle must be cast while in an underwater laboratory. The target province of Voice of Tiamat must be a water province, but the caster need not be in one.

AIR				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
Ench 4	Cloud Trapeze	A2	3	Allows the caster to transport himself or herself to a distant province.
Thau 2	Auspex	A2	2	Performs a level-9 search for sites of Air magic in one friendly province of the caster's choice.
Ench 3	<i>Seeking Arrow</i>	A3	4	A commander in a province chosen by the caster is attacked by a seeking arrow, which is an 8-point armor-negating attack. Target is selected at random.
Evo 4	Hurricane	A3	5	The caster targets a single coastal province to be struck by a hurricane. Unrest increases by 25 and 3% of the population is killed. The effect is will appear as a random event so it is an anonymous attack!
Conj 5	Raven Feast	A4	4	Consumes the unburied corpses in a single province of the caster's The corpses are converted to Death gems and delivered to the caster. The exchange rate is gems= sqrt(corpse) / 3
Conj 5	Wind Ride	A5	10	One commander in a province of the caster's choice is transported by a whirlwind to the caster's province. This can be a friendly commander or an enemy. If it is an enemy, a battle will be fought between the commander and whatever army is in that province, including the province defense. Large commanders (Size 6), powerful Earth mages (skill 4 or greater), and Ethereal beings cannot be transported.
Ench 6	Dome of Solid Air	A5	20	This spell creates a dome over the caster's province that has an 80% chance of negating any spell cast from the outside in. However, if a spell does make it through, the dome is destroyed. The dome is also destroyed if the caster is killed.

ASTRAL				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
Evo 1	Astral Projection	S1	2	Allows the caster to scry on one province. The report from this spell is very accurate. The mage can prolong the duration of the spell by 1 month for each extra gem used in casting. The mage can be detected by enemy Astral mages. The chance of detection is 40% per enemy Astral level. If the mage is detected, his astral cord will be cut and he will become Feebleminded.
Evo 2	<i>Arcane Probing</i>	S1	2	Performs a level-9 search for sites of Astral magic in one friendly province of the caster's choosing.
Ench 5	<i>Ritual of Returning</i>	S2	3	The mage will return immediately to the home province if wounded. The spell lasts until the mage actually suffers a wound. If the home province is controlled by the enemy when the mage tries to return, he or she is killed.
Thau 3	<i>Astral Window</i>	S2	3	Allows the caster to scry on one province. The report from this spell is very accurate. The mage can prolong the duration of the spell by 1 month for each extra gem used in casting.
Alt 5	Baleful Star	S3	7	The target province has its scales tipped by 2 towards Misfortune, its unrest increases by 30, and units in the province have a 5% chance of being cursed. This spell is anonymous and will be reported as a random event.
Conj 5	<i>Acashic Record</i>	S3	25	Performs a level-9 search for sites of all types of magic in one friendly province of the caster's choice.
Ench 5	<i>Dispel</i>	S3	30	This spell can directly dispel an enemy global enchantment. The procedure for doing so is listed on page 88 in the Magic section.
Thau 3	<i>Teleport</i>	S3	2	Teleports the mage to any province on the map.
Thau 4	<i>Vengeance of the Dead</i>	S3D1	3	The caster chooses a province. The commander in that province who has killed the most units in combat (and thus has the most blood on his hands) has a chance of being killed in a nightmare by the souls of his victims. The target can escape by making a successful magic resistance roll.
Ench 6	<i>Dome of Arcane Warding</i>	S4	10	Creates an anti-magic dome over the province which has a 50% chance of stopping any given spell from entering. It lasts 1 turn plus 1 additional turn per extra gem spent. The dome

ASTRAL				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
				vanishes if the caster dies.
Evo 6	<i>Mind Hunt</i>	S4	2	Caster can travel astrally to a distant province and attack an enemy commander there with either Mind Burn or Soul Slay. The mage must know one of those two spells or the attack does not occur. The mage can be detected by enemy Astral mages, and the effect is identical to Astral Projection (chance of Feeblemind).
Thau 5	<i>Gateway</i>	S4	10	This allows the caster and all units under his command to travel to any province with a friendly laboratory in it.
Thau 6	<i>Imprint Souls</i>	S4	25	The caster imprints 120 souls, plus 4 per caster's extra skill level in Astral magic. Half of these die, while the other half have a chance of being turned into a holy troop of the caster's nation, or a mad, feebleminded troop. The chance of the result being good is 3% per caster's Astral level, +6% per penetration bonus.
Thau 9	<i>Astral Travel</i>	S5	25	Like the Gateway spell, except the mage and his army can move to any province, not just one with a lab, and it can be either enemy or friendly.
Alt 9	<i>Wish</i>	S9	100	Make a wish! Some of the things you can wish for are: an arena death match, dominion, increased strength, increased magic skill, armageddon, magic items, blood slaves, an army, food, more population, provinces, an artifact, great wealth or a swift death. You can also wish for specific magic items and monsters. This list is not exhaustive.

BLOOD				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Slaves</u>	<u>Effect</u>
Blood 2	Bowl of Blood	B2	2	Performs a level-9 search for sites of Blood magic in one friendly province of the caster's choice.
Blood 4	Rain of Toads	B3N1	10	The rain in a province of the caster's choosing turns into toads. This causes unrest in the province and may spread disease. Unrest increases by 40, the scales are tilted to misfortune by 2, and all units have a 5% chance of contracting a disease. The spell is anonymous and will be reported as a random event.

BLOOD				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Slaves</u>	<u>Effect</u>
Blood 6	<i>Rejuvenate</i>	B4	10	Each casting of the spell makes the mage ten years younger.
Blood 7	Dome of Corruption	B4S4	20	Creates a dome over a province which has a 75% chance of negating enemy spells cast into the province from outside. If a spell is negated, the enemy mage will become Feebleminded unless he makes a successful magic resistance roll at a -2 penalty. However, because this dome is created by Horrors, occasionally a horror may descend into the province and kill a mage. The chance to be horror marked while inside the dome are 7% for mages, and 2% for others. Horror-marked units have at least +20% chance of being attacked while inside the dome. There is also a 20% chance per month of increasing the magic scale by 1. Attempting to cast a spell out of the province may drive the mage insane. The dome disappears if the caster dies.
Blood 9	Horror Seed	B4S5	20	Horror-marks and curses soldiers in a province of the caster's choosing. First, one soldier gets a "parasitic horror." The horror bearer will horror mark up to five companions per month, and spread up to one horror seed per month. Horror seeds will hatch into lesser horrors in due time. The real horror will emerge when the horror bearer dies.
Blood 8	Three Red Seconds	B5	120	Builds a dark citadel in a province chosen by the caster.

DEATH				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
Conj 2	<i>Dark Knowledge</i>	D1	3	Performs a level-9 search for sites of Death magic in one friendly province of the caster's choice. Province may not be enemy controlled.
Ench 4	<i>Twiceborn</i>	D2	10	If the caster dies in a friendly dominion, he is revived as a Wight Mage in the nation's home province. Spell cannot be cast on undead, inanimates, or demons.
Thau 6	<i>Leprosy</i>	D5	10	All units in a province have a 50% chance of becoming diseased. A unit can resist this effect by making a successful magic resistance roll. Undead and lifeless beings are immune to the effects of this spell.
Ench 7	Ritual of Rebirth	D4	15	Brings back a mummified version of a dead hero from the Hall of Fame. May be performed

DEATH				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
				several time on the same hero. Undead and lifeless beings cannot be brought back in this way. The hero gets the stats of a mummy, but keeps his or her magic skill, experience, curses, heroic abilities, etc.
Thau 8	<i>Black Death</i>	D5	15	Kills 50% of the population in a province of the caster's choice. Does not affect military units in that province. The effect is reported as a random event and thus is anonymous.
Thau 8	<i>Stygian Paths</i>	D5	15	Transports the caster and all troops under his command to a distant province. En route, all troops are attacked by a dmg: 1 AN attack and a dmg: Death, MR attack. These represent the spirits of the underworld attacking. Stealthy units only have a 20% chance of being hit by the death attack. The caster gains no benefit from stealth.

EARTH				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
Thau 2	<i>Gnome Lore</i>	E2	2	Performs a level-9 search for sites of Earth magic in one province of the caster's choice. Province may not be enemy controlled.
Alt 4	<i>Blight</i>	E2D1	5	A blight is cast upon a province of the caster's choice. This kills 5% of the population, costs 80 pounds of gold to the owner of the province to feed the starving, and increases unrest by 15
Alt 8	<i>Wizard's Tower</i>	E4	50	Raises a wizard's tower in a friendly province of the caster's choice.
Alt 7	<i>Iron Walls</i>	E5	10	Increases the defense of a fortress by 200 points. The spell lasts 1 turn, plus 1 additional turn per extra gem used.
Alt 8	<i>Crumble</i>	E5	20	The caster does 150 points of siege damage to an enemy fortress, plus 25 for each skill level of Earth magic the mage possesses beyond 5.
Thau 6	<i>Melancholia</i>	E5	20	The production scale of a province chosen by the caster is set to Sloth 3. Troops will desert if they fail a double roll: DRN must exceed morale and DRN + 9 must exceed DRN + MR, or desertion occurs. This is checked for all troops. Dominion decreases by 1-2 points.

FIRE				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
Alt 3	<i>Inner Sun</i>	F1S1	1	When the mage is killed, a shower of flame shoots from his dead body and burns all undead and demons in the vicinity. The spells does 15 points of damage in a 35-square area which ignores armor. Units can avoid damage by making a successful magic resistance roll.
Thau 2	Augury	F2	2	Performs a level-9 search for sites of Nature magic in one friendly province (caster's choice).
Evo 3	Fires from Afar	F3	10	Strikes military units in an enemy province with bolts of flame. Targets are struck with 10+ points of armor-piercing damage. There are 15 bolts, each of which has at least a 20% chance of hitting someone, but this chance will be higher if the number of eligible targets in the province is more than 10, and will be 100% when there are more than 60 such targets. The caster will not get a report on the results without a spy in the province.
Evo 9	Volcanic Eruption	F3E3	15	Kills one third of the population in a province chosen by caster. This is an anonymous spell and is reported to the target as a random event.
Ench 7	Dome of Flaming Death	F4	8	Creates a dome of fire over the caster's province. This dome does not block spells, however. Instead, when an enemy spell enters the province from outside, the dome will spring a trap on the mage trying to cast the spell, and do 1-20 points of armor- piercing damage. It lasts 1 turn plus 1 additional turn per extra gem used. The dome burns out if the casting mage dies.
Evo 4	<i>Fate of Oedipus</i>	F4	75	This spell can only be cast when the global enchantment Eyes of God is active. When Fate of Oedipus is cast, the mage who cast Eyes of God is blinded, and that spell is cancelled.
Thau 5	<i>Raging Hearts</i>	F4	10	Unrest in the province is increased by 60 as the inhabitants go on a rampage, and 5% of the population is killed.
Evo 9	Flames from the Sky	F5	35	This is a long-ranged fire attack on an enemy army in a distant province, much like Fires from Afar only more powerful. Half of all units in the province are affected by a 15-point armor-piercing attack.

NATURE				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
Thau 2	<i>Haruspex</i>	N2	2	Performs a level-9 search for sites of Fire magic in one friendly province of the caster's choice.

NATURE				
School	Spell	Path	Gems	Effect
Alt 7	<i>Transformation</i>	N3	8	The caster is transformed into a random monster. The possibilities are mostly animals, such as a great eagle, cave drake, bear, wolf, etc. Underwater, of course, the choices are different. Transformation is into a young monster, so it might be a good idea if the mage is very old. Once transformed, he or she cannot change back. There is a 20% chance of the transformation going wrong, resulting in feeblemind or death.
Conj 6	Locust Swarms	N3	8	Unleashes locusts at a province of the caster's choice. The locusts cause 100 pounds of gold in damage to crops and increase unrest by 20. This will be reported to the owner of the province as a random event.
Ench 8	<i>Dragon Master</i>	N3	30	Once cast, this mage will be able to summon three times as many drakes and wyverns per summoning spell as normal.
Conj 5	Winged Monkeys	N3S2	10	Winged monkeys pull an Oz-like raid on a distant province and attempt to carry away a commander back to the caster's province. If the target is too heavy, the monkeys just attack the target. The monkeys are afraid of mages and will never target one.
Thau 4	<i>Gift of Reason</i>	N4	20	Grants commander status to one unit. Unit must be in same province as the caster.
Conj 7	Living Castle	N4W1	50	Creates a fortress the caster's province. The living castle type is unique to this spell. This spell cannot be cast on land.
Ench 5	Faery Trod	N5	20	The caster and his army trod the faery path from one forest province to a distant forest province of the caster's choosing. There is a 50% chance of becoming lost on the faery path if the target province is completely surrounded by forests, no chance of becoming lost if there are no forests near the destination province, and everything in between is scaled between these two probabilities. Both the origination and destination provinces must be forests for this spell to work. If an army becomes lost, it will end up in a forest province near the destination province.
Ench 7	<i>Forest Dome</i>	N5	10	Creates a dome of trees over the caster's province to prevent enemy spells from getting in. The dome has a 30% chance of stopping any given spell. However, if a Fire spell is stopped in this manner, there is a 50% chance that the dome will catch fire and be destroyed. The dome is also destroyed if the caster dies.
Thau 6	<i>Beckoning</i>	N5	20	Enemy military units in a forest province chosen by the caster have a chance of disappearing forever into the forest. A unit so targeted must make a successful magic resistance roll or a

NATURE				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
				morale check vs. 16, and creatures with the Forest Survival ability are immune altogether. The spell targets 50 units plus 5 extra units per extra caster skill in Nature.

WATER				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Effect</u>
Conj 3	<i>Voice of Apsu</i>	W2	2	Performs a level-9 search for sites of water magic in one province of the caster's choice. The province must be a land province, but need not be friendly.
Conj 4	<i>Voice of Tiamat</i>	W2	8	Performs a level-9 search for sites of elemental magic in one province of the caster's choice. The province must be a water province, but need not be friendly.
Alt 4	<i>Wolven Winter</i>	W3	5	Spell kills 5% of the population and increases cold scales by 3. This appears as a random event, so the victim will not be able to tell who cast the spell.
Ench 6	<i>Frost Dome</i>	W5	15	Creates a dome over the caster's province which has a 30% chance of negating any spell cast into that province from outside, and will do 1-15 points of armor-negating cold damage to the casting mage. The dome lasts one turn per gem spent.
Evo 7	<i>Murdering Winter</i>	W5	45	This is a long-ranged cold attack on an enemy army in a distant province. The strength of the attack is 7 armor-negating points + 2 x the province's cold scale. This spell will never kill more than half of an enemy army, as at least half of the army is out of camp at a given time, and this spell attacks the camp.
Evo 9	<i>Tidal Wave</i>	W5	15	Kills 30% of the population in a coastal province of the caster's choosing. It will increase unrest by 50. The spell is anonymous and will be reported as a random event.

Global Enchantments

The following spells are global enchantments (and thus are in the category of rituals), and are governed by the rules set forth on page 87. The gem requirements listed are minimums - players can choose to use more gems when casting, which make the globals harder to dispel.

Spells that are *Italicized* can be cast underwater. All others cannot, with the exception of Lure of the Deep, which *must* be cast in an underwater laboratory.

AIR				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Evo 6	<i>Perpetual Storm</i>	A5	70	Disrupts income by 20% in all land provinces throughout the world. All battles are fought as under the effect of the Storm battle enchantment.
Thau 7	Dark Skies	A5	50	Lowers opponents' morale by 1 for each point of friendly dominion in a province.
Thau 8	Gale Gate	A5	60	Generates 20 Air gems per turn for the caster's nation.
Alt 8	<i>Fata Morgana</i>	A7	90	Unrest decreases throughout the caster's nation (only). All provinces with 1 or more province defense gain 30 phantasmal warriors as province defense.

ASTRAL				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Ench 5	<i>The Eyes of God</i>	S5	50	Lifts much of the fog of war on all provinces on the map. Enemy dominion is revealed, but income less so and magic resources not at all - they must still be searched as normal. Within friendly dominion, enemy stealth units become easier to find, and illusionary beings are dispelled.
Ench 7	Stellar Focus	S5	30	Generates 5 Astral gems per turn for the caster's nation.
Evo 6	<i>The Wrath of God</i>	S5A3	70	Each turn, enemy units will be attacked by powerful lightning strikes. These can occur anywhere, but are more likely (and more powerful) in provinces with strong friendly dominion.

ASTRAL				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Evo 9	<i>Strands of Arcane Power</i>	S7	70	Caster can potentially detect mages and magic sites in all provinces with friendly dominion. Magic site detection is more difficult than mage detection and good results require a stronger mage. Any Astral mages detected enter into a Mind Duel with the caster, but the loser only become Feebleminded. Non-Astral mages suffer a Mind Burn attack. This is a complicated spell. Try it out and see what happens.
Ench 9	<i>Arcane Nexus</i>	S8	150	A very powerful spell which collects one quarter of all gems (except Astral pearls and Blood slaves) used in the world each turn for casting or item forging, and adds them to the national gem inventory of the nation which cast Arcane Nexus.

BLOOD				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Slaves</u>	<u>Description</u>
Blood 7	Astral Corruption	B6S6	166	Once this spell has been cast, upon the casting of any non- Blood ritual or forging of a non-Blood magic item there is a chance that the mage performing that action will be attacked by a horror. The more gems spent on a spell or item increases the chances of being attacked. For example, 5 gems is a bit risky, 20 is definitely unsafe, and 100 is certain death.
Blood 8	The Looming Hell	B7	150	Enemy soldiers may decide to attack their commanders. Up to 5 attempts occur, and are randomly distributed among enemies in your dominion. A soldier must take a morale check if the commander is fearsome (at least Fear +0) or is Sacred. The attacking soldier is accompanied by a devil.

DEATH				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Thau 5	<i>Burden of Time</i>	D5	70	Causes greatly increased aging for units. Increases unrest across the world each turn. Also kills about 2% of the world's population each month. Population in provinces with a death scale die a little more swiftly.

DEATH				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Thau 6	Foul Air	D5A1	75	Any unit that suffers a wound will automatically gain the Diseased affliction.
Conj 8	<i>Well of Misery</i>	D6	80	Generates 21 Death gems per turn for the caster's nation. Tax income is increased by 10% throughout the entire world.
Alt 9	<i>Utterdark</i>	D9	100	Plunges the world into utter darkness. Income and resources in all provinces are reduced by 90%. All units except undead and blind units have their combat values halved. Units with darkvision are less affected according to the extent of their darkvision attribute. For example, Agartha Pale Ones have 100 darkvision and are thus unaffected. Agartha humans have 50 darkvision and suffer only 50% of the penalty (so their combat values are decreased by 25%). Enemy provinces are subject to random attack by shades.

EARTH				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Cnst 7	<i>Forge of the Ancients</i>	E5	80	Magic forge reduces the number of gems required to forge magic items, and increases a mage's magic skill by 1 in paths already known, for forging purposes only.
Cnst 9	<i>Mechanical Militia</i>	E5	80	Any province with a friendly provincial defense is augmented by one commander and 10 Mechanical Men. See summoning spell of the same name for stats. Provinces with zero defense get no bonus.
Ench 6	<i>Riches from Beneath</i>	E5	70	Increases resources in provinces under friendly dominion by 10% per dominion level.
Ench 7	Earth Blood Deep Well	E6	80	Generates 20 Earth gems per turn for the caster's nation.

FIRE				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Ench 6	Eternal Pyre	F6	80	Generates 20 Fire gems per turn for the caster's nation.

FIRE				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Thau 7	Purgatory	F6	60	Each turn, undead creatures in the caster's dominion are attacked, with attacks being more powerful the higher the dominion. If you are being invaded by Earmor, for instance, this is a great spell to cast.
Conj 9	<i>The Kindly Ones</i>	F6N4	50	Summons three avengers to hunt those with blood on their hands. One avenger attacks blood mages, one attacks commanders with many kills, and one attacks a target of his choosing.
Evo 8	<i>Second Sun</i>	F8	80	Each turn, increases Heat scales throughout the world.

NATURE				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Ench 5	<i>Gift of Health</i>	N5	50	Increases hit points of friendly units depending on the amount of friendly dominion in the province. Units in friendly dominion heal afflictions and only age half as quickly.
Alt 5	Mother Oak	N5	50	Generates 10 Nature gems per turn for the caster's nation.
Ench 8	Haunted Forest	N5D1	60	Every killed being in the caster's dominion is converted into manikins, which fight any enemy units in that battle (they disappear after the battle).
Conj 9	<i>Wild Hunt</i>	N6	50	The Lord of the Hunt roams the forests battling enemy priests until slain or the spell is interrupted. He has an entourage and there are also lesser hunts to help him, so there might be several attacks in a turn, but only one of them with the Lord. These hunts will only occur in forests.
Conj 9	Enchanted Forest	N7	90	Generates Vine Men in forest provinces each turn based on the amount of friendly dominion and growth scales in that province. These Vine Men become available to use as units analogous to summoning Vine Men. The Vine Men are magical beings and thus need magical leadership to be used.
Ench 9	<i>Gift of Nature's Bounty</i>	N7	70	Increases income in provinces under friendly dominion by 20% per dominion level.

WATER				
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Ench 7	<i>Ghost Ship Armada</i>	W4D3	60	The famous Admiral Torgrin and his armada will attack enemy coastal provinces at random, until defeated or the spell is interrupted. Torgrin's armada works like provincial defense - if it isn't completely destroyed in battle, it will be back to full strength the next time, although not in the same place.
Ench 8	<i>Wrath of the Sea</i>	W5	70	Coastal provinces and provinces with lakes and rivers are flooded and have their income reduced by 30%.
Ench 9	<i>Thetis' Blessing</i>	W5	50	Allows all troops in the world (of all nations) to enter the sea. If the spell is terminated for any reason while troops are using it to breathe underwater, those troops drown.
Conj 8	<i>Guardians of the Deep</i>	W6	60	Any underwater province with a friendly provincial defense of at least 1 is augmented by random types of all kinds of underwater beasts, such as sea serpents, lobsters, sharks, sometimes a few sea trolls, in deep sea some krakens and sometimes a monster fish, in shallow sea a few sea stags, sea lions, sea dogs, and sometime an asp turtle. There is also a chance that monsters will randomly attack sea provinces in your dominion and take control for you.
Thau 7	<i>Lure of the Deep</i>	W6	70	Hot mermaids start emerging from the oceans and lure soldiers to drown. The practical effects are that enemy armies in coastal and sea provinces with the caster's dominion will suffer casualties each turn. This spell must be cast in an underwater laboratory.
Evo 8	<i>Maelstrom</i>	W6	80	Generates 15 Water, 5 Astral, 3 Air, and 1 gem of every other magic path (except Blood) per turn for the caster's nation.
Alt 7	<i>Sea of Ice</i>	W6	80	Movement between sea and land provinces becomes impossible due to - you guessed it - ice. Units can still move from sea province to sea province because they are going under the ice. The ability to sail across the seas is cancelled while this spell is in effect. This applies to Vanheim (both eras), Maignon Conquerors of the Seas, Atlantis Frozen Sea, and any commanders with a pocket ship.

NATIONALS: *Niefelheim, Jotunheim, Utgård*

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Slaves</u>	<u>Description</u>
Blood 6	Illwinter	B5W3	120	All provinces have a 50% chance of increasing their cold scales, and increasing unrest by 1d4 (open-ended). Up to 2 provinces may be attacked by wolves or even giants. Provinces with heat scales are immune to the wolf/giant attacks as long as they stay hot.

NATIONALS: *Ermor, Ashen Empire*

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Description</u>
Conj 8	Soul Gate	D9	90	Dispossessed Spirits will start to appear in Ermor's provinces. In provinces with temples, more powerful spirits will appear and there you might even get priestly spirits that can lead the army of ghosts.

NATIONALS: *Pangaea*

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Slaves</u>	<u>Description</u>
Ench 8	Carrion Woods	N6D5	90	This enchantment affects all provinces under Pangaeas dominion. It kills off human population at a fast rate and turns the dead into undead Manikins that will fight for Pangaea. Forest provinces will provide undead beasts and forest temples may provide holy creatures for the army. This reanimation works better in provinces with growth scales. The enchantment also yields 6 nature gems and 3 death gems per month.

Divine Magic

The first nine spells listed below comprise the standard path of divine magic, and thus require no research. Instead, all are available from the beginning of the game to any commander with the required holy skill.

All the spells are battlefield only. None of them have a fatigue cost, but the caster still incurs fatigue for encumbrance.

The spells listed under Nationals are available only to the listed nation. However, that nation still receives the normal complement of the nine divine spells listed below. Exception: Earmor, Ashen Empire only receives the spells specifically listed for that nation. It does not get the normal divine spells. Earmor, Broken Empire receives normal divine magic in addition to its nation-specific list.

Note that the nation-specific holy spells for Pangaea are all Enchantment school spells, and must be researched before they become available.

Key:

Fat = Fatigue, AoE = area of effect, Prec = Precision, Dmg = damage, NoE = number of effects

Path = holy level required, BF = entire battlefield affected, AN = armor-negating

MR = magic resistance negates, MR+ = magic resistance negates easily (target gets +4 bonus to roll)

HOLY										
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Range</u>	<u>AoE</u>	<u>Prec</u>	<u>Dmg</u>	<u>NoE</u>	<u>Special</u>	<u>Explanation</u>
none	Banishment	H1	0	20	4+	0	5+	1	AN, MR	Undead and demon units in a square affected by Banishment suffer damage if they fail a magic resistance roll. Multiple priests repeatedly casting Banishment can decimate undead armies.
none	Blessing	H1	0	10	5+	100	0	1		This spell confers the nation's bless effects (+2 morale and any additional bonus from pretender magic skill). Only sacred units can be blessed. On non-sacred units the spell has no effect.
none	Sermon of Courage	H2	0	17+	10+	100	0	1		Raises morale by +2 for the remainder of the battle. A unit can only be affected once.
none	Smite Demon	H2	0	25	0	100	10+	1	AN, MR	More powerful than Banishment against demons, this spell however only affects one demon at a time.
none	Divine Blessing	H3	0	0	BF	100	0	1		Identical to Blessing except that the entire

HOLY										
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Range</u>	<u>AoE</u>	<u>Prec</u>	<u>Dmg</u>	<u>NoE</u>	<u>Special</u>	<u>Explanation</u>
										battlefield is affected (friendly units only).
none	Holy Avenger	H3	0	0	0	0	0	1		If the caster is damaged, a bolt of energy strikes the enemy army in a random square. This can happen a maximum of once a turn. Once the spell is cast, it lasts the entire battle.
none	Smite	H3	0	25	0	100	20	1	AN, MR	Very powerful attack targets a single unit.
none	Fanaticism	H4	0	BF	0	0	1			Identical to Sermon of Courage except the entire battlefield is affected (friendly units only). A unit already affected by Sermon of Courage cannot again be affected by Fanaticism.
none	Word of Power	H4	0	100	0	100	10	1	AN, MR	Less powerful than Smite, but has a longer range, and causes paralysis damage rather than normal damage.

NATIONALS: <i>C'tis, Desert Tombs</i>										
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Range</u>	<u>AoE</u>	<u>Prec</u>	<u>Dmg</u>	<u>NoE</u>	<u>Special</u>	<u>Explanation</u>
none	Protection of the Grave	H1	0	15	1	100	0	1		Gives undead +4 magic resistance.
none	Power of the Grave	H1	0	15	1	100	0	1		Gives undead +4 attack, +4 action points.
none	Protection of the Grave	H2	0	10	10	100	0	1		Gives undead +4 magic resistance. Larger area of effect than the Holy-1 version.
none	Royal Power	H3	0	5	5	100	0	1		Gives undead +4 magic resistance. Larger area of effect than the Holy-1 version, but shorter range.
none	Royal Protection	H3	0	0	BF	100	0	1	MR+	Gives all friendly undead on battlefield +4 magic resistance.
none	Power of the Reborn King	H4	0	0	BF	0	0	1		Gives all friendly undead on battlefield +4 attack and +4 action points.

NATIONALS: <i>Ermor, Ashen Empire</i> (does not receive normal divine spells)										
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Range</u>	<u>AoE</u>	<u>Prec</u>	<u>Dmg</u>	<u>NoE</u>	<u>Special</u>	<u>Explanation</u>
none	Unholy Command	H1	0	5	0	0	0	1	AN	Enslaves an enemy undead unit.
none	Unholy Protection	H1	0	15	1	100	0	1		Gives undead +4 magic resistance.
none	Unholy Blessing	H1	0	15	1	100	0	1		Provides bless effects to sacred undead units only.
none	Unholy Power	H1	0	15	1	100	0	1		Gives undead +4 attack, +4 action points.
none	Unholy Protection	H2	0	5	10	100	0	1		Gives undead +4 magic resistance. Larger area of effect than the Holy-1 version, but shorter range.
none	Unholy Blessing	H2	0	5	10	100	0	1		Provides bless effects to sacred undead units only. Larger area of effect than the Holy-1 version, but shorter range.
none	Unholy Power	H3	0	5	5	100	0	1		Gives undead +4 magic resistance. Larger area of effect than the Holy-1 version, but shorter range.
none	Unholy Blessing	H3	0	0	BF	100	0	1		Provides all friendly sacred undead units on battlefield with bless effects.
none	Protection of the Sepulchre	H3	0	0	BF	100	0	1	MR+	Gives all friendly undead units on battlefield +4 magic resistance.
none	Power of the Sepulchre	H4	0	0	BF	0	0	1		Gives all friendly undead on battlefield +4 attack, +4 action points.

NATIONALS: <i>Ermor, Broken Empire</i>										
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Range</u>	<u>AoE</u>	<u>Prec</u>	<u>Dmg</u>	<u>NoE</u>	<u>Special</u>	<u>Explanation</u>
none	Unholy Command	H1	0	5	0	0	0	1	AN	Enslaves an enemy undead unit.
none	Unholy Protection	H1	0	15	1	100	0	1		Gives undead +4 magic resistance.
none	Unholy Blessing	H1	0	15	1	100	0	1		Provides bless effects to undead units only.

NATIONALS: <i>Ermor, Broken Empire</i>										
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Range</u>	<u>AoE</u>	<u>Prec</u>	<u>Dmg</u>	<u>NoE</u>	<u>Special</u>	<u>Explanation</u>
none	Unholy Power	H1	0	15	1	100	0	1		Gives undead +4 attack, +4 action points.
none	Anathema	H2	0	50	1	100	0	1		Curses an enemy sacred unit.
none	Unholy Protection	H2	0	5	10	100	0	1		Gives undead +4 magic resistance. Larger area of effect than the Holy-1 version, but shorter range.
none	Unholy Blessing	H3	0	0	BF	100	0	1		Provides all friendly undead units on battlefield with bless effects.
none	Apostacy	H3	0	50	0	100	0	1	MR+	Charms an enemy sacred unit.
none	Unholy Power	H3	0	5	5	100	0	1		Gives undead +4 magic resistance. Larger area of effect than the Holy-1 version, but shorter range.
none	Unholy Blessing	H3	0	0	BF	100	0	1		Provides all friendly sacred undead units on battlefield with bless effects.
none	Protection of the Sepulchre	H3	0	0	BF	100	0	1	MR+	Gives all friendly undead units on battlefield +4 magic resistance.
none	Power of the Sepulchre	H4	0	0	BF	0	0	1		Gives all friendly undead on battlefield +4 attack, +4 action points.

NATIONALS: <i>Pangaea</i>										
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Range</u>	<u>AoE</u>	<u>Prec</u>	<u>Dmg</u>	<u>NoE</u>	<u>Special</u>	<u>Explanation</u>
Ench 1	Quick Roots	H1	0	10+	1	0	0	1	AN	Give Haste (halved movement cost) to undead units.
Ench 4	Regrowth	H2	0	10+	1	100	0	1	AN	Gives undead Regeneration +10.
Ench 6	Mend the Dead	H3	0	25+	0	100	0	1	AN	Heals undead units.
Ench 6	Puppet Mastery	H3	0	0	BF	100	0	1	AN, MR	Battlefield-wide version of Quick Roots.
Ench 8	Carrion Growth	H4	0	0	BF	100	0	1	AN, MR+	Battlefield-wide version of Regrowth.

Battlefield Spells

These spells can only be cast in battle. Any summons gained through battle magic exist only as long as the battle lasts - they are not permanent.

Key:

Fat = Fatigue, AoE = area of effect, Prec = Precision, Dmg = damage, NoE = number of effects, Path = holy level required, BF = entire battlefield affected, AN = armor-negating, AP= armor-piercing, NUW = not castable underwater.

MR = magic resistance negates, MR+ = magic resistance negates easily (target gets +4 bonus to roll)

BE = battlefield enchantment. This differs from a spell with BF effect in that a battlefield enchantment is canceled if the caster dies. Mundane = non-magical for purposes of hitting ethereals

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

AIR														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Alt 0	Air Shield	A1	10		0		0		0		0		1	NUW
		Gives the unit 80% resistance to missiles.												
Alt 1	Aim	A1	5		5+		1		5		0		1	
		Increases a unit's Precision by 5.												
Alt 1	Charge Body	A1	5		0		0		0		0		1	
		Striking the mage in combat causes 20 AN damage to both the mage and his attacker. Spell works once and then must be recast.												
Alt 1	Resist Lightning	A1	5		0		0		0		0		1	
		Gives the target 100% shock resistance.												
Alt 2	Mirror Image	A1	10		0		0		0		0		1	AN

AIR														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
		The mage becomes more difficult to hit in combat by gaining 2 mirror images per Air level. A strike on such a mage has a chance of hitting a mirror image, whereupon the strike is negated. The mirror images disappear when the real image is hit. Thus, wounding the mage cancels the spell.												
Alt 2	Phantasmal Warrior	A1	10		5		0		0		0		1	
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Phantasmal Warrior x1</i>		1	10	0	10	50	10	10	10	0	3/12		
		Ethereal, Inanimate, Amph, NNE, DV 100% Wpn: Phantasmal Weapon												
Conj 2	Summon Storm Power	A1	10		0		0		0		0		1	NUW
		Gives the caster a +1 bonus to Air magic, but can only be cast during a Storm.												
Conj 3	Summon Lesser	A1	100		1		0		0		0		1	NUW
	Air Elemental		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Air Elemental x1</i>		9	9	0	13	50	13	15	0	0	3/24		
		Ethereal, Inanimate, Trample, Fly, NNEat, SR100%, PR100%, MagB Wpn: Lightning Swarm												
Evo 1	Shocking Grasp	A1	3		1		0		0		18+		1	AN
		An electrical attack that ignores armor. Caster must touch target.												
Evo 5	Orb Lightning	A1	10		15		0		2		10		1+	AN
		Casts one orb lightning per level of caster. Damage ignores armor.												
Alt 1	False Fetters	A2	10		10		2+		0		0		1	MR
		Entraps units so that they cannot move or fight until they have overcome the fetters. A DRN is generated each turn, and the DRN + the unit's MR must exceed 20.												
Alt 3	Mistform	A2	10		0		0		0		0		1	

AIR															
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE		Special
		Any successful strike on the target is reduced to 1 point of damage. The mistform is canceled by any hit that does 25 or more points of damage after armor, or by any hit from a magical weapon. There is also a simple 1% chance per hit of the spell expiring. The damage reduction occurs even on a hit which causes the mistform to expire.													
Alt 4	Wind Guide	A2	100		0		BF		0		0		1		NUW
		Increases precision of all friendly units on the battlefield by 5.													
Ench 1	Flight	A2	20		5		0		0		0		1		NUW
		Grants the Flight special ability to one unit.													
Ench 5	Thunder Ward	A2	100		5		15		0		0		1		
		Increases the target's lightning resistance by 50%													
Evo 2	Lightning Bolt	A2	10		35+		0		4		14+		1		AN
		Shoots a lightning bolt! Spell has good Precision and ignores armor.													
Evo 2	Shock Wave	A2	10		2		6		0		9+		1		AN
		Does lightning damage to a six-square area adjacent to the caster. Unlucky (or low-precision) casters can sometimes hit themselves due to the fact that the area of effect is larger than the range.													
Alt 3	Ghost Wolves	A3	10		5		0		0		0		2		
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>			
	<i>Phantasmal Wolves x2</i>		1	9	0	10	50	10	10	10	0	3/26			
		Ethereal, Inanimate, Amph, NNEat, DV100% Wpn: Phantasmal Weapon													
Alt 6	False Horror	A3	10		5		0		0		0		1		
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>			
	<i>False Horror x1</i>		1	10	0	10	50	13	10	10	0	3/4			
		Ethereal, Inanimate, Fly, Amph, NNEat, Fear +0 Wpn: Phantasmal Claw, Phantasmal Claw													
Conj 5	Summon Air Elemental	A3	100		1		0		0		0		1		NUW

AIR															
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE		Special
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv			
	<i>Air Elemental x1</i>		15	15	0	16	50	16	18	0	0	3/30			
		Ethereal, Inanimate, Trample, Fly, NNEat, SR100%, PR100%, MagB Wpn: Lightning Swarm													
Ench 6	Arrow Fend	A3	100		0		BF		0		0		1		NUW
		Give your entire army an Air Shield of 80%.													
Evo 3	Mist	A3	100		0		0		0		0		1		NUW, BE
		Casts a mist across the battlefield, reducing the precision of all units by half.													
Evo 4	Thunder Strike	A3	50		100		1		2		26+		1		NUW, AN
		This is a long-range thunderbolt which also has secondary stun effects on adjacent units.													
Thau 5	Confusion	A3	10		25		1		3		0		1		MR
		A unit in the area of effect has a 50% chance each turn of becoming confused. Confused units will make a random move and attack someone within range, whether or not that unit is an enemy. Confusion is checked each turn, regardless of previous turn's confusion.													
Conj 6	Summon Valkyries	A3D1	100		1		0		0		0		7		NUW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv			
	<i>Valkyrie x7</i>		12	11	12	13	12	16	14	13	5	3/11			
		Stealthy, Fly, Sacred Wpn: Spear													
Alt 5	Phantasmal Army	A4	200		4+		0		0		0		25+		
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv			
	<i>Phantasmal Warrior x25+</i>		1	10	0	10	50	10	10	10	0	3/12			
		Ethereal, Inanimate, Amph, NNE, DV 100% Wpn: Phantasmal Weapon													
Conj 7	Living Clouds	A4	200		1		0		0		0		4+		NUW

AIR														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Air Elementals x4+</i>		11	11	0	14	50	14	16	0	0	3/26		
		Ethereal, Inanimate, Trample, Fly, NNEat, SR100%, PR100%, MagB Wpn: Lightning Swarm												
Ench 7	Mass Flight	A4	200		0		BF		0		0		1	NUW
		Gives all friendly soldiers on the battlefield the Flying ability.												
Ench 8	Storm Warriors	A4	100		0		BF		0		0		1	
		Gives all friendly troops lightning resistance 50%												
Evo 5	Storm	A4	100		0		0		0		0		1	NUW, BE
		Creates a rainstorm or snowstorm. Flying is impossible and missile fire is hampered: all Precision is halved, and there is a 50% chance that a given missile will be lost altogether. A rainstorm causes all Fire spells to cost double fatigue.												
Alt 7	Fog Warriors	A5	300		1		BF		0		0		1	
		Gives all friendly troops the Mistform ability.												
Evo 6	Wrathful Skies	A5	200		0		0		0		0		1	NUW, BE
		Random lightning strikes occur on the battlefield. On a normal battlefield, 5% of the squares will be struck by a lightning bolt. Twice this number will be struck in a storm.												
Ench 8	Mists of Deception	A6	200		0		0		0		0		1	NUW, BE
		Casts a mist over the battlefield from which one random phantasm per level of caster and round of battle will appear. Effect on spells and missiles is same as for the Mist spell.												
Evo 7	Shimmering Fields	A6	200		20		50		0		10+		1	AN
		Creates a 50-square charged field that does lightning damage to any unit in its AoE, including friendlies.												

ASTRAL														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Alt 0	Twist Fate	S1	20		0		0		0		0		1	
		The first successful strike against the caster is negated.												
Alt 1	Personal Luck	S1	20		0		0		0		0		1	
		Any wound or magic damage suffered by the caster has a 50% chance of being negated.												
Alt 3	Body Ethereal	S1	30		1		1		0		0		1	
		Caster gains Ethereal ability. Non-magical attacks have 75% chance of missing.												
Alt 4	Luck	S1	20		5		1		2		0		1	
		Same as Personal Luck, except it affects a small number of units, not the caster.												
Conj 3	Power of the Spheres	S1	100		0		0		0		0		1	
		Caster gains a one-level skill bonus in all paths of magic.												
Ench 1	Resist Magic	S1	20		0		0		0		0		1	
		Increases caster's Magic Resistance +4												
Ench 3	Astral Shield	S1	20		0		0		0		0		1	
		A shield of astral energy surrounds the mage. When the mage is attacked, the attacker suffers an attack of paralyzing damage that is calculated as follows: 12 + Astral level - attacker's wpn length*2 This attack ignores armor and can be resisted with a successful magic resistance roll. Mindless units are immune to this effect.												
Evo 1	Star Fires	S1	20		30		0		2		5+		2	NUW, AN
		A long-range attack on a single target that ignores armor.												
Evo 3	Magic Duel	S1	100		100		1		100		0		1	AN
		The mage challenges another Astral mage on the battlefield to a duel. Each mage rolls a d6 (this is not open-ended) and adds his or her level of Astral magic. The mage with the higher total is the winner. The loser dies. If the totals are tied, both mages die.												
Thau 1	Blink	S1	10		0		0		0		0		1	

ASTRAL																								
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE		Special									
		Instantly transports the caster to another location on the battlefield. This location is random and can be anywhere regardless of distance.																						
Thau 1	Communion Master	S1	20		0		0		0		0		1											
		Communion Master must be cast with Communion Slave. It allows a mage to distribute the fatigue from a spell among all friendly Communion Slaves on the battlefield. It also grants him or her one extra level in all of his or her magic paths as follows: <table><tr><td><u>Slaves</u></td><td><u>Bonus</u></td></tr><tr><td>2</td><td>1</td></tr><tr><td>4</td><td>2</td></tr><tr><td>8</td><td>3</td></tr><tr><td>16</td><td>4</td></tr></table> and so on. All single-target spells that affect the caster of Communion Master will affect the slaves fully as well.													<u>Slaves</u>	<u>Bonus</u>	2	1	4	2	8	3	16	4
<u>Slaves</u>	<u>Bonus</u>																							
2	1																							
4	2																							
8	3																							
16	4																							
Thau 1	Communion Slave	S1	20		0		0		0		0		1											
		See Communion Master.																						
Evo 4	Nether Bolt	S1D1	15		30+		1		2		20+		1		AP, MR									
		An armor-piercing ranged attack with the ability to Feeble-mind targets. A successful magic resistance roll avoids the Feeblemind.																						
Evo 7	Nether Darts	S1D1	15		25+		0		0		15+		15+		AP, MR									
		Like a Nether Bolt, but with multiple bolts. Multiple missiles may hit the same target, but only if the caster has high Precision.																						
Evo 3	Healing Light	S1N1	20		25+		1		100		0		1		NUW, AN									
		A healing spell with a small area of effect. Does not affect undead or lifeless beings.																						
Evo 1	Arcane Bolt	S2	20		35+		0		3		10+		1		AN									
		A ranged attack that is only useful against magic beings.																						
Evo 2	Solar Rays	S2	20		35+		1		100		12+		1		NUW, AP									
		An armor-piercing, ranged attack with very high Precision that only affects undead units and may set them ablaze.																						

ASTRAL															
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>		<u>Special</u>
Evo 5	Stellar Cascades	S2	20		30		5		100		25		1		NUW, AP,
		A ranged, area-effect spell that does armor-piercing stun damage.													
Thau 1	Horror Mark	S2	20		50		0		100		0		1		
		A horror mark makes it more likely that a unit will be attacked by a horror. See "horror marking" in the main rulebook.													
Thau 1	Returning	S2	200		0		0		0		0		1		AN
		This spell transports the caster back to the nation's home fortress. The spell does not work if the home fortress is enemy controlled, or if the caster is already in the home province.													
Thau 2	Mind Burn	S2	20		100		0		100		12+		1		AN, MR
		A very long-ranged, extremely precise attack which ignores armor.													
Thau 4	Paralyze	S2	20		100		0		100		60+		1		AN, MR,
		A powerful attack which does paralyzation damage.													
Alt 6	Battle Fortune	S3	100		10		5		5		0		1		
		The spell's targets gain Luck for the remainder of the battle. Like Luck, except with greater area of effect, longer range, greater precision, and higher fatigue cost.													
Alt 6	Control	S3	100		20		0		100		0		1		MR
		The caster takes control of one enemy magical being. That magical being will now fight for the caster's side in battle.													
Conj 4	Light of the Northern	S3	100		0		0		0		0		1		BE
	Star	All mages on the battlefield, including enemies, gain one bonus level in Astral magic.													
Ench 4	Antimagic	S3	100		0		BF		0		0		1		
		Increases the Magic Resistance of all friendly units on the battlefield by 4.													
Ench 4	Astral Healing	S3	100		0		BF		0		0		1		AN
		A battlefield-wide healing spell that only affects friendly units, but only restores a small number of hit points. Lifeless beings are unaffected.													
Ench 6	Opposition	S3	20		20		0		100		Death		1		MR

ASTRAL															
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE		Special
		Disenchants one enemy magical being. If the target fails its Magic Resistance roll, it dies. If it passes, the spell fails.													
Evo 5	Astral Geyser	S3	20		45+		1		0		0		1		AN
		Confers two levels of horror marking on the target. Units in a 10-square adjacent area are hit by deadly rays, with 2 AN damage which can be avoided with a successful magic resistance roll.													
Thau 5	Soul Slay	S3	20		100		0		100		Death		1		MR
		A ranged attack on a single target which will kill the target if it fails its Magic Resistance roll.													
Evo 6	Astral Fires	S3F1	20		40+		4+		100		10		1		AN, MR
		A fire attack which ignores armor and strikes multiple targets. Because it is of astral origin, this is the only fire that will burn underwater.													
Alt 7	Doom	S4	100		0		BF		0		0		1		
		All enemy units on the battlefield become Cursed. This is permanent.													
Alt 8	Will of the Fates	S4	400		0		BF		0		0		1		
		All friendly units on the battlefield receive the Luck attribute.													
Thau 6	Enslave Mind	S4	20		100		0		100		0		1		AN, MR
		Caster takes full and permanent control over units. However, all commanders lose their independence and become regular units, losing things like leadership and magic skills.													
Thau 7	Vortex of Returning	S4	300		0		BF		0		0		1		AN
		The entire army is transported back to its nation's home province.													
Ench 7	Solar Brilliance	S5	500		0		0		0		0		1		NUW, BE
		All units on the battlefield have a 50% chance of becoming blinded. This effect can be avoided by making a magic resistance roll at +4. All undead and demons have a 50% chance of suffering a 5-point armor-piercing attack, which can also be avoided with a magic resistance roll at +4.													
Evo 8	Astral Tempest	S5	200		0		0		0		0		1		BE
		A massive astral energy storm envelops the battlefield. Each unit on the battlefield has a 50% chance of suffering an attack of dmg: 1 AN, MR each combat round. Mindless units are immune to the effects of this spell.													

ASTRAL														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Thau 8	Soul Drain	S5D5	500		0		0		0		0		1	BE
		All units on the battlefield have a 50% chance of suffering a drain attack of dmg: 1 AN, MR each combat round.												
Ench 8	Unraveling	S6	600		0		BF		0		0		1	MR
		Causes damage Decay to all magic beings on the battlefield, including friendly units. All units on the battlefield can also become Feebleminded unless they pass a magic resistance roll at +4.												
Alt 9	Arcane Domination	S7	700		0		BF		0		0		1	AN, MR+
		Caster takes control of all magical beings on the battlefield. The targets can avoid the spell effects by passing a Magic Resistance roll at +4.												
Thau 9	Master Enslave	S8	800		0		BF		0		0		1	AN, MR+
		Caster takes control of all enemies. The targets can avoid the spell effects by passing a Magic Resistance roll at +4.												

BLOOD														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Blood 0	Bleed	B1	100		25+		0		0		25+		1	AN, MR
		This spell does poison damage which is not affected by poison resistance.												
Blood 1	Blood Burst	B1	200		30		1		5		11+		1	NUW, AN
		A ranged attack that ignores armor and magic resistance, but has a high fatigue cost and costs 2 blood slaves.												
Blood 1	Blood Heal	B1	100		0		0		3		0		1	NUW, AN
		A powerful healing spell that affects only the caster.												
Blood 1	Reinvigoration	B1	100		0		0		0		0		1	NUW, AN
		Caster's fatigue is reset to zero.												
Blood 1	Sabbath Master	B1	100		0		0		0		0		1	NUW

BLOOD															
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE		Special
		This is the Blood magic equivalent of the Astral spell, Communion Master. The counterpart to Communion Slave is Sabbath Slave, below. The mage can increase his magic skill while this spell is in effect, and can distribute his fatigue among his Sabbath Slaves. See Communion Master for details.													
Blood 1	Sabbath Slave	B1	100		0		0		0		0		1		NUW
		See Sabbath Master, above.													
Blood 1	Summon Imp	B1	100		1		0		0		0		5		NUW
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>			
	<i>Imp x5</i>		8	9	6	11	9	15	13	10	1	3/7			
		Demon, Fly, NNEat, FR 100%, CR -50% Wpn: Claw													
Blood 2	Banish Demon	B1	100		25		0		100		Death		1		NUW, MR
		Destroys one demon if the target does fails a magic resistance roll.													
Blood 3	Leeching Touch	B1	20		1		0		0		15+		1		AN
		A drain life attack on a single target from close range which restores some of the caster's hit points and fatigue based on the amount of damage done.													
Blood 7	Leech	B1	100		25		1		100		25+		1		NUW, AN
		This is a more powerful, area-effect version of Leeching Touch. It also has a long range.													
Blood 9	Blood Vengeance	B1	100		0		0		0		0		1		NUW
		This spell reflects damage caused to the mage back on his attacker. The reflected damage effect can be negated by a successful magic resistance roll.													
Blood 1	Blood Boil	B1F1	50		20		0		3		11+		1		AN, MR
		A ranged attack which ignores armor and doesn't require the use of any blood slaves.													
Blood 4	Hellfire	B1F2	100		25+		3		0		9+		2		NUW, AP
		An area-effect, armor-piercing attack which does fire damage.													
Blood 2	Agony	B2	100		35		4+		2		1		1		NUW, AN, MR

BLOOD														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
		Does a small amount of armor-negating damage over a large area. Affected units also suffer a Fear +0 attack.												
Blood 3	Pain Transfer	B2	20		0		0		0		0		1	NUW
		Transfers damage done to the caster to any blood slaves within 8 squares. Damage is not distributed evenly - instead, it is all applied to one blood slave, and if any remains it is applied to the next, and so on.												
Blood 4	Blood Lust	B2	100		0		BF		0		0		1	NUW
		Increases the strength of all demons on battlefield by 4.												
Blood 5	Hellbind Heart	B2	100		30		0		100		0		1	NUW, AN, MR
		Controls one enemy - effect is the same as Charm.												
Blood 6	Harm	B2	100		50		4+		5		2+		1	NUW, AN, MR
		An area-effect attack which ignores armor but can be nullified by a successful magic resistance roll. Undead beings are immune.												
Blood 4	Call Lesser Horror	B2S2	200		5		0		-2		0		1	NUW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Lesser Horror x1</i>		22	12	15	13	30	13	18	10	0	10/4		
		Ethereal, Fly, Amph, NNEat, Fear +5, DV 100%, MagB Wpn: Life Drain, Astral Claw												
Blood 2	Hell Power	B3	300		0		0		0		0		1	NUW
		The caster gains a Blood magic (or is it all paths?) bonus of 2. The caster has a 20% chance per combat round of being attacked by horrors.												
Blood 7	Blood Rain	B3	300		0		0		0		0		1	NUW, BE
		All units on the battlefield, including friendlies, suffer -4 Morale.												
Blood 8	Life for a Life	B3	199		100		0		100		40+		1	NUW, AN
		A powerful spell that uses the life force from a sacrificed blood slave to do a large amount of armor-negating damage to a single target.												
Blood 8	Rush of Strength	B3	100		0		BF		0		0		1	NUW
		All friendly units on the battlefield gain 4 strength.												

BLOOD															
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>		<u>Special</u>
Blood 9	Infernal Prison	B3F1	200		30		0		100		0		1		NUW, AN
		The target is cast into an infernal prison with no chance to save himself. However, there is a small chance he may escape, and be able to return.													
Blood 6	Call Horror	B3S3	300		5		0		-2		0		1		NUW
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>			
	<i>Horror x1</i>		28	15	20	18	30	20	20	10	0	10/4			
Blood 9	Claws of Cocytus	B3W1	200		30		0		100		0		1		NUW, AN
		The target is banished to Cocytus, which is an icy prison with almost no chance of escape. Note that we said "almost."													
Blood 5	Bloodletting	B4	400		0		BF		0		1		1		NUW, AN, MR
		Casts a life drain on the entire battlefield.													

DEATH															
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>		<u>Special</u>
Alt 0	Hand of Dust	D1	10		1		0		0		6+		1		AN
		A magical attack that ignores armor but requires the caster to touch the target.													
Conj 1	Spirit Curse	D1	100		50		0		100		0		1		
		Curses one enemy unit.													
Conj 5	Ghost Grip	D1	10		20		0		3		25+		5		
		Does stun damage to multiple squares on the battlefield.													
Ench 1	Animate Dead	D1	30		5		0		-2		0		1		
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>			
	<i>Soulless x1</i>		15	12	0	4	50	3	5	4	0	2/6			

DEATH														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
		Inanimate, Und, PAmph, NNEat, CR 100%, PR 100% Wpn: Fist												
Ench 1	Animate Skeleton	D1	30		5		0		-2		0		1	
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	Longdead x1		5	10	8	11	50	12	9	10	0	3/6		
		Inanimate, Und, PAmph, NNEat, CR 100%, PR 100% Wpn: Broad Sword												
Thau 1	Decay	D1	20		20		0		3		0		1	MR
		Ages the target by 5 years per round of battle. There is a 5% chance per round that the target will receive a chance to resist the spell. The MR roll is done by making a magic resistance check against 15.												
Thau 1	Dust to Dust	D1	20		25		1		0		22+		1	AN
		Attacks undead (only) in one square with a powerful attack that ignores armor.												
Thau 1	Frighten	D1	5		50		1		5		0		1	AN
		Inflicts a Fear +15 attack on the occupants of one square.												
Conj 5	Corpse Candle	D1F1	100		0		0		0		0		3	NUW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	Corpse Candle x3		4	4	0	19	50	19	13	5	0	3/20		
		SS, Ethereal, NNEat, PR 100%, MagB Wpn: Bane Burst												
Alt 1	Hand of Death	D2	5		1		0		0		40+		1	AN
		A very strong attack on a single unit that ignores armor, but requires the caster to touch the target.												
Alt 8	Disintegrate	D2	10		25		0		100		Death		1	AN, MR
		Instantly kills a single target from long range.												
Conj 4	Summon Lammasthas	D2	100		0		0		0		0		2	NUW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		

DEATH															
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>		<u>Special</u>
	<i>Lammash</i> x2		15	13	13	13	30	16	15	13	0	3/12			
		Ethereal, Fly, Und, CR 100%, PR 100%, Fear +0 Wpn: Wraith Sword													
Ench 3	Raise Dead	D2	40		5		0		-2		0		10		
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>			
	<i>Soulless</i> x10 (max)		15	12	0	5	50	3	5	4	0	2/6			
		Inanimate, Und, Pamph, NNEat, CR100%, PR100% Wpn: Fist This spell benefits from unburied dead on the battlefield at the time of casting, (increasing number of Soulless summoned) and will reduce the number of unburied dead remaining in the province once the battle is over.													
Ench 3	Raise Skeletons	D2	40		5		0		-2		0		5		
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>			
	<i>Longdead</i> x5		5	10	11	11	50	11	9	10	0	3/6			
		Inanimate, Und, PAmph, NNEat, CR 100%, PR 100% Wpn: Spear													
Evo 3	Shadow Bolt	D2	20		30+		0		3		20+		1		AN, MR
		A powerful ranged attack on a single unit that ignores armor and can paralyze all units in the target's square. Undead are immune to this spell.													
Evo 5	Shadow Blast	D2	100		30+		7+		0		20+		1		AN, MR
		Like a Shadow Bolt, but with a large area of effect.													
Thau 5	Control the Dead	D2	20		20		1		0		0		1		AN, MR
		Takes control of enemy undead units in a single square.													
Alt 6	Soul Vortex	D3	40		0		0		0		0		1		
		Does 1 point of armor-negating life drain damage in each square adjacent to the caster. Targets can avoid the effect by making a magic resistance roll.													
Thau 4	Terror	D3	10		25		5+		1		0		1		AN

DEATH														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
		Performs a Fear +10 attack in a wide area. Fear can affect friendly units.												
Thau 5	Leeching Darkness	D3	20		25		3+		1		0		1	NUW, AP, MR
		Does 8 armor-piercing points of damage to anyone in the area of effect. Spell lasts for two combat rounds.												
Thau 6	Wither Bones	D3	50		25		6+		-1		16+		1	AN
		An attack on undead much like Wither Bones, with slightly less damage but a large area of affect that ignores armor and is not subject to magic resistance.												
Evo 6	Bane Fire	D3F1	30		40+		1		1		53+		1	NUW, AP
		A very powerful ranged attack of death fire, which is not like normal fire. Adjacent squares suffer Decay, which can be negated by successful MR check.												
Alt 5	Drain Life	D4	10		25		0		100		14+		1	AN
		A ranged attack which does life drain damage to one target. Half of the life drain damage is returned to the caster's hit points, and twice the life drain damage is returned to the caster's fatigue.												
Alt 6	Darkness	D4	400		0		0		0		0		1	NUW, BE
		Plunges the entire battlefield into darkness. Attack and Defense factors of units are reduced by 50%, and Precision is reduced by 75%. Undead and blind units are immune to the effects of Darkness.												
Ench 5	Undead Horde	D4	100		1		0		-2		0		12+	
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Longdead x12+</i>		5	10	0	11	50	9	9	10	0	3/9		
		Inanimate, Und, PAmph, NNEat, CR 100%, PR 100% Wpn: Spear												
	<i>Soulless x18 (max)</i>		15	12	0	5	50	3	5	4	0	2/6		
		Inanimate, Und, Pamph, NNEat, CR100%, PR100% Wpn: Fist If there are no unburied dead on the battlefield at the time of casting, the spell will only summon the longdead.												
Ench 6	Rigor Mortis	D4	100		0		0		0		0		1	BE
		Each round, all non-undead units get a 50% chance of suffering 10 AN stun damage.												

DEATH														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Ench 7	Life after Death	D4	400		0		BF		0		0		1	
		All friendly units get a "extra life" so when they die they instantly reawaken as a zombie. Undead and lifeless beings are unaffected.												
Evo 7	Cloud of Death	D4	10		25		9+		-3		0		1	NUW, AN, MR
		A large cloud appears and does damage to anyone in its area of effect. This damage ignores armor. The cloud lasts for 2 combat rounds.												
Thau 7	Plague	D4	100		20		1		0		0		1	MR
		This causes a plague to infect targeted units. The plague does 1-2 damage and 1-4 fatigue each turn. Also, each turn the plague spreads from infected units to adjacent units. It continues to spread each round until all infected units are dead.												
Evo 6	Wailing Winds	D4A1	100		0		0		0		0		1	NUW, BE
		All enemy units on the battlefield suffer a Fear +0 attack.												
Evo 7	Wind of Death	D4A1	100		0		BF		0		0		1	NUW, MR+
		All units on the battlefield suffer the Decay effect.												
Alt 7	Bone Grinding	D7	100		0		BF		0		3		1	AN, Mundane
		An attack on every unit on the battlefield, including friendly units, doing 3 points of damage and ignoring armor. In addition, units must make a magic resistance roll at +4 to avoid becoming Crippled (receiving the Crippled affliction).												
Thau 9	Undead Mastery	D7	700		0		BF		0		0		1	AN, MR+
		The caster takes control of all undead units on the battlefield. That means all of them.												

EARTH														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Alt 1	Earth Grip	E1	10		15		0		5		0		1	
		Entraps a single unit, rendering it unable to move. A unit can break free with a Str + DRN roll that exceeds 22.												

EARTH														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
Alt 1	Fists of Iron	E1	30		1		0		5		16+		1+	
		Delivers a powerful attack to an adjacent target. The number of attacks and the damage from each attack increase with increased mage skill in Earth magic.												
Alt 2	Armor of Achilles	E1	40		15		1		3		0		1	
		Destroys the target's armor, reducing its Protection. Magical armor is immune to this spell. Units without armor are unaffected. This exemption also applies to units with high natural Protection but no armor per se, such as a Cave Drake.												
Alt 2	Stoneskin	E1	10		0		0		0		0		1	
		Increases the caster's Protection to 15, or by 2 if it was already 15 or greater. Unit suffers 50% cold vulnerability.												
Alt 3	Ironskin	E1	20		0		0		0		0		1	
		Increases the caster's Protection to 20, or by 3 if it was already 20 or greater. Unit suffers 75% shock vulnerability.												
Conj 3	Summon Lesser	E1	100		1		0		0		0		1	
	Earth Elemental		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>Earth Elemental x1</i>		26	15	7	10	50	9	15	0	0	2/8		
		Inanimate, Trample, Amph, NNEat, PR100%, Regen +10, MagB Wpn: Fist												
Evo 0	Flying Shards	E1	30		25+		0		0		10		4+	NUW, Mundane
		A low-damage ranged attack with the number of missiles depending on the caster's skill level.												
Thau 3	Iron Will	E1	20		20		1		100		0		1	
		Increases the target's magic resistance by 4.												
Evo 3	Magma Bolts	E1F1	20		25+		0		2		25+		3	NUW
		A powerful ranged attack with three projectiles of magma. It is not a fire attack, though.												
Alt 1	Earth Might	E2	20		15		1		0		0		1	

EARTH														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
		Increases units' Strength by 4.												
Alt 2	Earth Meld	E2	80		20		5		3		0		1	
		An area-effect version of Earth Grip.												
Alt 5	Iron Warriors	E2	40		10		1		2		0		1	
		The same as Ironskin, except that it affects one square of friendly units rather than the caster.												
Conj 3	Summon Earthpower	E2	20		0		0		0		0		1	
		Caster gains a bonus of 1 to Earth magic skill, as well as Reinvigoration +4.												
Thau 1	Farstrike	E2S1	5		50		0		5		17+		1	
		A ranged attack on a single target that adds the caster's Strength to the damage.												
Evo 2	Rust Mist	E2W1	30		25		6+		0		0		1	NUW
		All armor in area of effect becomes rusty. When struck (and after damage is calculated) the armor has a 50% chance of becoming "broken" and conferring no Protection bonus. Broken armor has same effect as Armor of Achilles. Lasts for 4 combat rounds												
Alt 4	Curse of Stones	E3	300		0		BF		0		0		1	MR+
		Enemy units suffer an extra d6 for fatigue when striking, and extra d4 of fatigue when moving one step, and each step costs one extra Action Point.												
Alt 4	Destruction	E3	40		25		6		3		0		1	
		Area-effect version of Armor of Achilles.												
Alt 5	Invulnerability	E3	20		0		0		0		0		1	
		Gives the caster a Protection of 25. Increases poison vulnerability by 100%												
Alt 5	Shatter	E3	20		10		0		100		35+		1	AN
		A powerful ranged attack against inanimate beings which ignores armor. Non-inanimates are immune.												
Alt 6	Iron Bane	E3	100		0		BF		0		0		1	
		This is Rust Mist except with an effect on the whole battlefield. Affects all units, including friendlies.												

EARTH														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
Alt 7	Marble Warriors	E3	100		10		25		0		0		1	
		All units in area of effect are granted Stoneskin.												
Conj 5	Summon Earth	E3	100		1		0		0		0		1	
	Elemental		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Earth Elemental x1</i>		50	24	10	10	50	8	18	0	0	2/14		
		Inanimate, Trample, Amph, NNEat, PR 100%, Regen +10, MagB Wpn: Fist, Fist												
Const 3	Legions of Steel	E3	40		10		25		0		0		5	
		Each armor "part" worn by a unit receives +3 Protection.												
Ench 3	Strength of Giants	E3	40		10		25		0		0		1	
		Increases the Strength of all units in its area of effect by 4.												
Evo 4	Blade Wind	E3	80		30+		0		0		14		52+	NUW, Mundane
		Hurls a huge number of missiles at the enemy. Most effective against lightly armored or unarmored troops due to the damage number.												
Evo 7	Rain of Stones	E3A1	100		0		BF		0		14		1	NUW, Mundane
		Stones strike the entire battlefield. Damage is identical to Blade Wind.												
Evo 6	Magma Eruption	E3F1	30		25		5+		0		23+		1	NUW
		A powerful attack which causes magma eruptions to do serious damage to units within the area of effect.												
Evo 5	Gifts from Heaven	E3S1	50		100		1		-3		150		3	NUW
		A massive ranged attack on three separate squares. The only problem is the low precision.												
Alt 9	Army of Gold	E4	300		0		BF		0		0		1	
		Grants all friendly units Ironskin, as well as +50% Fire Resistance.												
Conj 7	Living Earth	E4	200		1		0		0		0		4+	

EARTH															
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>		<u>Special</u>
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>			
	<i>Earth Elemental x4+</i>		34	18	8	10	50	9	16	0	0	2/10			
		Inanimate, Trample, Amph, NNEat, PR 100%, Regen +10, MagB Wpn: Fist													
Evo 5	Earthquake	E4	300		0		BF		0		8		1		NUW, AP, Def, Mundane
		The whole battlefield takes armor-piercing damage because of earthquaking.													
Alt 6	Petrify	E5	40		25		1		100		Death		1		MR
		Turns targets to stone, which means they die. If they pass their magic resistance check, they instead take 7 AN points of Paralyze damage instead													
Alt 9	Army of Lead	E5	300		0		BF		0		0		1		
		Grants all friendly units Ironskin, as well as +4 Magic Resistance.													
Const 7	Weapons of Sharpness	E5	20		10		25		0		0		1		
		Melee weapons (only) do armor-piercing damage.													

FIRE															
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>		<u>Special</u>
Alt 1	Fire Resistance	F1	5		0		0		0		0		1		
		Caster gains 100% Fire Resistance.													
Alt 2	Combustion	F1	10		25		0		100		0		1		NUW
		Sets target on fire, and afterwards is subject to normal fire effects.													
Alt 6	Blindness	F1	20		15		0		100		0		1		MR
		Causes target to get permanent Blindness affliction.													
Conj 3	Summon Lesser	F1	100		1		0		0		0		1		NUW

FIRE														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
	Fire Elemental		HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Fire Elemental x1</i>		11	14	0	10	50	8	15	0	0	2/7		
		Ethereal, Inanimate, NNEat, FR 100%, PR 100%, CR -50%, Hot 5, MagB Wpn: Flame Strike												
Conj 5	Will o' the Wisp	F1	100		0		0		0		0		2	NUW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Will o' the Wisp x2</i>		3	3	0	20	50	20	12	5	0	3/22		
		Ethereal, Inanimate, NNEat, FR 100%, PR 100%, CR -50%, Hot 8, MagB Wpn: Flame Burst Appear on edge of battlefield												
Ench 3	Fire Shield	F1	20		0		0		0		0		1	NUW
		The caster is surrounded by a ring of fire that will strike units attacking the mage. Basic damage is 7 AP, +1 per level of caster Fire magic above 1. Damage to attackers is reduced by 1 for each unit of attacker's weapon length.												
Evo 0	Fire Flies	F1	20		25+		0		-1		6		6	NUW, AP
		Ranged attack with six projectiles that are only effective against unarmored units due to the very low damage number, but as it is a fire attack it is armor-piercing.												
Evo 1	Burning Hands	F1	5		1		1		0		13+		1	NUW, AP
		Mage attacks an adjacent square with an armor-piercing fire attack.												
Evo 1	Fire Darts	F1	20		25+		0		4		10		3+	NUW, AP
		Multiple-projectile, armor-piercing, ranged attack with high Precision but low damage number.												
Thau 2	Bonds of Fire	F1	20		15		0		3		0		1	NUW
		Traps a single target in fiery bonds. The unit cannot move until it frees itself. Freeing oneself requires a morale check greater than 20. Upon freeing, the bonds do d4 of AN damage to the unit.												
Alt 3	Immolation	F2	20		0		7		0		12+		1	NUW, AP
		The area of effect of this spell surrounds the caster. All units in this area, including the caster take damage.												

FIRE														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
Alt 7	Phoenix Pyre	F2	20		0		0		0		0		1	NUW
		The caster gains limited immortality for the duration of the battle, and will reappear elsewhere on the battlefield if he or she is slain, as long as he has less than 100 fatigue. However, there is a fatigue penalty of 30+d20 associated with each reappearance. Also, the caster will explode every time he dies, doing 50 armor-piercing points of damage in a 10-square area.												
Alt 8	Conflagration	F2	20		25		10		100		0		1	NUW
		This sets a lot of enemy units on fire, like a multi-unit Combustion.												
Conj 3	Phoenix Power	F2	20		0		0		0		0		1	NUW
		The caster gains a Fire skill bonus of 1 for the duration of the battle, plus +50% fire resistance.												
Ench 5	Fire Fend	F2	100		5		15		0		0		1	
		Targets gain Fire Resistance of 50%												
Evo 1	Flame Bolt	F2	20		40+		0		2		22+		1	NUW, AP
		A ranged, armor-piercing fire attack.												
Evo 2	Fire Blast	F2	20		5		1		0		14+		1	NUW, AP
		Shorter range, less precision, and less damage than Flame Bolt, but it affects the entire square.												
Evo 3	Fireball	F2	20		30+		1		1		16+		1	NUW, AP
		The quintessential Dungeons & Dragons spell, unless you count Magic Missile.												
Evo 6	Flame Eruption	F2	30		5		15		0		14+		1	NUW, AP
		Same as Burning Hands, but with a much larger area of effect.												
Evo 8	Pillar of Fire	F2	20		100		1		0		34+		1	NUW, AP
		Massive ranged fire attack on a single square. Adjacent squares have a chance to be set on fire, with all the attendant implications.												
Thau 3	Rage	F2	20		25		0		100		0		1	MR
		Confusion effect on affected units.												
Thau 8	Hydrophobia	F2	100		25		5		100		0		1	NUW, MR

FIRE														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
		Affected units will attack nearest unit, even if it is friendly. Only living units can be affected by this spell.												
Evo 2	Sulphur Haze	F2A1	20		25		4+		0		2		1	NUW, AN
		Creates several clouds of toxic vapor which last for 4 combat rounds. Units in these clouds suffer 2 poison AN damage. Fire resistance helps against this spell as well.												
Alt 5	Incinerate	F3	20		25		0		100		18+		1	AN
		A long-range spell which ignores armor. Affects a single target.												
Conj 5	Summon Fire Elemental	F3	100		1		0		0		0		1	NUW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Fire Elemental x1</i>		20	20	0	10	50	8	18	0	0	2/10		
		Ethereal, Inanimate, NNEat, FR 100%, PR 100%, CR -50%, Hot 8, MagB Wpn: Flame Strike												
Ench 4	Flaming Arrows	F3	100		0		BF		0		0		1	NUW
		All friendly archers on the battlefield gain flaming arrows. This means that anyone hit with a flaming arrow has a chance of catching fire. Flaming arrows also get an extra dmg: 8 AP attack of fire damage. Flaming arrows are considered magical for the purposes of hitting ethereal beings.												
Evo 2	Flare	F3	50		40+		1		1		19+		1	NUW, AP
		A long-ranged armor-piercing attack which affects a single aquare.												
Evo 4	Fire Cloud	F3	20		25		3+		1		0		1	NUW, AP
		Three clouds of fire are created on the battlefield. Any units caught in them suffer the indicated damage. Passing through the cloud does no damage if you don't stop your movement there. Lasts 2 combat rounds.												
Evo 5	Falling Fires	F3	20		25		3+		1		15		1	NUW, AP
		A ranged, armor-piercing fire attack.												
Thau 4	Prison of Fire	F3	30		25		3+		2		0		1	NUW
		This is like Bonds of Fire but with an area effect.												
Alt 6	Boil	F3W1	20		25		1		100		9+		1	UW, AN

FIRE														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
		A ranged, armor-negating fire attack that can only be cast underwater, which is rare.												
Conj 7	Living Fire	F4	200		1		0		0		0		4+	NUW
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>Fire Elemental x4+</i>		14	16	0	10	50	8	16	0	0	2/8		
		Ethereal, Inanimate, NNEat, FR 100%, PR 100%, CR -50%, Hot 6, MagB Wpn: Flame Strike												
Ench 6	Heat from Hell	F4	200		0		0		0		0		1	NUW, BE
		Does stun damage equal to 5 + heat scale -3 if raining, and it hits 50% of units per round.												
Ench 8	Warriors of Muspelheim	F4	100		0		BF		0		0		1	
		Fire Fend for everybody!												
Evo 7	Fire Storm	F5	500		0		0		0		0		1	NUW, BE
		The entire battlefield (enemy and friendly) is attacked by flames. Damage is 6 AP, and 50% of all units are hit per round. This lasts until the battle ends or the mage dies.												
Evo 9	Flame Storm	F5	100		35+		40		0		15+		1	NUW, AP
		An armor-piercing ranged attack which has as its main advantage the gigantic area of effect. This spell can be devastating.												

NATURE														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Alt 1	Barkskin	N1	5		0		0		0		0		1	
		Increases the caster's Protection to 10, or by 1 if it was already 10 or greater. Caster gets +25% fire vulnerability.												
Alt 1	Eagle Eyes	N1	5		0		0		0		0		1	
		Increases a unit's Precision by 5.												
Alt 1	Poison Touch	N1	5		1		0		0		5+.		1	AN

NATURE														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
		A poison attack on a single target, which must be touched by the caster.												
Alt 1	Resist Poison	N1	5		0		0		0		0		1	
		Confers 100% poison resistance to the caster.												
Alt 3	Protection	N1	20		15		1		100		0		1	
		The same as Barkskin, except that it affects one square of friendly units rather than the caster.												
Alt 4	Elemental Fortitude	N1	10		0		0		0		0		1	
		Confers 50% resistance to cold, fire, and shock.												
Alt 4	Swarm	N1	100		0		0		0		0		20+	NUW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	Dragonflies x20+		1	0	0	15	50	12	3	10	5	3/2		
		SS, Stealthy, Fly, NNEat, MagB Wpn: Tiny Bite The dragonflies aren't very powerful, but they are great for slowing enemy armies down.												
Conj 1	Tangle Vines	N1	20		15		1		2		0		1	
		Units become unable to move or attack until they free themselves. The chance to do so depends on the unit's strength and the growth dominion in the province. Specifically, a unit's Str + DRN must exceed the total of 18 + growth scale – (1 if waste) + (1 if forest)												
Conj 4	Maggots	N1	100		20		0		100		50		1	Mundane, AN
		An armor-negating poison attack which only affects undead.												
Ench 1	Healing Touch	N1	20		1		1		1		0		1	AN
		Heals affected units. Does not affect inanimate beings. Damage listed is actually amount of healing.												
Ench 3	Heal	N1	20		10		1		5		0		1	AN
		Like Healing Touch, except with longer range. Damage listed is actually amount of healing.												
Evo 2	Vine Arrow	N1	20		25+		0		0		14+		1	NUW
		In addition to suffering damage, the target is subject to the Tangle Vines effect.												

NATURE															
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE		Special
Thau 0	Sleep Touch	N1	10		1		0		0		115+		1		AN, MR
		A single target suffers massive stun damage which ignores armor. The caster must touch the target to hit.													
Conj 6	Summon Sprites	N1A1	100		1		0		0		0		6		NUW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv			
	Sprites x6		2	3	0	14	7	19	14	14	1	3/10			
		FS, SS, Stealthy, Fly, NNEat, MagB Wpn: Elf Shot													
Thau 1	Seven Year Fever	N1F1	30		20		1		2		0		1		MR
		Affected receive the Diseased affliction.													
Thau 1	Curse	N1S1	30		50		0		100		0		1		
		Target suffers Curse effect.													
Alt 3	Mossbody	N1W1	20		1		1		0		0		1		
		Troops in one square are covered with moss, which has a 75% chance of providing between 10 and 20 additional points of protection. If a protected target still takes damage, the moss effect is lost and the moss explodes, releasing a poison cloud of AoE: 4, dmg: 1 AN which affects all troops caught in it, including friendly ones.													
Alt 5	Wooden Warriors	N2	50		5		5		0		0		1		
		Gives the targets the Barkskin effect.													
Conj 5	Howl	N2	200		0		0		0		0		10		NUW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv			
	Wolf x10		8	9	2	11	11	10	5	5	2	3/26			
		FS, MS, Stealthy Wpn: Bite Appear on edge of the battlefield													
Ench 2	Personal Regeneration	N2	40		0		0		0		0		1		
		Gives the caster +10% Regeneration +(nature magic level * 100 / MaxHP). Lifeless mages do not benefit from this spell.													

NATURE														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Ench 4	Poison Ward	N2	100		5		15		0		0		1	
		Gives large number of friendly units 50% Poison Resistance.												
Evo 3	Sleep Cloud	N2	20		25		3+		3		0		1	AN, MR
		Units in target area suffer stun damage each round they are there. Lasts 3 combat rounds.												
Evo 4	Breath of the Dragon	N2	20		15+		3		-1		5+		1	NUW, AN
		A ranged poison attack with area effect.												
Evo 7	Storm of Thorns	N2	20		30+		0		0		15+		7+	NUW
		Caster shoots multiple Vine Arrows.												
Thau 2	Berserkers	N2	20		1		1		0		0		1	AN
		Soldiers in area of effect get the Berserker ability.												
Thau 2	Sleep	N2	20		30		0		4		110+		1	AN, MR
		Inflicts a large amount of stun damage on one target.												
Thau 3	Panic	N2	20		25		5+		1		0		1	AN
		A Fear +5 attack on all enemies in the area of effect.												
Alt 7	Creeping Doom	N3	200		0		0		0		0		70+	NUW
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>Ants x70+</i>		1	1	1	8	50	10	3	10	5	1/4		
		FS, Stealthy, NNEat, MagB Wpn: Sting												
Alt 7	Mass Protection	N3	100		5		BF		0		0		1	
		All friendly units on the battlefield receive the Barkskin effect.												
Alt 8	Polymorph	N3	200		20		10+		5		0		1	MR
		Transforms enemies into swine. They continue fighting, but are quite crappy												
Ench 3	Regeneration	N3	40		15		1		0		0		1	

NATURE														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
		Personal Regeneration on a larger scale. Lifeless targets do not benefit from this spell.												
Ench 4	Haste	N3	100		10		25		0		0		1	AN
		Reduces movement costs on the battlefield.												
Evo 5	Poison Cloud	N3	20		25		4+		-1		3		1	AN
		Creates a cloud of poison in each square of effect. The poison cloud lasts two rounds, and any unit caught in a cloud suffers a dmg: 3 AN poison attack. If a unit takes damage in the first round and remains in a cloud, it can be attacked on the second round and thus be subject to two different poison effects.												
Evo 6	Stream of Life	N3	20		35+		1		2		0		1	AN, MR
		Targets either die, or are healed up to full hit points and go berserk. The chance of death is 40% + 5 per level of mage.												
Thau 4	Touch of Madness	N3	30		15		5		0		0		1	AN
		Targeted units go berserk.												
Thau 7	Charm	N3	30		20		0		100		0		1	AN, MR
		Target unit changes sides. This is permanent, so if the unit survives the battle it stays under the new player's control. Commanders retain all special abilities and items.												
Evo 5	Healing Mists	N3A1	20		25		9+		3		0		1	NUW, AN
		Units within the area of effect of the mist are healed up to their full hit points. The mists last for three combat rounds.												
Conj 4	Strength of Gaia	N3E1	20		0		0		0		0		1	
		Caster gains Personal Regeneration, Str +4, Barkskin, and one Nature magic bonus.												
Ench 5	Foul Vapors	N3W1	100		0		0		0		0		1	BE
		Clouds of poison gas cover the entire battlefield and last for the duration of the battle. A unit has a 10% chance of being affected per combat round. If affected, a unit suffers a poison attack of dmg: 5 AN.												
Conj 8	Wild Growth	N4	40		15		10+		0		0		1	
		All squares in the area of effect have the Tangle Vines effect.												
Ench 7	Serpent's Blessing	N4	100		0		BF		0		0		1	

NATURE														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
		Gives all friendly units on the battlefield 50% poison resistance.												
Ench 8	Mass Regeneration	N4	200		0		BF		0		0		1	
		All friendly units on battlefield gain +10% Regeneration.												
Thau 5	Growing Fury	N4	100		0		0		0		0		1	BE
		All friendly berserkers and wounded units on the battlefield go berserk at once. In addition, all units other friendly units have a 5% chance per combat round of going berserk. Mindless units are unaffected.												
Ench 6	Relief	N5	100		0		BF		0		0		1	BE
		The fatigue of all friendly units on the battlefield is reduced on each turn by about 1.												
Ench 9	Gaia's Blessing	N6E2	300		0		BF		0		0		1	
		All friendly units on battlefield gain Fire Resistance, Cold Resistance, Shock Resistance, and Poison Resistance (+50% of each).												

WATER														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Alt 1	Cold Resistance	W1	5		0		0		0		0		1	
		Confers 100% Cold Resistance on the caster.												
Alt 2	Quicken Self	W1	20		0		0		0		0		1	
		The caster can make two attacks per turn. Also gains Att +3, Def +3. Spellcasting is still limited to one per turn.												
Alt 6	Frozen Heart	W1	20		20+		0		100		10+		1	AN
		A very precise ranged attack which ignores armor and does cold damage.												
Conj 2	Summon Water Power	W1	20		0		0		0		0		1	UW
		Caster gains a one-level bonus in Water magic during the battle.												
Conj 3	Summon Lesser	W1	100		1		0		0		0		1	
	Water Elemental		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		

WATER															
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE		Special
	<i>Water Elemental x1</i>		21	14	0	11	50	11	15	0	0	2/9			
		Inanimate, Amph, NNEat, PR 100%, FR 50%, UW Regen +20, MagB Wpn: Crush, Crush													
Ench 1	Breath of Winter	W1	20		0		0		0		0		1		
		Grants the caster Chill +6. Caster gains 100% Cold Resistance during spellcasting only.													
Ench 2	Water Shield	W1	20		0		0		0		0		1		UW
		Gives the caster +5 Def, and can only be cast underwater.													
Ench 6	Water Ward	W1	100		0		25		0		0		1		UW
		Same as Water Shield but area of effect is 25 squares.													
Evo 0	Freezing Touch	W1	10		1		0		0		9+		1		NUW, AN
		An armor-negating attack which requires the caster to touch the target.													
Evo 1	Slime	W1	20		25+		1		2		0		1		NUW, MR
		Units in area of effect have Action Points, Defense, and Attack halved.													
Evo 4	Water Strike	W1	20		30+		0		2		13+		1		UW
		A ranged attack on one target that only works underwater.													
Alt 1	Resist Fire	W1E1	10		0		0		0		0		1		
		Confers 100% Fire Resistance on the caster.													
Evo 1	Geyser	W1F1	5		15+		1		3		6+		1		AP
		A ranged, armor-piercing attack that affects one square.													
Alt 3	Numbness	W2	20		20		1		100		0		1		
		Target suffers the Frozen effect.													
Alt 4	Quickness	W2	20		15		1		1		0		1		
		Effects are same as Quicken Self, except area of effect is one square instead of caster.													
Alt 8	Quickening	W2	100		15		9+		0		0		1		

WATER														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
		An even larger area-of-effect version of Quicken Self.												
Conj 4	School of Sharks	W2	100		0		0		0		0		10+	UW
			HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv		
	<i>Small Shark x10</i>		2	1	0	13	30	12	4	10	3	1/14		
		Stealthy, Aqua, NNEat Wpn: Bite Appear on edge of battlefield												
Ench 5	Friendly Currents	W2	100		0		0		0		0		1	UW, BE
		The water currents flow as to aid friends and hinder enemies. Friendly units gain 4 Action Points and -2 Enc. Enemies suffer the opposite effect (-4 Action Points, +2 Enc).												
Ench 5	Winter Ward	W2	100		5		15		0		0		1	
		Confers 100% Cold Resistance to all units in area of effect.												
Evo 1	Cold Bolt	W2	20		45+		0		3		19+		1	NUW
		A long-ranged attack which targets a single unit.												
Evo 2	Cold Blast	W2	20		5		1		0		19+		1	NUW
		A short-ranged cold attack.												
Evo 2	Rain	W2	100		0		0		0		0		1	NUW, BE
		The entire battlefield is affected by rain. Units which radiate heat have this effect reduced -3 and the fatigue cost of all Fire spells is doubled. Flying incurs double fatigue.												
Evo 6	Cleansing Water	W2	20		25		4+		0		5		1	NUW
		Causes 5 points of damage to demons and undead (only). This spell ignores armor.												
Evo 7	Ice Strike	W2	20		25		2+		1		18		1	NUW
		A ranged attack which ignores cold resistance.												
Thau 1	Desiccation	W2	20		25		1		100		0		1	NUW, AN, MR

WATER														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
		Units in area of effect become dehydrated. The result is that thirst inflicts 2d8 stun damage per round. To get rid of thirst, a MR + DRN check must exceed 22.												
Ench 4	Fire Ward	W2E2	100		5		15		0		0		1	
		Confers 100% Fire Resistance to units in area of effect.												
Evo 1	Acid Spray	W2F1	20		2		3		0		10		1	NUW, AP
		A short-ranged armor-piercing attack. The area of effect is larger than the range, so an inaccurate mage may hit himself as well. Anyone hit by acid will suffer the Rust effect.												
Evo 3	Acid Bolt	W2F1	30		30+		1		3		16+		1	NUW, AP
		A ranged, armor-piercing attack that affects one square, plus the Rust effect.												
Alt 4	Encase in Ice	W3	20		20		1		100		0		1	UW
		Encases one square in ice, which does no direct damage but traps each unit in an ice block of 10 encase points. Each encase point grants +1 Protection (the ice is thick!). The victim takes d8 stun damage per round. Each round, the victim makes a Str + DRN roll against 12 + DRN. The difference, if positive, is the number of encase points removed. When encase points are reduced to zero, the target is freed.												
Conj 5	Summon Water	W3	100		1		0		0		0		1	
	Elemental		<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>Water Elemental x1</i>		30	20	0	14	50	14	18	0	0	2/14		
		Inanimate, Amph, NNEat, PR 100%, FR 50%, UW Regen +20, MagB Wpn: Crush, Crush, Crush, Crush												
Conj 6	Shark Attack	W3	300		1		0		0		0		1	UW, BE
		Every time a unit is wounded, there is a chance that a shark will smell the blood and join the battle. The sharks are likely, but not guaranteed, to attack enemies.												
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>A Shark</i>		45	20	6	10	15	9	4	5	3	2/20		
		Stealthy, Aqua, NNEat Wpn: Bite												

WATER														
School	Spell	Path	Fat		Range		AoE		Prec		Dmg		NoE	Special
Evo 5	Falling Frost	W3	20		25		5+		0		17+		1	NUW
		The area of effect is struck by multiple bolts doing cold damage.												
Thau 3	Sailors' Death	W3	20		25		1		1		14+		1	AN, MR
		A ranged attack which affects one square and ignores armor.												
Thau 4	Curse of the Desert	W3	30		25		5		100		0		1	NUW, AN, MR
		Same as Dessication, but with larger area of effect.												
Evo 3	Freezing Mist	W3A1	20		25		4+		1		0		1	NUW, AN
		Creates a large cloud of cold which lasts for three rounds. Units caught in the cloud suffer damage which ignores armor.												
Evo 4	Acid Rain	W3F1	30		25		4+		3		12		1	NUW, AP
		A ranged, armor-piercing acid attack.												
Alt 5	Bone Melter	W3N2	20		20		1		3		Death		1	MR, Mundane
		This attack targets a single square. Each occupant of the square must pass a Magic Resistance roll or be instantly killed. Because this attack is Mundane, Ethereal units resist it 75% of the time.												
Conj 7	Living Water	W4	200		1		0		0		0		4+	
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>Water Elemental x4+</i>		24	16	0	12	50	12	16	0	0	3/26		
		Inanimate, Amph, NNEat, PR 100%, FR 50%, UW Regen +20, MagB Wpn: Crush, Crush, Crush												
Ench 5	Quagmire	W4	100		0		0		0		0		1	NUW, BE
		The battlefield starts to turn into a swamp. All units suffer -1 Att, -1 Def, and +2 Enc. Units with the Swamp Survival ability are not affected.												
Ench 6	Grip of Winter	W4	200		0		0		0		0		1	BE
		All units including caster have a 50% chance of suffering 5 AN stun damage.												

WATER														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Ench 8	Warriors of Niefelheim	W4	100		0		BF		0		0		1	
		Confers 100% Cold Resistance on caster's army.												
Evo 7	Acid Storm	W4F1	300		0		0		0		0		1	NUW, BE
		Half of all units on battlefield are attacked by 4 armor-piercing points of damage. All armors are destroyed, like Armor of Achilles.												
Alt 7	Prison of Sedna	W5	100		20		10+		100		0		1	UW
		This is just like Encase in Ice except with larger area of effect.												
Ench 9	Demon Cleansing	W5	100		0		0		0		0		1	BE
		All demons on battlefield suffer double damage from attacks while this spell is in effect.												
Evo 9	Niefel Flames	W5	200		35+		25+		0		10		1	NUW, AN
		A long-ranged cold attack with a large area of effect which ignores armor.												

NATIONALS: <i>Abysia</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Ench 5	Inner Furnace	F3	100		0		BF		0		0		1	NUW, MR+
		This is a buff to Abysian units which expands their radius of heat effects, if they have one to begin with, by +3. The magic resistance roll indicates that units have to fail a magic resistance roll at +4 to successfully gain the effect. This makes it harder to affect everyone.												

NATIONALS: <i>Agartha, Ktonia Dead</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Alt 5	Iron Marionettes	E3	100		25		25		100		0		1	
		Undead receive +4 Att and +4 Action Points.												

NATIONALS: <i>Bandar Log</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Thau 6	Celestial Music	S3	100		15		BF		0		0		1	NUW
		All Apsaras, Gandharvas, and Yakshas on the battlefield gain Quickness.												

NATIONALS: <i>Kailasa</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Thau 6	Celestial Music	S3	100		15		BF		0		0		1	NUW
		All Apsaras, Gandharvas, and Yakshas on the battlefield gain Quickness.												

NATIONALS: <i>Man, Tower of Avalon</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Ench 0	Healing Song	N1	5		0		10+		0		1+		1	NUW, AN
		Heals affected units. Does not affect undead or lifeless beings. Damage listed is actually amount of healing.												
Ench 0	Song of Bravery	N1	5		0		10+		0		0		1	NUW, AN
		Increases morale of affected units by +1, up to a maximum of +5.												
Ench 0	Soothing Song	N1	5		0		10+		0		0		1	NUW, AN
		Affected units regain +5 fatigue points.												

NATIONALS: <i>Marignon, Fiery Justice</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Evo 4	Holy Pyre	F2	20		35+		3		1		7+		1	NUW, AP
		Damage inflicted by this spell is tripled vs. demons and undead.												

NATIONALS: <i>Pangaea</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Ench 0	Tune of Dancing Death	N1	5		0		15		0		31+		1	NUW, AN, MR
		Does significant stun damage to troops over a wide area.												
Ench 0	Tune of Fear	N1	5		0		15		0		0		1	NUW, AN
		An area-effect Fear +0 attack.												
Ench 0	Tune of Growth	N1	5		0		15		0		0		1	NUW
		A large area-effect version of Tangle Vines.												

NATIONALS: <i>Sauromatia</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Conj 1	Call Ancestor	D1	20		1		0		0		0		1	
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>Ancestral Spirit x1</i>		1	1	0	8	30	8	11	10	0	2/12		
		Ethereal, Stealthy, Und, Pamph, Sacred, NNEat, CR 100%, PR 100% Wpn: Paralyze												
Conj 7	Wrath of the Ancestors	D1	100		1		0		0		0		20+	
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>Ancestral Spirit x20+</i>		1	1	0	8	30	8	11	10	0	2/12		
		Ethereal, Stealthy, Und, Pamph, Sacred, NNEat, CR 100%, PR 100% Wpn: Paralyze												

NATIONALS: <i>T'ien Ch'i</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Evo 5	Celestial Chastisement	S3	20		15		0		100		8+		1	AN

NATIONALS: <i>T'ien Ch'i</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
		This spell does armor-negating damage to a single magical being and can cause the creature to switch sides in battle.												

NATIONALS: <i>T'ien Ch'i, Spring & Autumn and Barbarian Kings</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Conj 1	Call Ancestor	D1	20		1		0		0		0		1	
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>Ancestral Spirit x1</i>		1	1	0	8	30	8	11	10	0	2/12		
		Ethereal, Stealthy, Und, Pamph, Sacred, NNEat, CR 100%, PR 100% Wpn: Paralyze												
Conj 7	Wrath of the Ancestors	D1	100		1		0		0		0		20+	
			<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>		
	<i>Ancestral Spirit x20+</i>		1	1	0	8	30	8	11	10	0	2/12		
		Ethereal, Stealthy, Und, Pamph, Sacred, NNEat, CR 100%, PR 100% Wpn: Paralyze												

NATIONALS: <i>Ulm, Forges of Ulm</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Thau 5	Tempering the Will	E3	20		0		BF		100		0		1	MR+
		Increases the Magic Resistance of all Ulmish units by 4.												

NATIONALS: <i>Yomi, Oni Kings</i>														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Alt 6	End of Weakness	E2	100		0		BF		0		0		1	NUW
		All demon units on the battlefield gain Barkskin.												

NATIONALS: Yomi, Oni Kings														
<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>		<u>Range</u>		<u>AoE</u>		<u>Prec</u>		<u>Dmg</u>		<u>NoE</u>	<u>Special</u>
Thau 6	End of Culture	F2	100		0		BF		0		0		1	NUW
		Makes all demons on battlefield berserk.												

Magic Items

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

Key:

Path = path skill required to forge, Rng = range, Att = attack, Def = defense, Dmg = damage, Len = length
 Enc = encumbrance, Prot = protection, Rng = range, CR / FR / PR / SR = Cold / Fire / Poison / Shock Resistance
 AP = armor-piercing, AN = armor-negating, Ldr = leadership, RP = research points, Str = strength, Prec = Precision
 MR = magic resistance, +Path = magic skill boost

Forging costs:

Path requirements determine the forging cost of magic items. If multiple paths of magic are needed, gems from each type are used.
 1 level = 5 gems/slaves, 2 levels = 10 gems/slaves, 3 levels = 15 gems/slaves, 4 levels = 25 gems/slaves, 5 levels = 40 gems/slaves, 6 levels = 65 gems/slaves, 7 levels = 90 gems/slaves, 8 levels = 115 gems/slaves, 9 levels = 140 gems/slaves.
 For example, the Trident from Beyond (Water-3, Astral-2) requires 15 water gems and 10 astral gems to create.

You will not be able to create a unique artifact that is already in existence.

One-handed Weapons: Magical Trinkets (Construction level 0)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Fire Sword	F1	0	4	1	12	2	none
Ice Sword	W1	0	1	3	10	2	none
Stinger	E1	0	1	1	6	4	AP
Sword of Sharpness	E1	0	1	2	8	2	AP
Axe of Sharpness	E1	0	1	0	10	1	AP
Enchanted Sword	S1	0	2	3	9	2	none
Enchanted Spear	S1	0	2	2	7	4	none
Hunter's Knife	N1	0	2	0	3	0	AP, Curses the wielder
Thorn Spear	N1	0	2	2	5	4	On hit: Strong Poison

One-handed Weapons: Lesser Magical Items (Construction level 2)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Sceptre of Authority	F1	0	1	0	4	1	AP, Ldr +25, Spell: Flame Bolt
Thunder Whip	A1	0	0	0	10	5	AN,
Smasher	E2	0	1	0	10	1	On targets: crusherknack
Main Gauche of Parrying	E1	0	0	4	3	0	none
Star of Heroes	E1	0	4	-2	12	2	On hit: Armor Destruction
Faithful	E1S1	0	1	3	7	1	Luck
Dwarven Hammer	E3	0	0	-1	8	1	Forge Bonus 25%
Bane Blade	D1	0	1	2	6	2	On hit: Decay
Rod of the Leper King	D1	0	1	0	0	1	Diseased, Undead Ldr +50
Duskdagger	D1S1	0	2	0	2	0	AN
Serpent Kryss	N1	0	2	1	4	0	AP, On hit: Death Poison

One-handed Weapons: Lesser Magical Items (Construction level 2)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Knife of the Damned	N1S1	0	2	1	4	0	Cursed, On hit: Curse
Jade Knife	N1B1	0	1	0	1	0	Blood sacrifice bonus +2 (can offer two extra blood slaves per month)

One-handed Weapons: Greater Magical Items (Construction level 4)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Fire Bola	F1	-1	2	0	0	0	On hit: Fire Bonds
Wand of Wild Fire	F3	0	1	0	4	1	AP, Spell: Fireball
Fire Brand	F1E1	0	4	1	12	2	AP, FR 50%, Morale +2, On targets: Small Area Fire
Lightning Spear	A1	0	1	1	4	4	On targets: Shock
Frost Brand	W1	0	4	2	16	2	CR 50%, On targets: Small Area Cold
Rune Smasher	W2F2	0	2	1	7	1	Penetration +2
Sword of Swiftess	W2	0	1	4	9	2	2 Attacks
Elf Bane	E1S1	0	1	0	12	1	AP, On hit: slay magic
Flesh Eater	B1	0	3	0	14	2	On hit: Chest Wound
Herald Lance	S2	0	1	1	6	4	Dmg x3 vs Undead & Demons, Standard +8, Spell: Solar Rays
Snake Bladder Stick	N1	0	0	1	5	3	AN, this weapon does poison damage as its main and only attack. It has area 3.
Thistle Mace	N2	0	-1	-1	3	1	Nature +1, On hit: Strong Poison
Whip of Command	N1	0	3	0	1	5	Ldr +25
Vine Whip	N2	0	3	0	0	5	On targets: Entanglement,
Rat Tail	N2	0	5	0	9	5	2 Attacks, On targets: Greater Fear
Summer Sword	N2E1	0	0	1	9	2	Supply +100, Spell: Tangle Vines
Heart Finder Sword	B3	0	0	1	7	2	On hit: Heart Finding

One-handed Weapons: Very Powerful Magical Items (Construction level 6)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Rod of the Phoenix	F4	0	-2	0	-2	0	Spell: Incinerate
Evening Star	F1D1	0	6	-2	9	2	On targets: Fire and Weakness
Star of Thraldom	A1	0	6	-2	10	2	On targets: False Fetters
Shadow Brand	D2E1	0	4	1	12	2	AP, On targets: Leeching Darkness
Axe of Hate	N2	0	2	0	12	1	PR -100%, On hit: Fatigue and Disease
Blood Thorn	B4	0	2	0	4	0	Lifedrain, Blood +1
Demon Whip	F1B1	0	2	0	2	5	On targets: Small Area Fire

One-handed Weapons: Unique Magical Artifacts (Construction level 8)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
O'al Kan's Sceptre	F2	0	0	0	0	1	AN, Ldr +50, CR 50%, Spell: Fireball, On targets: Small Area Stun
Unquenched Sword	F6	0	4	1	22	2	AP, Automatic Heat from Hell, On targets: Small Area Fire Berserk +1
Ember	F2W2	0	5	3	15	2	FR 50%, CR 50%, On targets: Small Area Frost and Fire
Winter Bringer	W2	0	-2	0	-2	0	Spell: Falling Frost
The Summit	E5	0	12	6	28	1	none
Mage Bane	E6	0	5	6	10	2	MR +5, On hit: Unconsciousness, slight chance of horror mark
The Tartarian Chains	E4F2	0	3	-2	5	3	2 Attacks, On targets: Enslavement, wielder can be attacked by Ashen Angels
Twin Spear	S1B1	0	1	1	8	4	AP, Luck, Ldr +50, Spell: Call Lesser Horror
Twin Spear	S1D1	0	1	1	8	4	AP, Luck, Ldr +50, those killed by this weapon will be instantly raised as soulless and fight for their killer.
The Sword of Aurgelmer	S5	0	2	2	13	2	Morale +4, Luck on entire battlefield, Curses wielder, On hit: Curse
Rod of Death	D1	0	2	0	10	1	AN, Spell: Control the Dead, Undead Ldr +20
The Sickle Whose Crop is Pain	D5	0	4	4	5	1	AP, On hit: Decay, Produces Death gems in combat

One-handed Weapons: Unique Magical Artifacts (Construction level 8)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Sceptre of Dark Regency	D5	0	1	0	0	1	AP, Death +3, On hit: Major Life Drain
Sword of Injustice	D4	0	3	2	6	2	Holy +1, On hit: Decay, automatic Protection of the Sepulchre at start of battle
Woundflame	D4	0	4	5	8	1	Diseased, On hit: Plague
Picus's Axe of Rulership	D2E1	0	2	-2	10	1	2 Attacks, On targets: Armloss, When dual-wielding with Procas's Axe of Rulership: Fear +5, Str +5, MR +2
The Sharpest Tooth	N2S1	0	2	0	3	0	PR 100%, On hit: The Deadliest Poison
Sceptre of Corruption	B4	0	1	0	0	1	Cursed, Ldr +50, Spell: Bane Fire, slight chance of horror mark
Procas's Axe of Rulership	B2E1	0	0	-2	12	1	2 Attacks, On targets: Armloss, When dual-wielding with Picus's Axe of Rulership: Fear +5, Str +5, MR +2
Dimensional Rod	S3	0	1	1	0	1	Quickness, Cursed, Astral +1, slight chance of horror mark, wielder might get slightly insane, On targets: Dimensional Shift

Two-handed Weapons: Magical Trinkets (Construction level 0)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Sword of Sharpness	E1	0	2	3	12	3	AP
Enchanted Pike	S1	0	3	1	9	6	none
Thorn Staff	N1	0	3	5	5	4	On hit: Strong Poison

Two-handed Weapons: Lesser Magical Items (Construction level 2)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Holy Scourge	F1	0	3	-2	4	3	2 Attacks, Dmg x3 vs Undead & Demons
Just Man's Cross	F1	35	4	0	10	0	AP, Dmg x3 vs Undead & Demons
Longbow of Accuracy	A1	45	30	0	14	0	none

Two-handed Weapons: Lesser Magical Items (Construction level 2)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Lightning Rod	E1	0	2	4	3	4	Corpse Man Construction bonus +3, SR 100%
Ice Pebble Staff	W3	0	2	4	3	4	CR 50%, Spell: Numbness
Halberd of Might	E1	0	0	0	16	4	Str +4
Hammer of the Mountains	E1	0	-2	-4	25	4	none
Piercer	E1A1	35	10	0	12	0	AN
Bane Blade	D1	0	2	3	9	3	On hit: Decay
Black Bow of Botulf	D1	40	5	0	14	0	On hit: Feeblemind
Gloves of the Gladiator	N2	0	1	1	3	0	4 Attacks
Doom Glaive	D1S1	0	2	2	16	4	On targets: Small Area Curse and Decay

Two-handed Weapons: Greater Magical Items (Construction level 4)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Vine Bow	N1	-1	0	0	8	0	On hit: Entanglement
Flambeau	F3	0	4	2	13	3	AP, Dmg x3 vs Undead & Demons, FR 50%, Spell: Holy Pyre, On targets: Fire
Thunder Bow	A2	30	3	0	0	0	AN, does shock damage
Vision's Foe	A1D1	45	10	0	17	0	AN, On targets: Eyeloss
Wave Breaker	W3	0	3	3	10	4	3 Attacks, Water breathing 1, automatic Friendly Currents
Staff of Corrosion	W2F1	0	2	4	3	4	Spell: Acid Bolt
Midget Masher	E1	0	2	1	13	3	Dmg x2 vs Smaller
Implementor Axe	E1D1	0	1	0	10	3	Fear +0, Pillage bonus +25
Skull Staff	D2	0	2	4	3	4	Death +1
Skull Standard	N2D1	0	-2	-3	1	4	Fear +0, Spell: Panic

Two-handed Weapons: Very Powerful Magical Items (Construction level 6)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Moon Blade	S1	0	2	3	11	3	Dmg x2 vs Magic Beings
Staff of Elemental Mastery	F4W4	0	2	4	3	4	Elements +1, FR 50%, CR 50%
Bow of War	A1	35	0	0	10	0	13 Attacks
Staff of Storms	A4	0	2	4	3	4	Corpse Man Construction bonus +5, Spell: Lightning Bolt, On hit: Shock, Automatic storm in battle
Staff of Elemental Mastery	A4E4	0	2	4	3	4	Stoneskin, Elements +1, SR 50%
Demon Bane	W1	0	6	2	17	3	Dmg x2 vs Demons, FR 100%
Gate Cleaver	E3	0	-1	-1	29	3	AN, Siege +50
Ethereal Crossbow	S1	35	5	0	Death	0	AN, MR
Banefire Crossbow	D1	35	2	0	13	0	AP, On targets: Area Decay, Curses wielder
Wraith Sword	D4	0	2	3	9	3	Lifedrain
Standard of the Damned	D4	0	-2	-3	1	4	Fear +0, Spell: Drain Life
Treelord's Staff	N5	0	2	4	3	4	Nature +2, Vineman construction bonus +1
Banner of the Northern Star	S4	0	-2	-3	1	4	Standard +15, MR -2, automatic Light of the Northern Star
Hell Sword	B3F2	0	3	0	9	3	Lifedrain, FR 50%, Berserk +3

Two-handed Weapons: Unique Magical Artifacts (Construction level 8)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
Sword of Justice	F3S3	0	3	4	15	3	Holy +1, FR 50%, Spell: Prison of Fire, On targets: Small Area Fire
Tempest	A5	0	5	6	15	3	SR 100%, Storm during battle, Spell: Thunder Strike, On targets: Small Area Shock
Trident from Beyond	W3S2	0	1	1	13	4	Water +1, On hit: Soul Slay
The Stone Sword	E4	0	4	7	10	3	On targets: Area Petrification
Hammer of the Forge Lord	E4F3	0	1	0	20	3	Forge Bonus 50%, On targets: Small Area Fire

Two-handed Weapons: Unique Magical Artifacts (Construction level 8)							
<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Dmg</u>	<u>Len</u>	<u>Special properties</u>
The Sword of Many Colors	E4S3	0	3	5	17	3	Elements +1, On targets: Killing Light
The Oath Rod of Kurgi	S2B2	0	3	5	5	4	Spell: Horror Mark, On hit: Feeblemind, may Feeblemind units in same province
The Flailing Hands	D2	0	4	-1	10	3	2 Attacks, Death +1, Penetration +1, MR +1, On targets: Fear and Cold
Sun Slayer	D5	0	5	6	13	3	Death +1, Fear +0, Spell: Drain Life, On targets: Area Death
Harvest Blade	B3N1	0	10	-5	16	0	Cursed, Morale +2, Fear +0, On targets: Leg Chop, attacks with this weapon have area 1, i.e. they hit the entire square, automatic Berserk
Infernal Sword	B1F1	0	4	2	10	3	FR 50%, On hit: Banish to Inferno

Shields: Magical Trinkets (Construction level 0)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Black Steel Tower Shield	E1	25	7	2	not usable by mounted commanders
Black Steel Kite Shield	E1	28	6	2	none
Enchanted Shield	S1	16	6	1	none
Raw Hide Shield	N1	10	4	0	none

Shields: Lesser Magical Items (Construction level 2)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Weightless Tower Shield	A2	15	8	0	not usable by mounted commanders
Weightless Kite Shield	A2	20	7	0	none
Lead Shield	E2	22	3	3	MR +4
Shield of Valor	E1A1	20	7	1	Air Shield 80%

Shields: Lesser Magical Items (Construction level 2)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Crystal Shield	S3E2	30	3	4	Grants Power of the Spheres to wielder, not usable by mounted commanders
Eye Shield	N2	15	5	0	Attacker may lose an eye

Shields: Greater Magical Items (Construction level 4)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Charcoal Shield	E2F1	25	4	1	FR 50%, Fire Shield
Lucky Coin	S2	18	4	0	Luck
Shield of the Accursed	S2B1	20	10	1	Attacker may get Horror Marked
Vine Shield	N2	12	5	0	Attacker may get Entangled
Totem Shield	N1S1	10	4	0	Curses those who strike wielder (MR negates with -4 penalty to check, meaning it is harder to resist)

Shields: Very Powerful Magical Items (Construction level 6)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Shield of Gleaming Gold	E1F1	22	8	1	Awe
Scutata Voltturnus	A1E1	20	7	2	SR 50%, Shocks enemies in close combat, not usable by mounted commanders
Lantern Shield	D2F1	20	5	1	Fear +0, 3 Corpse Candles in battle

Shields: Unique Magical Artifacts (Construction level 8)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Barrier	E4	40	9	2	Str +4, FR 100%, SR 100%
The Aegis	E5	16	6	1	Fear +0, Medusa petrification

Armor: Magical Trinkets (Construction level 0)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Black Steel Plate	E1	15	-1	2	none
Black Steel Full Plate	E2	22	-5	5	none
Berserker Pelt	N1	7	-1	1	Berserk

Armor: Lesser Magical Items (Construction level 2)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Fire Plate	F1	15	-1	2	FR 50%, Morale +2
Robe of Missile Protection	A1	0	0	0	Air Shield 80%
Light Weight Scale Mail	A1	10	0	1	none
Weightless Scale Mail	A2	10	0	0	none
Copper Plate	A1	12	-1	2	SR 100%, wearer gains Charge Body at start of battle
Shambler Skin Armor	W1	8	0	1	Water breathing 1
Armor of Souls	B5	15	-1	1	Blood +1, MR +5

Armor: Greater Magical Items (Construction level 4)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Chain Mail of Displacement	A2	18	3	2	none
Silver Hauberk	A2E1	16	-1	1	80% Air Shield
Rainbow Armor	A1N1	10	-1	1	MR +3, Reinvigoration +3
Elemental Armor	E2F1	18	-3	4	FR 50%, SR 50%, CR 50%
Robe of the Sea	W3	0	0	0	Water +1, Water breathing 1
Shroud of the Battle Saint	S1	8	0	0	Wearer gains Bless effect(s) even if not sacred
Robe of Shadows	S2	0	0	0	Etherealness

Armor: Greater Magical Items (Construction level 4)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Armor of Twisting Thorns	B3N2	3	-1	5	Cursed, Nature +1, Blood +1, PR 50%. Thorns will poison anyone striking the wearer with a short weapon (length 0-1)

Armor: Very Powerful Magical Items (Construction level 6)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Marble Armor	E2	15	-1	3	Stoneskin
Stymphalian Wings	E4	16	-4	3	Trample, Fly, Attack -4, Fear +0, not usable by mounted commanders
Robe of the Magi	A5B5	0	0	0	Magic +1, Reinvigoration +5, slight chance of horror mark
Robe of Invulnerability	E5	0	0	0	Invulnerability
Rime Hauberk	W2	15	-2	2	CR 100%, gives wearer Breath of Winter, increased protection in cold provinces, decreased in hot
Jade Armor	W2E1	15	-1	4	Quickness
Bone Armor	D5	7	-3	3	CR 50%, gives Soul Vortex to wearer
Hydra Skin Armor	N2	11	-1	1	Regeneration +10, PR 100%
Red Dragon Scale Mail	F2	15	-1	1	FR 75%, Morale +4
Blue Dragon Scale Mail	W2	15	-1	1	CR 75%, Morale +4
Green Dragon Scale Mail	N2	15	-1	1	PR 75%, Morale +4

Armor: Unique Magical Artifacts (Construction level 8)					
<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Aseftik's Armor	E4	27	-6	6	Cursed, MR +3, Morale +8
Monolith Armor	E4	30	-8	10	Regeneration +10, Morale +10, cannot be used by mounted units
Robe of Calius the Druid	N2	0	0	0	Water breathing 1, MR +3, FR 50%, CR 50%, SR 50%,
Fenris' Pelt	N3	15	0	1	Running, CR 25%, Howl spell at start of battle, automatic Berserk for wearer

Armor: Unique Magical Artifacts (Construction level 8)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Armor of Virtue	S3	15	-1	1	Awe, wearer becomes blessed (even if not sacred) and returns to home province if wounded in battle
Flesh Ward	B5	0	0	0	Cursed, Reinvigoration +2, Str +4, Blood +1, slight chance of horror mark, Blood Vengeance +1
Pebble Skin Suit	B3E1	0	0	0	Stoneskin, Cursed, Regeneration +10, Earth +1, Str +2 Chance of becoming a troll each month

Helmets: Magical Trinkets (Construction level 0)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Black Steel Helmet	E1	22	0	0	none

Helmets: Lesser Magical Items (Construction level 2)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Dragon Helmet	F1	15	0	0	FR 50%, Morale +5
Horror Helmet	D2	20	-1	0	Fear +0
Black Laurel	D2	0	0	0	Summon Lictor bonus +2
Ivy Crown	N1	0	0	0	Vineman Construction bonus +2, animal Awe
Horned Helmet	N1	20	-1	0	Extra attack

Helmets: Greater Magical Items (Construction level 4)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Flame Helmet	F4	1	0	0	Reinvigoration -3, Fire +1
Winged Helmet	A4	20	-1	0	Air +1
Crown of Command	S2	8	0	0	Ldr +50, Magic Ldr +25

Helmets: Very Powerful Magical Items (Construction level 6)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Spirit Helmet	A3	20	0	0	Casts Lightning Bolts in battle
Starshine Skullcap	S2	7	0	0	Astral +1, MR +2
Skullface	D4	20	-1	0	Death +1, Spell: Raise Skeletons
Wraith Crown	D5	8	0	0	Etherealness, casts Undead Horde at start of battle

Helmets: Unique Magical Artifacts (Construction level 8)

<u>Name</u>	<u>Path</u>	<u>Prot</u>	<u>Def</u>	<u>Enc</u>	<u>Special properties</u>
Crown of Overmight	F5E3	20	-3	2	Cursed, Ldr +100, Str +5, Spell: Charm
Amon Hotep	F5S5	8	0	0	Invulnerability, Awe, Cursed, MR +5, FR 50%, Spell: Mummification
The Jade Mask	D6N3	19	0	0	Death +2, Fear +5, MR +3, Spell: Rigor Mortis, can only be worn by cold-blooded units
Crown of the Ivy King	N2	0	0	0	Barkskin, Regeneration +5, Spell: Awaken Vine Men, Animal Awe

Boots: Magical Trinkets (Construction level 0)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Boots of Long Strides	N1	Running

Boots: Lesser Magical Items (Construction level 2)

<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Boots of the Behemoth	E1	Trample
Boots of Giant Strength	E1	Str +5
Birch Boots	N1	PR 50%, CR 50%, Reinvigoration +2

Boots: Greater Magical Items (Construction level 4)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Brimstone Boots	F1E1	FR 100%, Str +4
Chi Shoes	A1	Extra attack
Winged Shoes	A2	Fly
Earth Boots	E2	Earth +1
Boots of the Messenger	N1	Reinvigoration +4

Boots: Very Powerful Magical Items (Construction level 6)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Boots of Quickness	W2	Quickness
Boots of Stone	E2	Stoneskin
Boots of Youth	B2	Reinvigoration +2, wearer does not age

Boots: Unique Magical Artifacts (Construction level 8)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Boots of Antaeus	E4N1	Reinvigoration +5, Earth +1, Regeneration +10
Sandals of the Crane	S1	Casts Blink in battle
Boots of the Planes	S5	Etherealness, Spell: Teleport, slight chance of horror mark, slight chance of getting lost in time and space each month
The Boots of Calius the Druid	N3	Reinvigoration +10

Miscellaneous: Magical Trinkets (Construction level 0)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Ring of Fire	F1	FR 100%

Miscellaneous: Magical Trinkets (Construction level 0)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Ring of Tamed Lightning	A1	SR 100%
Ring of Frost	W1	CR 100%
Bear Claw Talisman	E1N1	Str +5, Morale +2
Skull Talisman	D1	Spell: Animate Skeleton, Undead Ldr +1
Snake Ring	N1	PR 100%, Spell: Poison Touch
Slave Collar	B1	Cursed, Morale +20, Feeblemind

Miscellaneous: Lesser Magical Items (Construction level 2)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Burning Pearl	F1	Att +4, FR 50%
Fever Fetish	F1N1	Diseased, May produce one Fire gem per month
Ring of Warning	A1	Increases number of bodyguards during assassinations, +10 patrol bonus
Owl Quill	A1	RP +3
Eye of Aiming	A1	Cursed, Prec +8
Amulet of Missile Protection	A2	Air Shield 80%
Amulet of Breathing	A2	Water breathing 1
Clam of Pearls	W3N1	One astral gem per month
Ring of Water Breathing	W1	Water breathing 1
Bracers of Protection	E1	Def +2, Prot +2
Pendant of Luck	S1	Luck
Barkskin Amulet	N1	Barkskin
Cat Charm	N2	Def +4
Enormous Cauldron of Broth	N3	Supply +100

Miscellaneous: Lesser Magical Items (Construction level 2)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Ring of the Warrior	B1	Att +5, Morale +2
Soul Contract	B6F1	Cursed, Produces one Devil per month, slight chance of horror mark

Miscellaneous: Greater Magical Items (Construction level 4)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Medallion of Vengeance	F1	Explodes on death
Pills of Water Breathing	A2	Water breathing 20
Dancing Trident	A2	Extra attack, One Lesser Air Elemental in battle
Wall Shaker	A3	Siege +25, Spell: Panic
Bag of Winds	A4	Air +1, summons one Lesser Air Elemental at start of battle, Magic Ldr +1
Flying Carpet	A3	Map movement fly with 14 size points (=7 humans)
Amulet of the Fish	W1A1	Air breathing 1
Manual of Water Breathing	N3W1	Water breathing 50
Girdle of Might	E1	Reinvigoration +3, Str +3
Crystal Matrix	E1S1	Automatic Communion Master
Slave Matrix	E1S1	Automatic Communion Slave
Amulet of Antimagic	S1	MR +4
Spell Focus	S1	Penetration +1
Stone Sphere	S2E1	Spell: Astral Window, slight chance of horror mark
Crystal Coin	S2E2	Astral +1
Champion's Skull	D2	XP +3/turn
Bane Venom Charm	D2	Diseased, Poisons enemy provinces and armies.
Horn of Valor	N1	Standard +20

Miscellaneous: Greater Magical Items (Construction level 4)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Endless Bag of Wine	N1	Supply +50
Lychantropos' Amulet	N2	Cursed, Regeneration +10, Str +4, automatic Berserk, chance of becoming a werewolf each month
Ring of Regeneration	N2	Regeneration +10
Amulet of Resilience	N2	Reinvigoration +5
Astral Serpent	N1S1	AN, PR 75%, On hit: Death Poison
Sanguine Dousing Rod	B1	Blood Hunt bonus for Blood mages
Brazen Vessel	B4	Blood +1
The Heart of Life	B3	Cursed, Reinvigoration +10, PR 50%
Lifelong Protection	B4	Cursed, Summons Imps in battle, slight chance of horror mark
Blood Stone	B3E2	Earth +1, One Earth gem per month
Skull Mentor	D2	RP +9
Eye of the Void	S1	Cursed, Penetration +2, MR -2, disbelieves nearby illusions

Miscellaneous: Very Powerful Magical Items (Construction level 6)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Lightless Lantern	F1	RP +6, slight chance of horror mark
Skull of Fire	F1D1	Fire +1, CR -50%
Barrel of Air	A4	Water breathing 150
Water Bracelet	W1	Water +1
Bottle of Living Water	W2	One Water Elemental in battle, Magic Ldr +1
Sea King's Goblet	W3	Water breathing 100
Stone Bird	E1A1	4 extra attacks
Crystal Heart	E2S2	Cursed, One extra life

Miscellaneous: Very Powerful Magical Items (Construction level 6)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
Stone Idol	E2S2	Dominion drain 3 (priest level-3 preach effect for removing dominion)
Ring of Wizardry	S6	Magic +1, Penetration +1
Ring of Sorcery	S5	Sorcery +1, Penetration +1
Elixir of Life	N2F2	One extra life, wearer does not age
Pocket Ship	N3A2	Sailing
Moonvine Bracelet	N3S1	Nature +1
The Black Heart	B2	Cursed, Assassination ability

Miscellaneous: Unique Magical Artifacts (Construction level 8)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
The Ruby Eye	F3	Cursed, Fire +1, +1 Water gem per month
The Ark	F5S5	Non-holy troops on battlefield get afflicted with disease, blindness, and damage, spreads dominion
The Flying Ship	A4	Map movement fly 500 people
Tome of High Power	A2S2	Air +1, Astral +1, slight chance of horror mark
The Magic Lamp	A4F4	Spell: Summon Jinn, casting the spell makes lamp vanish
Krupp's Bracers	E2	Reinvigoration +3, Def +4, Prot +4
Holger the Head	E1D1	Supply -3, Holger's body joins the battle
Percival the Pocket Knight	E2N1	Percival the Pocket Knight joins in battle
Alchemist's Stone	E1F1	FR 25%, CR 25%, Alchemy bonus 50%
Gate Stone	E6S6	Spell: Astral Travel
Bell of Cleansing	W2	FR 50%, Smites demons in battle
Orb of Atlantis	W4E1	Water breathing 200, Water +1, Spell: Summon Lesser Water Elemental, automatic Friendly Currents, Magic Ldr +1
The Forbidden Light	S4F4	Cursed, FR 50%, CR 50%, Automatic Solar Brilliance in battle, '+2 Fire, +2 Astral, Horrors may try

Miscellaneous: Unique Magical Artifacts (Construction level 8)		
<u>Name</u>	<u>Path</u>	<u>Special properties</u>
		to claim this item, slight chance of horror mark
Nethgul	S3W2	Casts Astral spells when in combat
The Black Mirror	S4B2	MR -4, Spell: Mind Hunt, Dispels illusions on entire battlefield, increases misfortune in province, Curses wielder
The Horror Harmonica	S5D4	Morale -2, Automatic Wailing Winds, Spell: Call Horror, slight chance of horror mark
Carcator the Pocket Lich	D4	RP +2, Carcator the Pocket Lich joins in combat (Death magic 5), Curses up to 3 units per month, Undead Ldr +20
The Ankh	D5	SR 50%, Automatic Life After Death in combat, slight chance of horror mark
The Black Book of Secrets	D2B2	Death +1, Blood +1, Fear +0
The Green Eye	N2	Cursed, Penetration +2, Casts Sleep in combat
Soulstone of the Wolves	N5E1	Spell: Call of the Wild, Wolves join at start of combat
The Chalice	N4S3	Regeneration +10, Spell: Banishment, Cures afflictions in same province, wielder may be attacked by questing knights
The Tome of Gaia	N2E2	Nature +1, Earth +1
The Gift of Kurgi	B5	Extra attack, Luck, Etherealness, Fly, Cursed, Fear +25, Spell: Send Lesser Horror, Dangerous, automatic Call Horror at start of battle, Curses wielder, slight chance of horror mark
Ardmon's Soul Trap	B3S1	Str -2, Reinvigoration -1, A few warrior or mage souls will join combat
Tome of the Lower Planes	S3B2	Blood +1, Easier return from Inferno and Cocytos
Igor Könhelm's Tome	A2D2	Corpse Man construction bonus +10, Increased prowess during storm

Magic Path Boosting Chart

Boosts								Item	Requires								Construction	Leader
F	A	E	W	S	D	N	B		F	A	E	W	S	D	N	B	Level	Slot
					1			1 Armor of Souls								5	2	Body
								Skull Staff						2			4	2Hands
			1					Robe of the Sea				3					4	Body
						1	1	Armor of Twisting Thorns							2	3	4	Body
1								Flame Helmet	4								4	Head
	1							Winged Helmet		4							4	Head
							1	Thistle Mace							2		4	Hand
		1						Earth Boots			2						4	Feet
	1							Bag of Winds	4								4	Misc
				1				Crystal Coin			2		2				4	Misc
							1	Brazen Vessel								4	4	Misc
		1						Blood Stone			2					3	4	Misc
1	1	1	1					Staff of Elemental Mastery	4			4					6	2Hands
1	1	1	1					Staff of Elemental Mastery		4	4						6	2Hands
						2		Treelord's Staff							5		6	2Hands
1	1	1	1	1	1	1	1	Robe of the Magi		5						5	6	Body
					1			Starshine Skullcap						2			6	Head
						1		Skullface							4		6	Head
					2			The Jade Mask					6	3			6	Head
							1	Blood Thorn								4	6	Hand

Boosts								Item	Requires								Construction		Leader
F	A	E	W	S	D	N	B		F	A	E	W	S	D	N	B	Level	Slot	
1								Skull of Fire	1				1				6	Misc	
			1					Water Bracelet				1					6	Misc	
1	1	1	1	1	1	1	1	Ring of Wizardry					6				6	Misc	
					1	1	1	Ring of Sorcery					5				6	Misc	
							1	Moonvine Bracelet					1		3		6	Misc	
			1					Trident from Beyond				3	2				8	2Hands	
1	1	1	1					The Sword of Many Colors			4		3				8	2Hands	
						1		The Flailing Hands						2			8	2Hands	
					1			Sun Slayer					5				8	2Hands	
							1	Flesh Ward							5		8	Body	
		1						Pebble Skin Suit			1				3		8	Body	
		1						Boots of Antaeus			4				1		8	Feet	
						3		Sceptre of Dark Regency					5				8	Hand	
				1				Dimensional Rod					3				8	Hand	
1								The Ruby Eye	3								8	Misc	
	1				1			Tome of High Power		2			2				8	Misc	
			1					Orb of Atlantis			1	4					8	Misc	
						1	1	The Black Book of Secrets					2		2		8	Misc	
		1					1	The Tome of Gaia			2			2			8	Misc	
2					2			The Forbidden Light	4				4				8	Misc	
							1	Tome of the Lower Planes					3		2		8	Misc	
6	5	5	4	5	7	5	4	Max boost											

Independent Units

The most common independent units from all eras are listed below along with their stats to help new players gauge the strength of opposition in neutral provinces. Provinces with knights and longbowmen (not listed) are stronger than the archer/heavy infantry combination. Land provinces defended by Ichtyids generally allow the recruitment of those units once the province has been captured.

Key:

HP = Hit Points, Str = Strength, Att = Attack, Mor = Morale, Def = Defense, MR = Magic Resistance, Pre = Precision, Enc = Encumbrance, Mv = Movement

Amph = Amphibian, Aqua = Aquatic, FS / MS / SS / WS = Forest / Mountain / Swamp / Waste Survival, DV = darkvision

Early Age										
Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Light Infantry Wpn: Spear Armor: Ring Mail Cuirass, Shield, Leather Cap	10	10	7	10	10	13	10	10	4	2/11
Heavy Infantry Wpn: Spear Armor: Ring Mail Hauberk, Iron Cap, Shield	10	10	10	10	10	12	10	10	5	1/10
Light Cavalry Wpn: Spear, Javelin Armor: Leather Cuirass, Leather Cap	10	10	6	10	10	13	10	8	4	3/26
Heavy Cavalry Wpn: Light Lance, Hoof Armor: Scale Mail Hauberk, Half Helmet, Shield	10	10	13	10	10	15	10	10	5	2/22
Barbarian Spec: WS, MS Wpn: Maul	13	12	6	10	9	8	8	10	3	2/12

Early Age										
<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Armor: Full Leather Armor										
Archer Wpn: Dagger, Short Bow Armor: Leather Cuirass, Leather Cap	10	10	6	8	8	8	10	10	4	1/11
Lion Tribe Warrior Spec: FS Wpn: Spear, Javelin Armor: Hide Shield	10	10	0	10	10	13	10	10	3	3/12
Lion Tribe Archer Spec: FS Wpn: Dagger, Short Bow Armor: none	10	10	0	8	8	8	10	10	2	3/13

Middle Age										
<u>Unit Name</u>	<u>HP</u>	<u>Str</u>	<u>Prt</u>	<u>Att</u>	<u>Mor</u>	<u>Def</u>	<u>MR</u>	<u>Pre</u>	<u>Enc</u>	<u>Mv</u>
Most independents are same as in early age but some heavy troops have much improved equipment.										
Heavy Infantry Wpn: Broad Sword Armor: Scale Mail Hauberk, Half Helmet, Shield	10	10	13	10	10	13	10	10	6	1/9
Heavy Cavalry Wpn: Broad Sword, Lance, Hoof Armor: Full Scale Mail, Half Helmet, Kite Shield	10	10	14	10	10	15	10	10	5	2/20

Late Age										
Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
In the late era crossbowmen can be found among independent troops and most civilized units have better equipment than in previous eras.										
Light Infantry Wpn: Spear, Javelin Armor: Ring Mail Cuirass, Iron Cap, Shield	10	10	9	10	10	13	10	10	4	2/11
Heavy Infantry Wpn: Broad Sword Armor: Chain Mail Hauberk, Half Helmet, Shield	10	1	15	10	10	12	10	10	6	1/9
Light Cavalry Wpn: Spear, Short Bow Armor: Ring Mail Cuirass, Buckler, Leather Cap	10	10	7	10	10	15	10	8	4	3/24
Heavy Cavalry Wpn: Morningstar, Lance, Hoof Armor: Full Chain Mail, Half Helmet, Kite Shield	10	10	17	10	11	12	10	10	5	2/10
Militia Wpn: Spear Armor: Leather Cuirass, Iron Cap, Shield	10	10	7	8	8	11	10	10	5	1/11
Crossbowman Wpn: Short Sword, Crossbow Armor: Plate Cuirass, Iron Cap	10	10	14	8	8	8	10	10	6	1/10

Underwater										
Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Triton Spec: Aqua Wpn: Coral Spear Armor: none	10	10	0	10	10	10	11	10	3	1/20

Underwater										
Unit Name	HP	Str	Prt	Att	Mor	Def	MR	Pre	Enc	Mv
Triton Guard Spec: Aqua Wpn: Coral Spear Armor: Turtle Shell Shield	10	10	0	10	10	13	11	10	4	1/9
Triton Trooper Spec: Aqua Wpn: Coral Spear Armor: Coral Hauberk, Coral Cap, Turtle Shell Shield	10	10	10	10	10	11	11	10	8	1/15
Triton Knight Spec: Recup, Aqua Wpn: Coral Spear, Lance, Alicorn Armor: Coral Hauberk, Bronze Cap, Turtle Shield	15	12	11	11	13	15	12	10	4	1/30
Ichtyid Spec: Amph Wpn: Spear, Net Armor: none	12	10	4	10	12	8	8	8	3	2/8
Ichtyid Warrior Spec: Amph Wpn: Spear Armor: Turtle Shell Hauberk, Turtle Shell Shield	12	10	9	10	12	9	8	8	5	2/6
Shambler Spec: Amph, DV 50% Wpn: Claw x2 Armor: none	22	15	6	10	11	9	10	8	3	2/11

A DOMINIONS GLOSSARY

Players might encounter various strange or cryptic terms in discussions of the Dominions games, usually on message boards where abbreviations are common. To help make sense of the chaos, we offer this small glossary.

SC	supercombatant – a powerful single unit meant to be able to take on entire armies and win. This is usually a pretender fitted out with numerous magic items
skelly spam	the practice of casting the spell Reanimate Skeletons over and over
VQ	Vampire Queen – a pretender that saw a lot of use in Dominions II as a supercombatant
GK	Ghost King – another popular supercombatant from Dominions II.
thug	not as powerful as a supercombatant, a thug is a single combat unit meant to cause damage but not to challenge an army alone. Black servants and specters are typical thugs
PBEM	play by email
AAR	after-action report – a write-up of a game that is posted online. There is a special section on the Shrapnel Games site for Dominions 3 AAR postings.
IW	Illwinter – the developers of the Dominions series
JK	Johan Karlsson, co-designer and programmer
KO	Kristoffer Osterman, co-designer and artist
JO	Johan Osterman, Kristoffer's brother and unofficial helper of Illwinter
oe	open-ended – refers to die rolls where rolling the highest number on that die results in an extra roll. A DRN is a 2d6oe roll.
PD	province defense
rainbow pretender	a human pretender (usually a mage, druid, or the like) with a few points in most magic paths
?	a random magic pick
elemental	air, earth, fire, water
sorcery	astral, death, nature, blood
buffs/buffing	the practice of casting a spell on a unit to increase its attributes or otherwise enhance its effectiveness. This often refers to the casting of spells on a commander you intend to go into melee combat
BoT	Burden of Time. This global spell is cast often and is usually referred to by these letters.

GoH	Gift of Health. Another common global, referred to in shorthand.
FWAESDNBH	Fire Air Water Earth Astral Death Nature Blood Holy. The various paths are almost always referred to by a single letter, which is the first letter of the word, except for S = astral
hotseat	the practice of playing a multiplayer game on a single computer. Players alternate sitting and giving orders
lightning resistance	same as shock resistance – the two terms are used interchangeably
Era	same as Age

INDEX

A

Abysia, 97–99
Action Points, 74
Afflictions, 58, 81
Agartha, 100
ages
 game effect, 97
 selecting, 27
Ambidextrous, 56
Arcoscephale, 101–3
army setup, 59
Assassinate order, 69
Atlantis, 103–5
Attack, 55
Attack Current Province order, 71
Awakening, 52
Awe, 50, 56

B

Bandar Log, 105–7
battle orders, 60
Berserk, 56
bless effects, 47
Blood magic
 blood hunt order, 69
 Perform blood sacrifice order, 70
 sacrifices to spread dominion, 93
Break Siege order, 69

C

Caelum, 107–9
Call God, 52
Capture Slaves order, 70
Chill, 57
Cold damage, 78
combat
 battle sequence, 74
 melee, 74
 missile, 77
 multiple sides, 66
 triggering, 66
Contact Allies order, 70
Critical hit, 76
Ctis, 109–11

D

Defend Castle order, 68
Defend Province order, 68
Defense, 55
Dominion

 in main screen, 37
 maximum, 92
 spread, 92
 victory condition, 96
Dominion scales
 effects, 51
 list of effects, 38
 purchasing, 50
 spreading, 95
Dominions Random Number, 5
Drain damage, 79

E

Empowerment, 85
Encumbrance, 55
End Turn, 34
Erмор, 111–13
Ethereal, 56

F

Fatigue
 attribute, 55
 in combat, 75
 in spellcasting, 86
 reducing with gems, 89
 stun damage, 79
 unconsciousness, 76
Fear
 ability, 56
 roll, 80
Fire damage, 78
forest survival. *See* survival
fortresses
 admin, 40
 defense, 40
 resource example, 41
 siege, 81
 statistics, 40
 supply, 40

G

game settings, 28
gems, 88
 alchemy, 91
 in combat, 89
 inventory, 63
 national inventory, 40
Glamour, 56, 66
Global Enchantments
 casting, 87
 dispelling, 88

H

Hall of Fame, 34
Heal Troops order, 70
Heat, 57
Helheim, 117–18
heroic abilities, 58
Hide order, 71
Horror marking, 57

I

income, 37
Instill Uprising order, 71

J

Jomon, 132
Jotunheim, 114–15

K

Kailasa, 105

L

laboratories, 44
Leadership, 56

M

Machaka, 118–19
Magic
 battle magic, 85
 divine magic, 90
 game button, 35
 indirect, 85
 paths, 83
 penetration, 86
 resistance, 86
 rituals, 87
 schools, 83
magic being
 ability, 56
 and leadership, 81
magic items
 equipping, 63
 forging, 90
Magic Resistance, 55
magic sites, 44
Maintain Siege order, 69
Man, 119–20
Map filters, 34
Marignon, 120–21
Marverni, 121–22
master password, 29
mercenaries, 45
messages, 35

Midgard, 116–17
mindless
 ability, 56
 dissolution, 81
Morale, 55, 79
mountain survival. *See* survival
Move and Patrol order, 69
Move order, 66

N

Nation Overview, 34, 39
network games
 common errors, 32
 creating, 32
new game, 27
Niefelheim, 113–14

O

Oceania, 124–25
open-ended die roll, 5
Options, 34

P

Pangaea, 125–27
Paralysis damage, 79
Patala, 106–7
patches, 31
Patrol order, 67
PBEM
 creating, 29
 hosting, 30
 sequence, 30
Pillage order, 70
Poison
 damage calculation, 78
 poison cloud ability, 57
population, 36
Position commander, 60
Position squad, 60
Preaching
 Preach order, 70
 spreading dominion, 94
Precision, 55
Pretender god
 creating, 46
 design strategy, 53
 dominion cost, 49
 dragon form, 47
 hit points, 52, 95
 immobile, 47
 in score graphs, 34
 magic cost, 47
 physical form, 46
prophet
 Become Prophet order, 71

- hit points, 95
- Protection, 55
- Province
 - attributes, 36
- province defense
 - cost and effect, 45
 - in main screen, 38
- Pythium, 125–27

R

- Reanimate order, 70
- Recruitment
 - costs, 58
 - restrictions, 59
- Research, 90
- resources, 37
- R'lyeh, 128–30
- Rout, 80

S

- Sacred units, 47, 56
- Sailing, 56, 64
- Sauromatia, 130
- score graphs, 29, 34
- Seduction, 57
- selection, 33
- set battle orders, 60
- Shinuyama, 131–32
- Size, 55
- Sneak order, 67
- special damage, 77
- stale turn, 31
- Standard, 57
- Statistics, 34
- Stealthy, 65, 67
- Storm Castle order, 69
- Supply
 - calculation, 37
 - during siege, 82
 - fortress, 40
- survival
 - effect on movement, 64
- swamp survival. *See* survival

T

- Taxation, 38
- temples
 - general, 43
 - temple check, 93
- terrain, 36
- T'ien Ch'i, 132–34
- Toggle Neighbors, 35
- Trample, 57
- Turn resolution sequence, 71

U

- Ulm, 134–36
- unburied corpses, 38
- undead
 - ability, 56
 - and leadership, 81
- units
 - attributes, 55
 - classes, 56
 - experience, 58
 - inventory, 63
 - special abilities, 56
- unrest, 37, 45
- upkeep, 40
- Utgard, 115

V

- Vanheim, 115–16
- victory points
 - game settings, 29
 - spreading dominion, 93
- video settings, 34

W

- waste survival. *See* survival

Y

- Yomi, 131

HOT KEYS

MISC SHORTCUTS

a	select/deselect all commanders
b	bid for mercenaries
d	recruit province defense
e	end turn
f	fortress info
h	hide/show right-side menu
l	enter arcane laboratory
m	read messages
n	next commander without orders
o	temple and dominion stats
r	recruit units
s	send messages
t	army setup
v	view battles in current province
x	change tax rate shows army setup screen for commanders moving to the selected province. Good for planning attacks.
y	
+, -	scroll commanders
Enter	deselect all commanders
>, <	grow or shrink commander icons
Esc	Options menu or return to previous menu

STATISTICS SCREENS

F1	nation overview
F2	score graphs
F3	Hall of Fame
F4	pretenders of the world

MAGIC

l	enter arcane laboratory
F5	research
F6	global enchantments
F7	magic resource treasury
F8	magic item treasury

MAP VIEW

Right-click	select province
Arrows	scroll map
Home	goto capital
End	zoom x ½ scale
Insert	zoom to cover entire screen
Delete	zoom to view entire map
Page Up	zoom in
Page Dwn	zoom out
#	goto province number

MAP FILTERS

1	flags and forts
2	armies
3	dominion
4	income and resources
5	temples and misc symbols
8	neighbors
9	province names

UNIT ORDERS (capital letters indicate Shift + key)

Space	choose order from menu
A	reanimate, call spirits
B	blood hunt
C	cast ritual spell
D	defend
E	break siege
F	forge magic item
G	call god
H	heal
M	monthly ritual (ritual will be repeated monthly)
P	preach the Word of God
R	research
S	search for magic sites
T	storm castle
W	capture slaves
X	patrol
Z	pool all blood slaves to laboratory

UNIT SELECTION

Double-click	select all units of same type
Shift-click	select multiple units
(click &) w	select all units with afflictions
(click &) e	select all units with 2+ experience stars
Enter	deselect all currently selected units

BATTLE VIEW

q	quit out of battle view
Space	pause
w	toggle map grid (and background)
g	toggle map grid (but not background)
f	fast-forward the battle movie
n	advance battle movie to next round