Fall from Heaven II
"Shadow"

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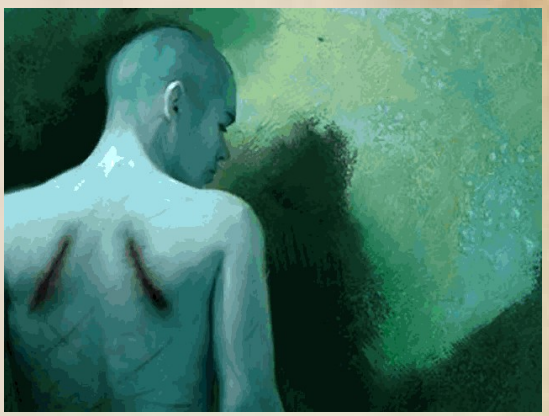


What is Fall from Heaven?

Based on a long running Dungeons and Dragons campaign, Fall from Heaven is set in the dark fantasy world of Erebus. This is a world where the themes of corruption and redemption are repeated and all the characters, including the gods themselves, are imperfect.

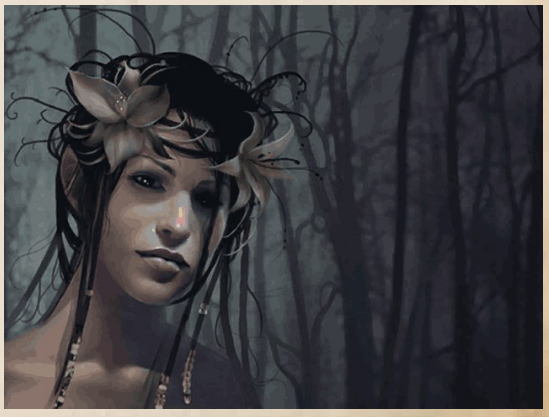
Although the mod isn't a direct translation of any of the following, inspiration comes from: Celtic and Norse mythology, Judeo-Christian mysticism and the works of Edgar Allan Poe and H.P. Lovecraft.

Kael's Notes: The goal of this mod is to provide a turn based strategy game with a focus on replayability. I am a huge fan of the Civilization series but after playing a dozen or so games they began to feel the same. That's actually a pretty amazing feat, what other game can you beat a dozen times before it starts to feel the same?

We pursued our replayability goal by making a few key decisions:

1. Each civilization should be fundamentally different than any other. Much more than just a different Unique Unit and Unique Building we want the player to have to adapt to different strategies and play styles to play each civ. We understood that not all players would like all civs, but each would find some that appealed to their play style and players in for a new experience could try something that played differently than they were used to.
2. A player's state religion should have a dramatic effect on his civilization. As such there are really 7 versions of each civilization, that civilization with each religion.
3. A general dislike for patterns. Although easy to design and balance patterns are generally uncreative. Instead we craft each option individually and try to balance overall rather than on the specific option being created.

Overall this means that FfH has a higher learning curve than most games, all of these options come at a cost. But once learned our hope is that there is a game deep enough for players to enjoy for months or years. If you are new to Fall from Heaven, it may be advisable to start reading with Appendix A. Otherwise just be certain to follow the colored links whenever a question arises.

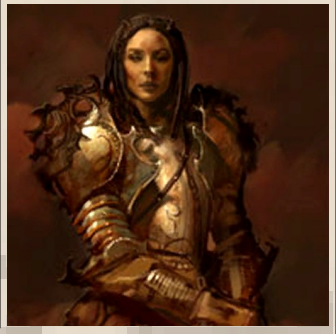


Amurites

Dain the Caswallan (Neutral)

Arcane
•Free Potency Promotion for all Arcane Units •1 Extra free Promotion for all Arcane Units •Double Production speed of Mage Guild
Philosophical
•+100% in Empire •Double Production speed of Library & Elder Council

Valledia the Even (Neutral)



Arcane
•Free Potency Promotion for all Arcane Units •1 Extra free Promotion for all Arcane Units •Double Production speed of Mage Guild
Organized
•-50% Upkeep for all Civics •Allows Production of Command Posts •Double Production speed of Courthouse & Lighthouse

The Amurites have no ancient history, no glorious empire in the Age of Magic to harken back to or trace their lineage from. In terms of civilizations, the Amurites are newcomers on the world stage. Nevertheless, they are a force to be reckoned with, feared by some, and respected by all. Part of that respect stems from the tremendous magical power the Amurite armies command, but no small part of it stems from the incredible story of their genesis.

Strategy: The best mages come from the Amurites. Though not particularly spectacular of their own right, what makes them remarkable is the sheer number of them and the ease with which they can be brought to bear on the field. Additionally, magic is not limited to the realm of the Arcane for the Amurites, at least not while their Hero, Govannon, still lives. The Amurite World Spell, Arcane Lacuna, grants 1 XP to all Amurite Arcane units for each improved Mana node in the world, and resets the nodes to Raw Mana.

Govannon is a very unique individual in the world of Erebus. Most Mages attempt to maintain an aura of mystery and will jealously guard their secrets, frequently attempting to appear more knowledgeable than they may actually be. But Govannon instead makes his way amongst the common people of the Amurite Society and attempts to instruct everybody whom he encounters in the mystical arts. This means that even the lowest of soldiers in the Amurite army are capable of calling up a skeletal servant, granting themselves and their companions a boost of speed, preparing for an upcoming battle, or setting the surrounding Forests ablaze.

The Cave of Ancestors gives an extra experience point per Mana Type owned to Adepts created there and their Wizards start with a Spellstaff for free. This means that an Adept can quickly climb the ranks to become a Wizard (needing only seven Mana sources beyond the initial three from the Amurite Palace), and for the Wizards it means the ability to cast a second spell in a single turn. Though this is a one time shot, it can prove the difference between life and death, so should not be casually dismissed.

The Amurite Firebows are a replacement for Longbowmen that are able to learn to cast Fireballs, thus allowing them to take an active role in the part of defenders. But beyond this fact, they are capable of taking the teachings of Govannon all one step further, thus learning how to summon a Spectre, bestow Mutations, or grant their fellows the boon of Shadowwalking and Regeneration. This makes a Firebow invaluable as accompaniment for an invading army.

Chanters are the perfect answer to an opponent who is finding a way to get around your Wizards and harass you. Difficult for other troops to detect, capable of striking at the weakest enemy in a stack (typically that means the opponent's Mages), and beyond that they are able to Escape back to your Capital City when things turn sour, or you find yourself in dire need of extra defense.

Palace

+1	+8	+2

•-10 to Crime Rate in Capital

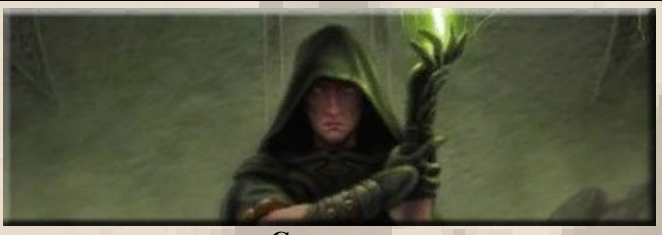
Requires 4 Cities to Relocate

160

Worldspell: Arcane Lacuna

•Requires: Knowledge of the Ether
•Can only be cast by an Arcane Unit
•Reverts all Mana Nodes in the World to Basic Mana
•Grants 1 XP to each of your Spellcasters for each Mana Node affected

Hero



Govannon

	480
	5
	1

Requires:
•Amurite
•Arcane Lore

•Can build Mana Nodes (400% Work Rate)
•Can grant units the ability to cast Blaze, Blur, Dance of Blades, Haste & Raise Skeleton if able to cast the spells himself.
•Starts with: Hero, Channeling 1,2&3

Unique Building

Cave of Ancestors

	120

Requires:
•Amurite
•Sorcery

•Grants all Arcane units build in City +1 XP per unique Mana Type Owned

Unique Units

Swordsman (Axeman)

	60
	4
	1

Requires:
•Various Civilizations
•Bronze Working
•Training Yard

•+10% City Attack
•Can use Bronze, Iron & Mithril Weapons

Upgrades to:
•Champion

Chanter (Assassin)

	120
	5/3 +1 Poison
	2

Requires:
•Amurite
•Poisons
•Hunting Lodge

•Cannot Pillage
•Immune to First Strikes
•1 First Strike
•-50% City Attack & Defense
•Can see Invisible Animals
•Can cast: Escape
•Starts with: Marksman

Upgrades to:
•Shadow
•Marksman

Firebow (Longbowman)

	120
	5/4
	1

Requires:
•Amurite
•Bowyers
•Archery Range

•Can use Bronze & Iron Weapons
•1 First Strike
•+25% City Defense
•+25% Hill Defense
•Starts with: Channeling 2, Fire 1

Upgrades to:
•Crossbowman
•Marksman
•Arquebus

Wizard (Mage)

	4
	1

Requires:
•Amurite
•Sorcery
•Level 4 Adept

•Can Build Mana Nodes (300% Workrate)
•Starts with: 1 Free Promotion, Spellstaff, Channeling 1&2

Upgrades to:
•Archmage

Balseraphs

Perpentach (Evil)

Charismatic
•+1 in each City •-25% XP required for each Unit Level ◆Normal Levels come at: 2, 5, 10, 17, 26, 37, 50, 65, 82, 101... ◆Your Levels come at: 2, 4, 8, 13, 20, 28, 38, 49, 62, 76, 92, 109...
Creative
•+2 in each City •Double Production speed of Monument & Carnival

Insane	Arcane
•2% Chance per turn that all other Traits randomly change	•Free Potency Promotion for all Arcane Units •1 Extra free Promotion for all Arcane Units •Double Production speed of Mage Guild

Keelyn (Evil)

Creative
•+2 in each City •Double Production speed of Monument & Carnival
Summoner
•Summoned Creatures last 3 turns instead of 1

It's a nation of lies and illusions led by a madman and his daughter. All those still clinging to sanity fled long ago, and now the Balseraphs share Perpentach's madness, living to amuse him. He goes to war on a whim and fights unpredictably, but is no less a threat for it. Despite the capriciousness of their ruler, the Balseraph cities are marvels to behold, dizzying carnivals filled with endless amusement and captivating horrors.

Strategy: The Balseraphs give a whole new meaning to the term "culture war". Balseraph Harlequins can utilize low-to-mid level Chaos and Mind Spells, thus allowing them to fight more effectively or stave off death should things go sour. The Balseraphs also enjoy the benefits of slavery, with the Freak Show building providing extra culture for each slave cage you build in that city. They possess the formidable Taskmasters, the Balseraph replacement for the Assassin, which can enslave enemies regardless of civic options. The Balseraph World Spell, Revelry, initiates a Golden Age which will last for double the standard duration.

In spite of the Capricious Nature of the Balseraph People, their Civilization benefits the most from carefully nurturing a select few warriors through the rank. A Freak is capable of upgrading to almost any of the Unique Balseraph Units, picking up more and more abilities each time. By producing these twisted people in large quantities, you can select those with desireable traits to promote, while tossing the others into the Arena. If they come out with enough promotions to make up for their Mutation, send them into battle, if they die... at least it was amusing. This can be especially effective if you promote a Freak to a Harlequin, and then on to be a Druid, thus granting access to the full set of spells for 3 magical spheres.

In addition to the myriad tricks already mentioned, the Balseraph possess the single most unique defensive building in the game. The Hall of Mirrors will create a duplicate image of any enemy unit foolish enough to sit outside of your city, thus allowing you to force the enemies to literally fight themselves!

Palace

+1	+8	+2

- -10 to Crime Rate in Capital

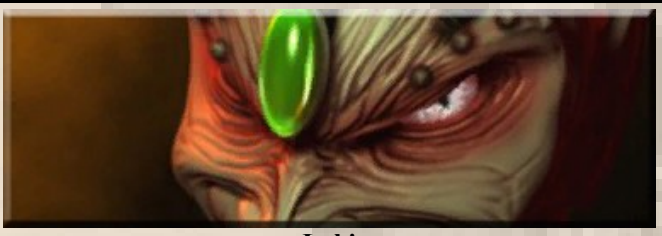
Requires 4 Cities to Relocate

160

Worldspell: Revelry

- Requires: Festivals
- Triggers a Golden Age which will last for twice as long as normal

Hero



Loki

	180
	2
	2

Requires:
- Balseraph

- Cannot Attack
- Cannot Pillage
- Automatically Withdraws before Death
  - ◆Note: Cannot Withdraw if in a City, or during First Strikes
- Can Explore Rival Territory
- Can View Rival City Details
- Can Cast: Disrupt, Entertain, Create Puppet
- Starts with: Magic Immune, Channeling 1&2, Extension 1, Mind 1, Chaos 1

Unique Spell

Create Puppet

Requires:
- Balseraph
- Arcane Unit
  - OR - Loki

- Summons a Puppet
  - ◆Puppet will start with all the same Promotions as the Summoner

Unique Buildings

Arena (Training Yard)

100

Requires:
- Balseraph
- Bronze Working

- Enables: Mimic
- +1 under Nationhood
- Melee, Recon & Slaves in City may cast: Arena Battle

Freak Show

Requires:
- Balseraph
- Freak

- Slaves may cast: Add to Freak Show
- +2
- +1
- +1 Bard

Hall of Mirrors

180

Requires:
- Balseraph
- Alteration
- Carnival

- Will create a copy of 1 Enemy Unit within 1 Tile of City, new unit starts with Illusion and will only last 3 turns (5 turns if Summoner)
- +1

Dwarf Cage

Requires:
- Balseraphs
- Freak Show
- Dwarven Slave

- +1
- +1
- +1 Bard

Elf Cage

Requires:
- Balseraphs
- Freak Show
- Elven Slave

- +1
- +1
- +1 Bard

Human Cage

Requires:
- Balseraphs
- Freak Show
- Slave

- +1
- +1
- +1 Bard

Orc Cage

Requires:
- Balseraphs
- Freak Show
- Orc Slave

- +1
- +1
- +1 Bard

Unique Units

Freak

	60
	3
	1

Requires:
- Balseraph
- Festivals

Unit does not go Obsolete

- Can Sacrifice in Cities to Construct a Freak Show
- Starts Mutated

Upgrades to:
- Archer
- Swordsman
- Hunter

Swordsman (Axeman)

	60
	4
	1

Requires:
- Various Civilizations
- Bronze Working
- Training Yard

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Mimic

Mimic (Champion)

	120
	5
	1

Requires:
- Balseraph
- Iron Working
- Arena

- Steals 1 Random Promotion during Combat
  - ◆Cannot steal Racial & Weapon Promotions, Channeling 3 or Divine
- +25% vs Melee Units
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Immortal
- Berserker
- Phalanx
- Paladin
- Eidolon

Harlequin (Ranger)

	150
	6
	2

Requires:
- Balseraph
- Animal Handling
- Carnival

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can see Invisible Animals
- Better Results from Tribal Villages
- 25% Withdrawal Chance
- Starts with: Subdue Animal, Channeling 1&2, Chaos 1, Mind 1

Upgrades to:
- Beastmaster
- Druid

Taskmaster (Assassin)

	120
	5/3 +1 Poison
	2

Requires:
- Balseraph
- Poisons
- Hunting Lodge

- Cannot Pillage
- -50% City Attack & Defense
- 25% Chance to create a Slave in Combat
- Can see Invisible Animals
- Starts with: Marksman

Upgrades to:
- Courtesan
- Marksman

Courtesan (Shadow)

	240
	8/7 +2 Poison
	1

Requires:
- Balseraph
- City :
- Guilds

- Cannot Pillage
- Immune to First Strikes
- 1 First Strike
- -25% City Attack & Defence
- 25% Chance to create a Slave from Combat
- Can see Invisible Animals
- Can Explore Rival Territory
- Can view Rival City Details
- Starts with: , Marksman, Invisible

Bannor

Sabathiel (Good)

Charismatic

- +1 in each City
- -25% XP required for each Unit Level
  - Normal Levels come at: 2, 5, 10, 17, 26, 37, 50, 65, 82, 101...
  - Your Levels come at: 2, 4, 8, 13, 20, 28, 38, 49, 62, 76, 92, 109...

Organized

- -50% Upkeep for all Civics
- Allows Production of Command Posts
- Double Production speed of Courthouse & Lighthouse

Capria (Good)

Spiritual

- Free Mobility 1 and Potency Promotions for Disciple Units
- No Anarchy
- Double Production Speed of Pagan & Religious Temples

Industrious

- +50% Wonder Production
- Double Production speed of Forge

Decius (Selectable)

Organized

- -50% Upkeep for all Civics
- Allows Production of Command Posts
- Double Production speed of Courthouse & Lighthouse

Raiders

- Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units
- +100% from Pillaging
- +1 XP from each Combat
  - Allows XP gain from Barbarians beyond the standard cap of 100
  - Stacks with XP boost from attached Great Commander or Valor Spell Effect

The Bannor Empire is a people forged by unbelievable hardship into a weapon of unrelenting justice. They have the will to take the fight to the enemy no matter the price; the only question is if they will take it too far, but they did not fight their way through fire and ice only to let the world fall to darkness.

Strategy: The Bannor are a pretty generalist, law-oriented civilization. Though Sabathiel's traits are directly aligned for a Warmongering Civilization, it is actually Capria who is the most dangerous of the two due to the combination of Spiritual and the Bannor's unique Civic, Crusade. Due to not suffering Anarchy, Capria can switch in and out of Crusade at her leisure to smite her foes, while Sabathiel will have to be delayed by a few turns of Anarchy, or wait for a Golden Age to make the switch. While using Crusade, the Bannor are able to cast their Worldspell, Rally, to instantly gain a Demagog from each Town (still demoting them to Villages as normally happens during Crusade)

The Bannor's only unique Building, the Barracks, makes your Melee Units capable of defending against Shadows and Assassins, thus allowing Mages to stay in the field of battle with relative impunity. Take advantage of this fact and split up your Magical arsenal to properly harass your opponents.

Palace

+1	+8	+2

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Gallows (Bear Totem)

150

Requires:
- Bannor
- Rage

- Enables: Berserker
- -10 to Crime Rate

Worldspell: Rally

- Requires: Crusade
- Creates a Demagog in each of your Cities and on each Town Improvement
  - ◆Towns will be demoted to Villages

Unique Civic

Crusade

Pre-Req:
- Medium Upkeep
- Bannor
- Fanaticism
- Must be involved in a War

- Cannot conduct Diplomacy with any Civilization at War with you
- -75% War Weariness
- +12 Free Military Units
- +25% Unit Production in Cities with State
- +2 in Cities with State
- Not allowed to produce Workboats, Workers or Settlers and may not Build the following Buildings
- Elder Council, Market, Monument, Moneychanger, Theatre, Aqueduct, Public Baths, Herbalist, Carnival, Courthouse, Gambling House, Granary, Smokehouse, Library, Harbor, Alchemy Lab
- 20% Chance each Turn for any Town to spawn a Demagog and demote to a Village

Hero

Donal Lugh

	300
	7
	2

Requires:
- Bannor
- Fanaticism

- Can use Bronze, Iron & Mithril Weapons
- Regains Recruiter Promotion after killing an Undead or Demon Unit
  - ◆Will not die after casting Recruit
- Starts with: Hero, Empty Bier, Recruiter, Guardsman, Spirit 2

Unique Units

Demagog

	60
	5
	1

Requires:
- Bannor
- Crusade
  - ◆Lost if Civic is Changed
- Iron Working
- Barracks

- No Support Cost
- +25% vs Melee Units
- Can use Bronze, Iron & Mithril Weapons

Flagbearer

	120
	5
	1

Requires:
- Bannor
- Crusade
- Fanaticism

- Can use Bronze, Iron & Mithril Weapons
- Can Cast: Morale
- Starts with: Morale

Unique Buildings

Barracks (Training Yard)

100

Requires:
- Bannor
- Bronze Working

- Enables: Demagog
- Grants Guardsman to Melee Units created in the City

Calabim

Alexis (Evil)

Aggressive

- Free Combat 1 promotion for Mounted & Melee Units
- Double Production speed of Shipyard & Stable

Philosophical

- +100% in Empire
- Double Production speed of Library & Elder Council

Flauros (Evil)

Financial

- +1 on tiles normally worth 2 or more
- Double production speed of Moneychanger & Market

Organized

- -50% Upkeep for all Civics
- Allows Production of Command Posts
- Double Production speed of Courthouse & Lighthouse

Decius (Selectable)

Organized

- -50% Upkeep for all Civics
- Allows Production of Command Posts
- Double Production speed of Courthouse & Lighthouse

Raiders

- Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units
- +100% from Pillaging
- +1 XP from each Combat
  - Allows XP gain from Barbarians beyond the standard cap of 100
  - Stacks with XP boost from attached Great Commander or Valor Spell Effect

Ancient and powerful, the rulers of the Calabim possess a dark secret. Through fell ritual their lives can be prolonged at the expense of others. This secret would surely incense all honorable nations of Erebus, but perhaps their enemies are willing to dismiss the ugly rumors as just that to avoid the danger of sharing the fate of the sad Calabim humans.

Strategy: Your vampires (gained at Feudalism, or through Losha Valas at Fanaticism) can be fed either through building a couple of big farm cities, or simply by taking over enemy cities and gobbling up their entire population (bon appetit). Spread the gift to as many of your units as you can (your Moroi units can gain vampirism earlier than other units) and take over the world. The Calabim World Spell, River of Blood, grants 2 population in each of your cities, while reducing the population of all other cities in the world by 2.

For the Calabim, once they have a foothold on their Birthright, either through Losha Valas or standard Vampires, they can become neigh unstoppable. With a Breeding Pit, Granary and Smokehouse all set up in your primary feeding cities it will only take a couple of nice farms to ensure that you are gaining a population each turn.

Each of the true Vampiric Units is capable of casting a small arsenal of spells. With Haste to reach the enemies sooner, Regeneration to keep your dinne.. err, support troops, alive between fights, and Spectres to soften up the few defenders capable of withstanding your assault.

Palace

+1	+8		+2

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Breeding Pit

120

Requires:
- Calabim

+2
+1
- City Retains 20% after Growth

Worldspell: River of Blood

- Increases the Population of all your cities by 2
- Decreases the Population of all other Cities in the World by 2

Hero

Losha Valas

	300
	7
	1

Requires:
- Calabim
- Fanaticism

- Can Use Bronze, Iron & Mithril Weapons
- Gains Immortal Promotion after killing a Living Unit
- Starts with: Hero, Vampirism, Channeling 1&2, Death 1, Body 1

Unique Buildings

Governor's Manor (Courthouse)

	180

Requires:
- Calabim
- Code of Laws

- Double Production Speed with Organized

- Enables: Vampire
- -20% Maintenance
- -25% War Weariness
- +1 per
- -10 to Crime Rate

Unique Units

Bloodpet (Warrior)

	25
	3
	1

Requires:
- Calabim

- +25% City Defense
- Can use Bronze Weapons

Upgrades to:
- Archer
- Moroi

Unit does not go Obsolete

Moroi (Axeman)

	60
	4
	1

Requires:
- Calabim
- Bronze Working
- Training Yard

- +10% City Attack
- Can be the recipient of Gift Vampirism at Level 4 instead of the normal Level 6
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Vampire

Vampire (Champion)

	180
	5
	1

Requires:
- Calabim
- Feudalism
- Governor's Manor

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Vampirism, Channeling 1&2, Body 1, Death 1

Upgrades to:
- Vampire Lord
- Brujah
- Paladin
- Eidolon

Brujah (Berserker)			
		240	**Requires:**
		11/5	•Calabim •Rage •Bear Totem
		1	

•Does Collateral Damage at 40% Strength
◆Maximum 20% damage on up to 4 units.
•Can use Bronze, Iron & Mithril Weapons
•Starts with: Vampirism, Channeling 1&2, Body 1, Death 1

Vampire Lord (Immortal)			
		9	**Requires:**
		1	•Calabim •Divine Essence •Level 12 Unit

•Can use Bronze, Iron & Mithril Weapons
•Immortal
•Starts with: Vampirism, Channeling 1,2&3, Body 1, Death 1, Mind 1

Cannot Build

Alchemy Lab	**Elder Council**
Arquebus	**Cannon**

Clan of Embers

Jonas Endain (Evil)

Barbarian

- -10%
- Start game at Peace with the Barbarians
  - ◆NOTE: Animals and Hill Giants will still attack because they are Hidden Nationality.
  - ◆Barbarian State will declare war if Player's score is 50% above Second Place's Score
  - ◆Once lost, it is impossible to return to Peace with the Barbarians
  - ◆Penalty to continues to apply even when Peace is lost.

Expansive

- +3 in each City
- No Upkeep Costs for the Compassion Branch of Civics (Basic Care, Protect the Meek, Public Healers)
- Double Production speed of Granary & Harbor

Spiritual

- Free Mobility 1 and Potency Promotions for Disciple Units
- No Anarchy
- Double Production Speed of Pagan & Religious Temples

Sheelba (Evil)

Aggressive

- Free Combat 1 promotion for Mounted & Melee Units
- Double Production speed of Shipyard

Barbarian

- -10%
- Start game at Peace with the Barbarians
  - ◆NOTE: Animals and Hill Giants will still attack because they are Hidden Nationality.
  - ◆Barbarian State will declare war if Player's score is 50% above Second Place's Score
  - ◆Once lost, it is impossible to return to Peace with the Barbarians
  - ◆Penalty to continues to apply even when Peace is lost.

Organized

- -50% Upkeep for all Civics
- Allows Production of Command Posts
- Double Production speed of Courthouse & Lighthouse

Once men of many nations, the orcs were transformed, cursed and enraged when Bhall fell. Jonas is much more quiet and controlled than his fellow orcs but even he carries a mace with the head of a young girl as the ball. When he raises it in combat, the lips peel back, showing sharp teeth, and she screams.

Strategy: With the 10% penalty to their research rates and lacking Libraries to supplement the little science they can produce, the Clan is dependant on getting a solid foothold early and keeping the opposition in check from the start of the game. Should any Leader gain a significant Tech advantage it will be hard to recover, though not impossible.

Through the Warrens building, the Clan is able to produce two units at a time to bridge any power gap in relative strength of you and your opponents; but be wary of outproducing what your economy can support, especially when it comes to Settlers. The Clan World Spell, For the Horde, will convert a fraction of the Barbarians in the world to the player's control. This can allow you to locate your Rivals quickly as well as supply you with a large number of "Goody Huts" if used well.

It is useful to build as many Goblins as possible early on and seek out large Forests or frozen wastelands. It is there that you will find Wolves laying in wait, and when one of your Goblins manages to defeat a Wolf they shall become a Wolf Rider, thus enhancing in power dramatically. With enough of these in the early stages of the game you can crush your opponents before they have a chance to build up even a paltry defense.

It is wise for the Clan to keep themselves in check as well, should their power become too great the Barbarians will declare war upon the Clan, and then Rantine will no longer be able to have his pick of their Cities to convert to your Empire.

Palace

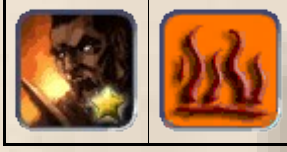
+1	+8	+2

- -10 to Crime Rate in Capital
- -40% War Weariness in Empire

Requires 4 Cities to Relocate

160

Worldspell: For the Horde



- 50% chance of each of the world's Barbarian Orc units joining your Civilization
  - ◆Will not Convert any Heroes

Hero

Rantine

	180
	4
	1

Requires:
- Clan of Embers
- Bronze Working

- +25% vs Melee Units
- Can use Bronze, Iron & Mithril Weapons
- Can cast: Convert City
- Starts with: Hero, Orc

Unique Building

Warrens

180

Requires:
- Clan of Embers
- Masonry

- Doubles Number of Units Produced in City
  - ◆Does not double any Hero, National, Siege or Naval Units
  - ◆Second unit does not gain any benefits from other buildings in the City, nor Civics or Wonders

Unique Units

Goblin (Scout)

	15
	2
	1

Requires:
- Clan of Embers

- Cannot Pillage
- +50% vs Animals
- Can see Invisible Animals
- Better Results from Tribal Villages
- Starts with: Orc

Upgrades to:
- Wolf Rider
- Automatically Upgrades after combat with a Wolf or Wolf Pack

Wolf Rider (Horseman)

	60
	4
	3

Requires:
- Clan of Embers
- Horseback Riding

- Does not Receive Defensive Bonuses
- +40% vs Archers
- 10% Withdrawal Chance
- Starts with: Orc

Upgrades to:
- Chariot

Lizardman (Hunter)

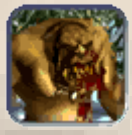
	60
	4
	2

Requires:
- Clan of Embers
- Hunting
- Hunting Lodge

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can carry 1 Hawk
- Can see Invisible Animals
- Better Results from Tribal Villages

Upgrades to:
- Ranger
- Assassin

Ogre (Horse Archer)



	150
	8
	2

Requires:
- Clan of Embers
- Stirrups
- Training Yard

- Starts with: Orc

Upgrades to:
- Ogre Warchief
- Stoneskin Ogre

Ogre Warchief (Knight)

	300
	13/11
	2

Requires:
- Clan of Embers
- Armored Cavalry
- Hippodrome

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Orc

Stoneskin Ogre (War Chariot)			
	300		**Requires:**
	13/17		•Clan of Embers •Warhorses •Hippodrome
	2		

•+50% vs Mounted
•Starts with: Orc, Stoneskin

Cannot Build

Alchemy Lab	Library
Mage Guild	Stable
Arquebus	Cannon

Doviello

Charadon (Evil)

Aggressive

- Free Combat 1 promotion for Mounted & Melee Units
- Double Production speed of Shipyard & Stable

Barbarian

- -10%
- Start game at Peace with the Barbarians
  - ◆NOTE: Animals and Hill Giants will still attack because they are Hidden Nationality.
  - ◆Barbarian State will declare war if Player's score is 50% above Second Place's Score
  - ◆Once lost, it is impossible to return to Peace with the Barbarians
  - ◆Penalty to continues to apply even when Peace is lost.

Mahala (Evil)

Ingenuity

- Empire starts the game with 50
- -50% Cost for Unit Upgrades
  - ◆i.e. - Scout Upgrading to Hunter
  - ◆-75% Cost when combined with Guild of Hammers

Raiders

- Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units
- +100% from Pillaging
- +1 XP from each Combat
  - ◆Allows XP gain from Barbarians beyond the standard cap of 100
  - ◆Stacks with XP boost from attached Great Commander or Valor Spell Effect

No one is sure what the Doviello were before the Age of Ice, most likely men from many nations. But instead of retreating to caves to last out the cold, they became wild men barely surviving on the surface, raiding and killing any groups they found. They continue their habits even as the other nations try to settle on the surface.

Strategy: The Doviello don't have the requirements on buildings that other civilizations do. This makes them less reliant on their cities and more able to build units in newly conquered towns. Additionally, their Battlemaster unit is able to perform upgrades without the need for any gold, nor even a trip back to your own Territory. The Doviello World Spell, Wild Hunt, creates a wolf for every combat unit the player controls, with a strength comparable with whichever unit they came from. This can be a great asset when you pick a fight and suddenly realize you are not adequately prepared.

Though their secondary Hero, Lucian, is not incredibly strong, getting him for free at the start of the game in an undeniable advantage. He may not quite be able to take out a Rival's first City unassisted, but he can make it quite easy with the right support. The Shrine of the Champion and Resurrect are still linked to The War Machine however, so do not take too many risks with Lucian, you can never get him back.

Though research rates will suffer due to the lack of Libraries, production of troops is at the least on par with your opposition due to the lack of needing Buildings to enable each unit. This means that while your opponents must specialize their cities and be vulnerable to a precision raid, you are capable of having each city produce defenders for itself, and having all cities work together to form an invasion force when it is time to attack an opponent.

Perhaps the largest boon to the Doviello comes from their Palace. With a 40% reduction to War Weariness, it is easy to get into war and stay in it. Which is good because that it about the only way in which the Doviello can come out on top in Erebus. Take advantage of the extra Beastmen you recieve at the start of the game and when you find a neighbor attack him ruthlessly. Even if you cannot take his city, you can force him to remain within it while you pillage the countryside and amass a larger force from the safety of your own borders to crush his defenders.

Unlike most other Civilizations who may spend time seeking out ideal locations to settle each city, it is often in the best interest of the Doviello to place their cities close together and not worry about the landscape too much. Because of the lack of percentage bonuses to your research rates, large cities are not nearly so useful as numerous small ones, each with an Elder Council and a Market to sustain your growth and development.

Palace

+1	+8	+2

- -10 to Crime Rate in Capital
- -40% War Weariness in Empire

Requires 4 Cities to Relocate

160

Worldspell: Wild Hunt

- Creates a Wolf on the same tile as each Combat unit you control
  - ◆ of Wolf is the Unit's (÷ 2) + 1 (Minimum of 2)

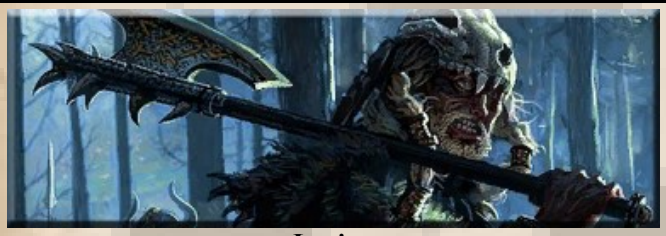
The War Machine

	240
	19
	3

Requires:
- Doviello
- Machinery
- Siege Workshop

- Automatically razes Cities
- Does not receive Defensive Bonuses
- +50% vs Mounted Units
- 25% Withdrawal Chance
- Starts with: Hero

Heroes



Lucian

	60
	4
	1

Requires:
- Doviello
  - ◆Lucian is one of the Doviello Starting Units

- Can Use Bronze, Iron & Mithril Weapons
- +10% City Attack
- Starts with: Winterborn

Unique Units

Beastman (Warrior)

	25
	3
	1

Requires:
- Doviello

- +20% City Attack
- +25% City Defense
- Can use Bronze Weapons

Upgrades to:
- Javelin Thrower
- Axeman

Javelin Thrower (Archer)

	90
	4
	1

Requires:
- Doviello
  - OR - Illian
- Archery

- 1 First Strike
- +25% City Defense
- +25% Hill Defense

Upgrades to:
- Longbowman
- Crossbowman

Battlemaster (Champion)

	150
	6
	1

Requires:
- Doviello
- Iron Working

- +50% Attack & Defense in Tundra
- Allows Axemen on the Tile to Cast: Train Battlemaster
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Immortal
- Berserker
- Phalanx
- Paladin
- Eidolon

Bison Rider (Knight)			
		240	**Requires:** •Doviello •Armored Cavalry •Hippodrome
		12	
		2	

•Does not Receive Defensive Bonuses
•Can use Bronze, Iron & Mithril Weapons
•35% Withdrawal Chance

Cannot Build

Alchemy Lab

Archery Range

Training Yard

Bowyer

Library

Mage Guild

Arquebus

Marksman

Cannon

Elohim

Einion Logos (Good)

Defender
•Free Homeland Promotion for Recon, Melee, Mounted, Archery & Disciple Units •Double Production speed of Palisades, Archery Range & Walls
Philosophical
•+100% in Empire •Double Production speed of Library & Elder Council
Tolerant
•Cities taken from other Players are capable of building Unique Buildings and Units of the original Owner's Civilization

Ethne the White (Good)

Defender
•Free Homeland Promotion for Recon, Melee, Mounted, Archery & Disciple Units •Double Production speed of Palisades, Archery Range & Walls
Creative
•+2 in each City •Double Production speed of Monument & Carnival
Tolerant
•Cities taken from other Players are capable of building Unique Buildings and Units of the original Owner's Civilization

The Elohim are the heirs to an honored and selfless legacy. Throughout the ages they have guarded sacred shrines, given comfort to the broken, and brokered peace between deadly rivals. The role the Elohim have chosen earns them the adoration of the humble man, but rulers often resent their meddling and seek the mysteries they guard. Though he prizes peace above all, Einion Logos will not let his followers be slaughtered like lambs. And though she is willing to sacrifice all, Ethne the White will not stand by as their good works are undone by the growing evil that sees kindness as vulnerability.

Strategy: The Defender trait helps a Builder style of play as repelling invasions gets easier, while Monks and the Reliquary help in waging an offensive war. Just remember that Homeland only grants withdraw chances once you've left your cultural borders. The Elohim World Spell, Sanctuary, removes all non-team members from their borders and forbids access for 30 turns.

Being able to see the location of all Unique Features from the start of the game, the Elohim are the best suited to take advantage of the enhanced mobility of the initial Settler. Whether it is seeing the Broken Sepulcher nearby and moving to safety, or spotting Yggdrasil near the Dragon Bones and setting up a city of untold potential, this ability garners some of the best city planning from the first turn of the game.

With the Chancel of Guardians granting your units Defensive in addition to your Homeland bonus, an Elohim City is neigh impenetrable, thus granting this Civilization a remedy to the primary weakness in most Builder types, in that you will not need excessive experience gain to match the bonuses of potential attackers. However, with the Empyrean Holy Shrine, Dies Diei, and the Altar of Luonnotar it is possible to garner quite considerable experience for each of your Disciple units immediately upon construction. Add the Reliquary into the mix so that should a defender fall his hard won XP is transferred in part to another unit in your Empire to help them do a better job defending the other cities..

If forced into an offensive battle, the Chancel of Guardians can yet again provide you with the edge you need. Combined with Treetop Defense from an Adept, you can keep your assault force very well guarded as you make your way to the enemy stronghold.

Should all seem lost, Corlindale can be utilized to halve the current Armageddon Counter, and to force a Peace Treaty with all of your current Enemies. But even though he starts without any fighting strength of his own, do not forget that because he is an Arcane Hero, Corlindale is able to learn how to Twincast the most powerful spells in the game without requiring a large devotion of research time to the Magical Path. Thus even the Paragon of Peace can be a terror on the battlefields should your enemies fail to see reason.

Unique Buildings

Palace

+1	+8	+2	

- -10 to Crime Rate in Capital
- +20% War Weariness in Empire

Requires 4 Cities to Relocate

160

Chancel of Guardians

120

Requires:
- Elohim
- Priesthood

- +25% City Defense
- 20% Chance Units built in the City Start with Defensive

Worldspell: Sanctuary

- Removes all non-Teammate units from your Borders
- Non-Teamate units are all unable to enter your borders for 30 turns

Reliquary

200

Requires:
- Elohim
- Way of the Wise

- Grants Spirit Guide to Units Built in City
- +1
- +2
- +1 Prophet

Hero

Corlindale

300

2

Requires:
- Elohim
- Fanaticism

- Cannot Pillage
- Can cast: Peace
  - ◆Reduces the current AC by 50% and forms a Peace Treaty with all Leaders, but kills Corlindale.
- Starts with: Hero, Channeling 1,2&3, Earth 1, Spirit 1, Mind 1

Unique Units

Devout (Assassin)

120

5

2

Requires:
- Elohim
- Poisons
- Hunting Lodge

- Cannot Pillage
- -50% City Attack & Defense
- Can see Invisible Animals
- Can explore Rival Territory
- Starts with: Channeling 1, Life 1

Upgrades to:
- Shadow
- Stonewarden
- Confessor
- Priest of Leaves

Monk

120

6

2

Requires:
- Elohim
- Priesthood

- Cannot Pillage
- Starts with: Medic 1, Demon Slaying

Unique Ritual

Hallowing of the Elohim (Repeatable)

600

Requires:
- Elohim
- Way of the Wise

- Lowers the AC by 5

Grigori

Cassiel (Neutral)

Agnostic
•Cannot Adopt Religions nor research Religious Technologies
Philosophical
•+100% in Empire •Double Production speed of Library & Elder Council

Adaptive (Industrious)	Industrious (Adaptive)
•May periodically change alternate Trait to: Aggressive, Spiritual, Expansive, Industrious, Creative, Financial, Organized, Charismatic, Arcane or Raiders •Option to change comes 5 turns before every multiple based on gamespeed: (ie - Turns 70 and 145 would be the first changes on Quick) ◆Quick: 75 ◆Normal: 100 ◆Epic: 150 ◆Marathon: 300	•+50% Wonder Production •Double Production speed of Forge

Cassiel was an angel in the service of Dagda. He spent the Age of Dragons protecting the men who hid from the might of the warring gods around them. It was his counsel that led Dagda to create and sign the Compact, but Cassiel felt the Compact did not go far enough. He wanted the gods to retreat entirely, to let the men form their own world.

When the Compact allowed the gods to battle through men, Cassiel abandoned Dagda's service and began his own crusade to lead men away from a war that has little to do with them.

Strategy: The Grigori are the only civilization that can recruit the powerful Adventurer unit. The Adventurer is a Great Person and Hero that can be upgraded into almost any human unit. The Grigori use these customizable Heroes as elite warriors, and they can grow into some of the best units in the game.

To get the most Adventurers you should avoid early wonders in your Capital - though you can also gamble and trust that the increased amount of GPP will compensate for a lower probability to spawn Adventurers. The Adventurer's Guild will boost your Great People production, which can be further increased by adopting Pacifism. Later on the Grigori Tavern also boosts your Adventurers.

It's easier to go for a certain tech branch and get your Adventurers to National Unit level as fast as possible. Treasure your Adventurers! They are the units with the most potential in the game. It's quite normal to get tier 4 units with Combat V, Heroic Strength I and II by the time your opponets get their National Units which don't have Hero and need to fight to get their XP. The Grigori World Spell, Ardor, resets the Great People counter, making it easy to acquire a large number of Great People very quickly in the later stages of the game.

Palace

+1	+8		+2

- -10 to Crime Rate in Capital
- +1 Adventurer
- +15%

Requires 4 Cities to Relocate

160

Worldspell: Ardor

- Resets the Counter for your Civilization

Unique Buildings

Grigori Tavern (Tavern)

250

Requires:
- Grigori
- Mercantilism

- +10% Maintenance
- +25% from
- +1
- +1 Adventurer
- +5 to Crime Rate

Adventurer's Guild

120

Requires:
- Grigori
- Currency

- +2 Adventurer
- +25%
- +2 XP for Land Units Built in City

Unique Units

Adventurer

2 | 1

Requires:
- Grigori
- Generated by

- Starts with: Hero

Upgrades to:
- Warrior
- Scout
- Adept

Dragon Slayer (Champion)

120 | 6 | 1

Requires:
- Grigori
- Iron Working
- Training Yard

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Dragon Slaying, Courage

Upgrades to:
- Immortal
- Berserker
- Luonnotar
- Phalanx
- Paladin
- Eidolon

Luonnotar (Druid)

10 | 1

Requires:
- Grigori
- Strength of Will
- Level 6 Unit

- Cannot Pillage
- +50% vs Disciples
- Starts with: Medic 1, Magic Immune, Inquisitor, Channeling 2&3

Grigori Medic

180 | 4 | 1

Requires:
- Grigori
- Medicine
- Infirmary

- Cannot Pillage
- Can use Bronze, Iron & Mithril Weapons
- Can Explore Rival Territory
- Can Cast: Cure Disease, Heal
- Starts with: Divine, Medic 1, Channeling 2&3

Upgrades to:
- Luonnotar

Cannot Build

Pagan Temple	Temple of Kilmorph
Temple of Leaves	Temple of the Empyrean
Temple of The Order	Temple of the Overlords
Temple of the Veil	Paladin

Hippus

Tasunke (Neutral)

Aggressive

- Free Combat 1 promotion for Mounted & Melee Units
- Double Production speed of Shipyard & Stable

Raiders

- Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units
- +100% from Pillaging
- +1 XP from each Combat
  - Allows XP gain from Barbarians beyond the standard cap of 100
  - Stacks with XP boost from attached Great Commander or Valor Spell Effect

Rhoanna (Neutral)

Expansive

- +3 in each City
- No Upkeep Costs for the Compassion Branch of Civics (Basic Care, Protect the Meek, Public Healers)
- Double Production speed of Granary & Harbor

Financial

- +1 on tiles normally worth 2 or more
- Double production speed of Moneychanger & Market

Warriors for hire, the swift moving Hippus have fought for, and against, every nation at one time or another. They are equally happy partnered with orcs as they are with men as long as they get paid.

Strategy: The Hippus start with Horses and all of their mounted units are upgraded by the Ranches to be Horselords, giving them an amazingly mobile army. Magnadine, their Hero, causes Mercenaries he hires to start with Loyalty. The Hippus World Spell, Warcry, enhances the strength and movement of all units for a period of time.

Rather than spending time researching technology and constructing a fighting force in the normal manner, the Hippus can gain much benefit from focusing on founding the Guild of the Nine, then utilizing raw wealth to bend the world to their whim. If you desire a technology, it is far easier to pound on a neighbor for a few dozen Turns, then demand the Technology as a part of a Cease Fire agreement, or to contract services out to a neighbor already at war if the price is right.

When fighting your enemies, use the hightened movement of your troops wisely. Pillage every scrap of land in your considerable reach. Attack the enemy and then retreat out of range from any decent chance of a counterattack. Amass your troops just outside the sight range of your next victim and hit him with alarming numbers before he can react. Never forget that your only weakness is a lack of defensive bonuses, so if you do not hit first, you will not likely get a chance at all.

Palace

+1	+8		+2

•-10 to Crime Rate in Capital

Requires 4 Cities to Relocate

160

Worldspell: Warcry

•All your units gain the Warcry Promotion:
- ◆5% Chance to wear off each Turn
- ◆+1
- ◆+1
- ◆Unit may attack Multiple Times per Turn

Hero

Magnadine

	360
	11
	4

Requires:
- •Hippus
- •Warhorses
- •

•Does Not Receive Defensive Bonuses
•Can Use Bronze, Iron & Mithril Weapons
•50% Withdrawal Chance
•Grants Loyalty to Mercenaries hired by Recruit Mercenary
•Starts with: Hero, Commando, Courage

Unique Building

Ranch (Stable)

	100

Requires:
- •Hippus
- •Horseback Riding
- •Double Production Speed if Aggressive

•Enables: Horse Archer, Horseman
•Grants Horselord to Mounted Units built in City

Unique Unit

Mounted Mercenary (Mercenary)

	5
	3

Requires:
- •Hippus
- •Hired by the spell Recruit Mercenary
  - ◆Spell Requires in City
  - ◆Does not have to be a City which you own

•Can use Bronze, Iron & Mithril Weapons
•20% Withdrawal Chance
•Can spread

Cannot Build

Alchemy Lab

Arquebus

Cannon

Illians

Auric Ulvin (Evil)

Charismatic
•+1 ☺ in each City •-25% XP required for each Unit Level ◆Normal Levels come at: 2, 5, 10, 17, 26, 37, 50, 65, 82, 101... ◆Your Levels come at: 2, 4, 8, 13, 20, 28, 38, 49, 62, 76, 92, 109...

Agnostic	Defender
•Cannot Adopt Religions nor research Religious Technologies	•Free Homeland Promotion for Recon, Melee, Mounted, Archery & Disciple Units •Double Production speed of Palisades, Archery Range & Walls

The lost men of Letum Frigus. They banded together behind Auric Ulvin for a chance to recover their lost dominance. It is said that when the Illians awake, the world sleeps; and when the world sleeps, the Illians awake.

Strategy: The Illians are not yet a playable Civilization. They shall be fleshed out and added in the next (and final) phase of FfH, Ice. All Illian units start with Winterborn.

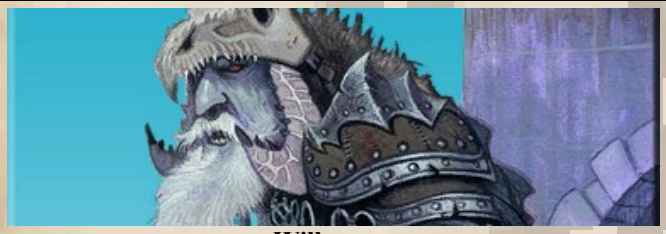
Palace			
+1	+8		+2

•-10 to Crime Rate in Capital
•+4 XP for Melee Units in Capital

Requires 4 Cities to Relocate

160

Hero



Wilboman

	360
	7
	1

Requires:
•Illian
•Iron Working

•Can use Bronze, Iron & Mithril Weapons
•Cannot enter Desert Terrain
•Starts with: Hero, Sentry, Vulnerable to Fire, Immune to Cold

Unique Unit

Javelin Thrower (Archer)

	90
	4
	1

Requires:
•Doviello
- OR - Illian
•Archery

•1 First Strike
•+25% City Defense
•+25% Hill Defense

Upgrades to:
•Longbowman
•Crossbowman

Infernal

Hyborem (Evil)

Fallow

- Cities do not Gain nor Lose Population based on

Barbarian

- -10%
- Start game at Peace with the Barbarians
  - NOTE: Animals and Hill Giants will still attack because they are Hidden Nationality.
  - Barbarian State will declare war if Player's score is 50% above Second Place's Score
  - Once lost, it is impossible to return to Peace with the Barbarians
  - Penalty to continues to apply even when Peace is lost.

Summoner

- Summoned Creatures last 3 turns instead of 1

Spiritual

- Free Mobility 1 and Potency Promotions for Disciple Units
- No Anarchy
- Double Production Speed of Pagan & Religious Temples

Finding some souls too strong or pure to be lured to Hell, Agares' Disciples brought Hell to Erebus. Slowly their influence spreads, corrupting the land and its inhabitants. If the people of Erebus fall prey to their darker side and fuel the Infernals power, the entire world will burn and Agares' Hell will hold sway over all creation.

Strategy: The Infernal Civilization cannot be selected as a starting choice, one must be the first to research Infernal Pact to bring them into the world, then will be given the option of changing to control the Infernal instead of their previous Civlization. Note that for Multiplayer Games you generally need to reload the game, to properly switch Civilizations.

The Infernal Citizens are all demons from the pits of Hell. As such, they are impervious to health and happiness issues. Additionally, due to the Fallow trait, population is not dependant upon food. This lends well to running many specialists, which is good since Infernal lands will always be Hell Terrain, and thus not highly productive. Growth of cities is dependant upon gaining Manes, which depends on Evil units meeting with death; so if Hyborem cannot convince his brethren in evil to join in a war to conquer Erebus, he shall attack them as well so that their souls may serve better in his hands.

While Hyborem does start with the Immortal Promotion, remember that it is a one time shot and after he has died once you need to be more careful with him. The Infernal World Spell, Hyborem's Whisper, allows the player to take control of a city with the Ashen Veil religion in it without the need of getting your hands dirty, or even knowing where it is.

Each of your cities will start with: Ashen Veil Religion, Elder Council, Training Yard, Obsidian Gate, Forge, Mage Guild & Demonic Citizens. At the start of each turn, all cities in your Empire will lose The Order and gain Ashen Veil. Any unit that has Ashen Veil, Council of Esus or Octopus Overlords religion or Death 1 or Entropy 1 Promotion when it dies can generate up to two Manes units for your Civilization. Any City razed belonging to an Evil Civilization can cause you to gain 1 Manes, if owned by a Neutral Civilization you can gain up to 2 Manes.

Palace

+1	+8		+2

- -10 to Crime Rate in Capital
- Empire suffers no War Weariness
- +1 , & from all State Buildings
- +25% City Defense
- +50%

Requires 4 Cities to Relocate

160

Unique Spell

Hellfire

- Requires: Unit : , Divine, Channeling 3
- Cannot be cast within 2 Tiles of a Hellfire
- Creates Hellfire in the Tile
  - Hellfire spawns a Barbarian Champion unit periodically (Unit belongs to the Infernal instead if they are in the game)

Worldspell: Hyborem's Whisper

- Cannot be used in Multi-Player Games
- Requires 3 non-Infernal non-Capital cities with present
- Requires: Malevolent Designs
- Can only be cast by Hyborem
- Player may select from a list of the 3 best Cities with to join his Civilization

Unique Building

Demonic Citizens

Requires:
- Automatically Placed when Infernals Settle a City

- No in City
- No from Population in City

Hero

Hyborem

	7 +2 Unholy
	2

Requires:
- Infernal
- Spawns with Civilization when Infernal Pact is researched
- Adds 5 to AC at creation

- Infernal Civilization loses all Leader Traits except Fallow upon Death of Hyborem
- Can Use Bronze, Iron & Mithril Weapons
- Starts with: Hero, Demon, Immortal, Gela, Loyalty, Sentry 1&2, Iron Weapons

Unique Units

Imp (Adept)

	90
	3 +1 Unholy
	1

Requires:
- Infernal
- Knowledge of the Ether
- Mage Guild

- No Military Support Cost
- Can Build Mana Nodes (300% Workrate)
- Starts with: 1 Free Promotion, Demon, Resist Fire, Channeling 1

Upgrades to:
- Mage

Hellhound (Hunter)

	60
	4/3 +1 Unholy
	2

Requires:
- Infernal
- Hunting
- Hunting Lodge

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can carry 1 Hawk
- Can see Invisible Animals
- Better Results from Tribal Villages

Upgrades to:
- Ranger
- Assassin

Balor (Berserker)

	240	**Requires:**
	7/3 +4 Unholy	•Infernal •Rage •Bear Totem
	1	

•Can use Bronze, Iron & Mithril Weapons
•Starts with: Demon, Stigmata, Resist Fire

Death Knight (Knight)

	240	**Requires:**
	8/6 +2 Death +2 Unholy	•Infernal •Armored Cavalry •Hippodrome •
	3	

•Does not Receive Defensive Bonuses
•Can use Bronze, Iron & Mithril Weapons
•35% Withdrawal Rate
•Starts with: Demon, Channeling 1&2, Death 1

Manes

	2 +1 Unholy	**Requires:**
	1	•Infernal •Granted upon death of a unit with , OR - OR - Granted upon razing of a city belonging to a Evil Civilization

•Can Sacrifice for 25
•Can cast: Add to City
•Starts with: Demon

Upgrades to:
•Adept
•Warrior
•Scout

Cannot Build

Granary

Smokehouse

Khazad

Kandros Fir (Neutral)

Aggressive

- Free Combat 1 promotion for Mounted & Melee Units
- Double Production speed of Shipyard & Stable

Financial

- +1 on tiles normally worth 2 or more
- Double production speed of Moneychanger & Market

Ingenuity

- Empire starts the game with 50
- -50% Cost for Unit Upgrades
  - i.e. - Scout Upgrading to Hunter
  - -75% Cost when combined with Guild of Hammers

Arturus Thorne (Neutral)

Industrious

- +50% Wonder Production
- Double Production speed of Forge

Ingenuity

- Empire starts the game with 50
- -50% Cost for Unit Upgrades
  - i.e. - Scout Upgrading to Hunter
  - -75% Cost when combined with Guild of Hammers

Organized

- -50% Upkeep for all Civics
- Allows Production of Command Posts
- Double Production speed of Courthouse & Lighthouse

Sturdy dwarves, the Khazad have finally stepped out to embrace their destiny as one of Erebus' powers. Tradition holds them in a firm grip, but ambition draws them away from their underground homes. Steadfast in battle, in faith and in friendship, they build their empire slowly but give not an inch in trade nor warfare.

Strategy: The Khazad are all about money. The more they have per city in their empire the bigger the bonus. Each Khazad city will have a Dwarven Vault building of various levels in it that represents this bonus. Regardless of the strategy used with the Khazad, players would do well to watch their gold amount and make sure their city expansion doesn't drop their vaults too low. Runes of Kilmorph is the best religion for making lots of money, and it should also be noted that the Khazad have better siege weapons than the other civilizations although they can't build any spellcaster units beyond Adepts. An important and often forgotten sidenote is that the Brewery will grant all of your Dwarves an extra 2 Experience upon creation. The Khazad World Spell, Mother Lode, grants the player 25 Gold per Mine they own, and has a 10% chance to transform any flatland tile into a Hill.

It is a good idea to make the first act upon starting the game be reducing the Science percentage rate to about 80%, whatever the mark is that you need to begin gaining Gold. Make certain that for the entire game you are always at a low enough Science rate that the gold is coming in, vice going out (If you are careful this can easily be achieved even at 100% Science rate). Also, never allow your Cities to have their production controlled by the Governor, very frequently the Governor will spend your Gold to rush a Building or Unit, thus setting you back and possibly downgrading your Vaults.

Since the highest Arcane unit you can obtain is an Adept (with the exception of some Hero units), Mana selection is made easier, one need only view a single spell per Sphere and the Passive Effects. In general, Earth Mana is the greatest benefit for the Khazad because you shall likely have many Mines in your Empire, and more Earth Mana means more resources discovered by those Mines. In addition, your Dwarven Druid and the Earth Elementals he can summon will both gain in strength for each Earth Mana you possess.

The Dwarven Shadow is one of the most incredible units in the game. Invisible, nearly undetectable by your enemies, and able to attack without Declaration of War. Add to this the ability to attack the weakest enemy in the stack, thus allowing for significant gain of experience with minimal risk *and* the capability of doing collateral damage, thus weakening the rest of the stack in case one of them should be able to see and counterattack your Shadow.

The Myconid is one of the other tricks available to an intrepid Khazad ruler. Though lacking the capability to capture Animals and Beasts immediately upon creation, the Myconid is capable of freezing any unit in place for 3 turns.

Palace

+1	+8		+2

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire
- +20% City Defense in Empire

Requires 4 Cities to Relocate

160

Worldspell: Mother Lode

- Requires: Mining
- Gain 25 for every Mine in your Cultural Borders
- 10% chance for each flat tile in Cultural Borders to become a Hill

Hero

Maros

	180
	6/12
	1

Requires:
- Khazad
- Iron Working

- +50% City Defense
- Can Use Bronze, Iron & Mithril Weapons
- Starts with: Hero, Dwarf

Unique Spell

Create Battering Ram

Requires:
- Khazad
- Engineering
- Melee Unit
- Forest

- Delay: 3 Turns
- Removes the Forest from the Tile
- Summons a Battering Ram (Permanent)

Unique Buildings

Dwarven Smithy (Forge)

250

Requires:
- Khazad
- Smelting
- Double Production Speed if Industrious

- Removes Rusted from units in City
- +20%
- +10% with , &
  - ◆No Benefit from Multiple Sources of each Resource
- +1
- Allows 1

Dwarven Vault (Empty)

Requires:
- Khazad
- < 50 per City

- +2

Dwarven Vault (Low)

Requires:
- Khazad
- 50-99 per City

- +1

Dwarven Vault

Requires:
- Khazad
- 100-149 per City

- No Effect

Dwarven Vault (Stocked)

Requires:
- Khazad
- 150-199 per City

- +1

Dwarven Vault (Abundant)

Requires:
- Khazad
- 200-299 per City

- +10%
- +2

Dwarven Vault (Full)

Requires:
- Khazad
- 300-499 per City

- +25%
- +2

Dwarven Vault (Overflowing)

Requires:
- Khazad
- > 499 per City

- +40%
- +3
- +25%

Unique Units

Trebuchet (Catapult)

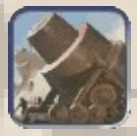
	90
	6/4
	1

Requires:
- Khazad
- Construction
- Siege Workshop

- Does Collateral Damage at full Strength
  - Maximum 70% damage on up to 6 units
- Cannot Damage any Unit beyond 75%
- Does not Receive Defensive Bonuses
- 80% Withdrawal Chance
- Can Bombard City Defenses 25%

Upgrades to:
- Dwarven Cannon

Dwarven Cannon (Cannon)



	180
	10/7
	1

Requires:
- Khazad
- Blasting Powder
- Siege Workshop
-

- Does Collateral Damage at full Strength
  - Maximum 60% damage on up to 7 units
- Does not Receive Defensive Bonuses
- Ignores Building Defense
- 25% Withdrawal Chance
- Can Bombar City Defenses 30%

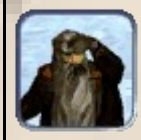
Myconid (Beastmaster)

	240
	14
	2

Requires:
- Khazad
- Animal Mastery
- Grove

- Cannot Pillage
- -20% City Attack
- Can see Invisible Animals
- Better Results from Tribal Villages
- Can Cast: Spores

Dwarven Druid (Druid)



	240
	8 +1 Affinity
	2

Requires:
- Khazad
  - OR - Luchuirp
- Alignment: Neutral
- Commune with Nature
- Grove

- Cannot Pillage
- +50% vs Animals
- -20% City Attack
- Can move through Impassable Terrain
- Can carry 1 Hawk
- Better results from Tribal Villages
- Can cast: Crush
- Starts with: Dwarf, Medic 1, Subdue Animals, Channeling 1,2&3, Earth 1

Dwarven Shadow (Shadow)

	240
	8/7 +1 Poison
	2

Requires:
- Khazad
  - OR - Luchuirp
- City
- Guilds

- Does Collateral Damage at 40% Strength
  - ◆Maximum 50% damage on up to 2 units
- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- -25% City Attack & Defense
- Can see Invisible Animals
- Can explore Rival Territory
- Can view Rival City Details
- Starts with: , Dwarf, Marksman, Invisible

Dwarven Slinger (Archer)

	60
	3/5
	1

Requires:
- Khazad
  - OR - Luchuirp
- Archery
- Archery Range

- 1 First Strike
- +25% City Defense
- +25% Hills Defense
- Starts with: Dwarf

Upgrades to:
- Crossbowman

Boar Rider (Horseman)

	120
	5
	3

Requires:
- Khazad
  - OR - Luchuirp
- Stirrups
- Archery
- Stable
-

- 1 First Strike
- Does not receive Defensive Bonuses
- 25% Withdrawal Chance
- Starts with: Dwarf

Upgrades to:
- Chariot

Hornguard (Knight)

	240
	12/10
	2

Requires:
- Khazad
  - OR - Luchuirp
- Armored Cavalry
- Hippodrome

- Does not Receive Defensive Bonuses
- Can use Bronze, Iron & Mithril Weapons
- 35% Withdrawal Chance
- Starts with: Dwarf

Battering Ram

	1
	1

Requires:
- Created by the spell: Create Battering Ram

- Does not Receive Defensive Bonuses
- Can Bombard City Defenses 25%

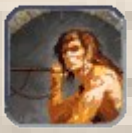
Cannot Build

Mage

Archmage

Longbowman

Marksman



Ranger

Horse Archer

Kuriotates

Cardith Lorda (Good)

Expansive

- +3 in each City
- No Upkeep Costs for the Compassion Branch of Civics (Basic Care, Protect the Meek, Public Healers)
- Double Production speed of Granary & Harbor

Adaptive (Philosophical)

- May periodically change alternate Trait to: Philosophical, Aggressive, Spiritual, Industrious, Creative, Financial, Organized, Charismatic, Arcane or Raiders
- Option to change comes 5 turns before every multiple based on gamespeed: (ie - Turns 70 and 145 would be the first changes on Quick)
  - Quick: 75
  - Normal: 100
  - Epic: 150
  - Marathon: 300

Sprawling

- +3 in each City
- Cities can work the 3rd Ring
- Limited number of Cities based on Map Size
  - Duel - 2 Cities
  - Tiny, Small & Standard - 3 Cities
  - Large - 4 Cities
  - Huge - 5 Cities

Philosophical (Adaptive)

- +100% in Empire
- Double Production speed of Library & Elder Council

Cardith Lorda is a mysterious young boy with a supernatural wisdom and unmatched charisma. His dreams of building a peace and prosperity that can stand the assault of time and calamities draw men and women of all races to his teeming cities, marvels which put even the halls of the Bannor to shame. Will their unity be enough of a shield as the Kuriotates create a lasting haven, or will the savagery of their foes require ferocity in return?

Strategy: The Kuriotates are one of the few civilizations well suited for a Great Person Strategy, as the limited number of cities are more readily managed and tracked for production of specific Great Person Types. Additionally, the Kuriotates are able to found the Cult of the Dragon, which will cause problems for all their rivals, while setting the stage to allow Eurabatres to sieze control of many units without a fight. The Kuriotates World Spell, Legends, will grant a large Culture Boost to all of your Cities and Settlements.

While some people may consider the limited number of true cities a penalty, many playstyles actually lend themselves quite well to the Kuriotates unique design. Each city can rake in significant cash and science for the empire and still have production rates which will crank out units and buildings in a hurry. Since you only have a few operable cities, you can fairly easily keep them close together and make use of the God King civic to grant your empire a large boon in yields. Plus you must never forget that your Settlements cost you absolutely no upkeep, and do not contain a significant portion of your National Treasury.

It can also be an advantage for the Kuriotates to seek out every religion in Erebus, and then switch between them to send Priests around the empire creating Temples in each of the Settlements. By doing this, the normally low yield semi-Cities can begin to nearly pull their own weight.

Finally, the Kuriotates employ Centaurs instead of riding Horses themselves. These Centaurs are capable of Sprinting to gain greater traveling distances at a small, temporary, cost in strength.

Palace

+1	+8		+2

- -10 to Crime Rate in Capital
- +20% War Weariness in Empire
- +1 in Empire

Requires 4 Cities to Relocate

160

Worldspell: Legends

- All your Cities and Settlements gain 300

Hero

Eurabatres the Gold Dragon

	360
	23
	3

Requires:
- Kuriotates
- Divine Essence

- Does not receive Defensive Bonuses
- 1 First Strike
- Ignores Terrain Cost
- Can Move through Impassable Terrain
- Starts with: Dragon, Magic Immune, Sentry

Unique Spell

Sprint

Requires:
- Kuriotates
- Mounted Unit

- Cannot Cast while Fatigued
- Grants Hasted & Fatigued to Caster

Unique Improvement

Enclave

Requires:
- Kuriotates
  - ◆Unique Upgrade for Towns (60 Turns)

- Yields: +1, 0, 5
- With Taxation: +0, 0, 1 extra

Unique Buildings

Tailor

Requires:
- Kuriotates
- Crafting

- +5% with , &
- +1 from , &
  - ◆No Benefit from Multiple Sources of each Resource

140

Jeweler

Requires:
- Kuriotates
- Smelting

- +5% from , &
- +1 from , &
  - ◆No Benefit from Multiple Sources of each Resource

120

Unique Units

Swordsman (Axeman)

	60
	4
	1

Requires:
- Various Civilizations
- Bronze Working
- Training Yard

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Champion

Centaur (Horseman)

60	**Requires:**
4	•Kuriotates
3	•Horseback Riding

•+40% vs Archery Units
•25% Withdrawal Chance
•Can Cast: Sprint

Upgrades to:
•Centaur Archer
•Centaur Charger

Centaur Archer (Horse Archer)

120	**Requires:**
6	•Kuriotates
3	•Stirrups
	•Archery

•Immune to First Strikes
•35% Withdrawal Chance
•Can Cast: Sprint

Upgrades to:
•Centaur Lancer

Centaur Charger (Chariot)

120	**Requires:**
5/3	•Kuriotates
3	•Trade
	•Construction

•Does not Recieve Defensive Bonuses
•25% Withdrawal Chance
•Can use Bronze, Iron & Mithril Weapons
•Can Cast: Sprint

Upgrades to:
•Centaur Guard

Centaur Guard (War Chariot)

240	**Requires:**
12/9	•Kuriotates
3	•Warhorses
	•Hippodrome

•Does not Recieve Defensive Bonuses
•25% Withdrawal Chance
•+50% vs Archery Units
•Can use Bronze, Iron & Mithril Weapons
•Can Cast: Sprint

Centaur Lancer (Knight)

240	**Requires:**
11/9	•Kuriotates
3	•Armored Cavalry
	•Hippodrome

•35% Withdrawal Chance
•Can use Bronze, Iron & Mithril Weapons
•Can Cast: Sprint

Cannot Build

Stable

Lanun

Falamar (Neutral)

Charismatic

- +1 in each City
- -25% XP required for each Unit Level
  - Normal Levels come at: 2, 5, 10, 17, 26, 37, 50, 65, 82, 101...
  - Your Levels come at: 2, 4, 8, 13, 20, 28, 38, 49, 62, 76, 92, 109...

Expansive

- +3 in each City
- No Upkeep Costs for the Compassion Branch of Civics (Basic Care, Protect the Meek, Public Healers)
- Double Production speed of Granary & Harbor

Hannah the Irin (Neutral)

Financial

- +1 on tiles normally worth 2 or more
- Double production speed of Moneychanger & Market

Raiders

- Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units
- +100% from Pillaging
- +1 XP from each Combat
  - Allows XP gain from Barbarians beyond the standard cap of 100
  - Stacks with XP boost from attached Great Commander or Valor Spell Effect

The oceans and seas of Erebus are home to the Lanun, an untamable people as comfortable on deck as on land. Every captain is a nation unto himself, and the two most powerful are Falamar and Hannah the Irin. Falamar is as dauntless as the waves, with an allure that draws in women from any port, while Hannah is as fickle as the wind, and a tempest when crossed. They are unrivaled on the waves, but as the conflicts of Erebus draw them in they will be forced to fight on battlegrounds of every type, and must stand firm or be buried in the sands of time.

Strategy: The Lanun are a sea people, capable of dominating the seas in any map with water present. The gain of an extra food from sea tiles and knowledge of a unique resource make coastal cities incredibly powerful in the hands of the Lanun. The Lanun World Spell, Raging Seas, causes a worldwide Tsunami which will damage any units on a coast and destroy most coastal improvements, but the Lanun themselves will remain unaffected.

The Lanun are ill suited to settle anywhere but on the Coast, and thus ought to avoid extended travel inland. But with an emphasis on controlling the Coast the Lanun are unstoppable. Do not forget to place Pirate Coves carefully to maximize the distance requirements between each other.

Due to their affinity with the seas, the Lanun are the only people in Erebus capable of truely understanding the art of Searfaring. They can locate precious Pearls in the water, making them a highly desired trade partner to many nations seeking to please their population. They are also able to move faster through the water than any other Civilization in Erebus at the outset, a condition only changed if unable to be the first ones to Circumnavigate the Globe.

An often overlooked mechanism of Naval Vessels is vital to effective use of the Lanun during peacetime. Pirates are able to enter rival territory and set up a Blockade to cut off trade. This is a very effective strategy during wartime, especially since any unsuccessful attempt to dislodge the Pirate will garner 10 gold for the Lanun in addition to experience to make the Pirate stronger. But in Peacetime this should still be done. Blockading a Civilization with whom you are not at war will grant a portion of the traderoute income to the Blockading Civilization.

The Lanun are also unique in that they possess two Heroes. The Black Wind is able to absolutely terrorize the high seas, while Guybrush Threepwood is effective both on land and at sea, possessing the capacity to combat, and take control of, Enemy Ships (an ability shared by Boarding Parties). But though The Black Wind is considered a Hero by the Lanun, it is still only a collection of Lumber, and thus not deserving of a Shrine should it pass from the world, nor capable of Revival either.

Palace

+1	+8		+2

- -10 to Crime Rate in Capital
- +1 from all Sea Tiles for Empire

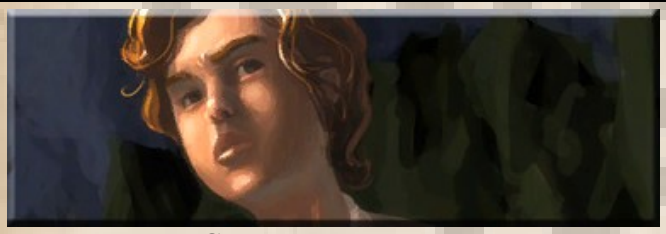
Requires 4 Cities to Relocate

160

Worldspell: Raging Seas

- Requires: Optics
- Damages all non-Lanun units adjacent to Coastal Tiles ~75% Cold Based Damage (Can kill, will not cause Declaration of War)
- 25% Chance to destroy any non- Lanun Improvements adjacent to Coastal Tiles

Heroes



Guybrush Threepwood

	360
	7
	1

Requires:
- Lanun
- Iron Working

- Can Sing
  - This is not a functional Ability, it is for amusement
- Starts with: Hero, Boarding

The Black Wind

	300
	7
	4

Requires:
- Lanun
- Optics

- +10 from successful combat
- 20% Withdrawal Chance
- Cargospace: 2
- Starts with: Hero, Hidden Nationality

Unique Technology

Seafaring

Pre-Req:
- Lanun (Free Starting Technology)

Leads To:
- Fishing

- Cannot be Traded
- Reveals
- +1 for Naval Units and Workboats

Unique Spell

Pirate Cove

Requires:
- Lanun
- Workboat
  - Kills Caster
- Caster must be next to the Land, on a Tile with no Improvements or Bonuses which does not belong to any other player and not within 3 Tiles of another Pirate Cove, Pirate Harbor or Pirate Port

- Creates Pirate Cove on the Tile

Unique Improvements

Pirate Cove

Requires:
- Created by the Lanun Workboat-Only Spell Pirate Cove

- +10% Defense Bonus for Tile
- +1 to Sight Range of Naval Units on Tile
- Naval Units may Change Crews on Tile
- Upgrades to Pirate Harbor in 6 turns
- +2 on Tile

Pirate Harbor

Requires:
- Upgraded from Pirate Cove

- +20% Defense Bonus for Tile
- +5% Combat Bonus to all Friendly Units within 1 Tile
- Naval Units on Tile heal faster
- +1 to Sight Range of Naval Units on Tile
- Naval Units may Change Crews on Tile
- Upgrades to Pirate Port in 13 Turns
- +1 , +1 & +4 on Tile

Pirate Port

Requires:
- Upgraded from Pirate Harbor

- +30% Defense Bonus for Tile
- +20% Heal Rate on Tile
- +10% Combat Bonus to all Friendly Units within 2 Tiles
- Naval Units on Tile heal faster
- +1 to Sight Range of Naval Units on Tile
- Naval Units may Change Crews on Tile
- +2 , +2 & +6 on Tile

Unique Building

Sea Haven

	90

Requires:
- Lanun
- Fishing
- Coastal City

- Double Production Speed if Expansive

- Enables: Boarding Party
- -10% Maintenance
- +25% Prodution for Naval Units
- +50% from
- +1 from , &

Unique Units

Swordsman (Axeman)

	60
	4
	1

Requires:
- Various Civilizations
- Bronze Working
- Training Yard

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Boarding Party

Boarding Party (Champion)

	120
	5
	1

Requires:
- Lanun
- Iron Working
- Sea Haven

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Boarding

Upgrades to:
- Immortal
- Berserker
- Phalanx
- Paladin
- Eidolon

War Tortoise (War Chariot)

	240
	15
	1

Requires:
- Lanun
- Warhorses
- Hippodrome

- Does not Receive Defensive Bonuses
- +50% vs Mounted
- Starts with: Water Walking

Pirate (Privateer)

	100
	5
	4

Requires:
- Lanun
- Optics
- , OR

- +10 from Combat
- 20% Withdrawal Chance
- Cargospace: 1
- Starts with: Hidden Nationality

Ljosalfar

Thessa (Neutral)

Arcane

- Free Potency Promotion for all Arcane Units
- 1 Extra free Promotion for all Arcane Units
- Double Production speed of Mage Guild

Expansive

- +3 in each City
- No Upkeep Costs for the Compassion Branch of Civics (Basic Care, Protect the Meek, Public Healers)
- Double Production speed of Granary & Harbor

Amelanchier (Neutral)

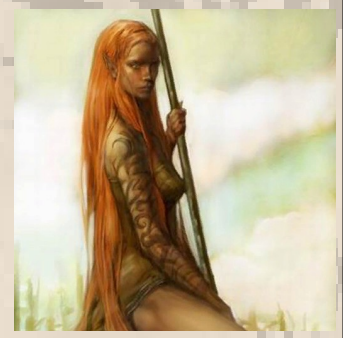
Defender

- Free Homeland Promotion for Recon, Melee, Mounted, Archery & Disciple Units
- Double Production speed of Palisades, Archery Range & Walls

Raiders

- Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units
- +100% from Pillaging
- +1 XP from each Combat
  - Allows XP gain from Barbarians beyond the standard cap of 100
  - Stacks with XP boost from attached Great Commander or Valor Spell Effect

Arendel Phaedra (Good)



Creative

- +2 in each City
- Double Production speed of Monument & Carnival

Spiritual

- Free Mobility 1 and Potency Promotions for Disciple Units
- No Anarchy
- Double Production Speed of Pagan & Religious Temples

Once the summer court spent its days in song and harmony with nature, but those days are long past. The elven god was killed, and the elves were nearly wiped out as a result of the ensuing Civil War, stopped only due to the Age of Ice. With the promotion of Cernunnos to be the new god of nature, they are coming back from the few hidden groves they still control. The question which remains is whether the old feud shall begin anew.

Strategy: The Ljosalfar are a defensive civilization, in fact they are completely incapable of building any Siege weapons. Though possessing numerous Synergies with Fellowship of Leaves, there are many reasons to pursue other Religions which are equally valid. The Ljosalfar World Spell, March of the Trees, transforms all Forests and Ancient Forests in their borders to New Forests and producing a Treant which will live for 5 turns, after which they shall become New Forests in the tiles they occupy. Caution must be exercised with using this spell as much of your city production, food and health rely upon the yields of Ancient Forests, thus it should only be used as a last resort for defense, or utilized very early before the empire has become dependant upon the forests.

The Ljosalfar are also able to build improvements in Forests without destroying them, causing for much greater output from the Tiles. For this reason, it is advisable not to develop your land too heavily before Forests spread naturally, or you acquire a Priest of Leaves to cast Bloom throughout your Empire.

The Arcus Field grants your Archery Units extra strength, further enhancing your defensive capabilities, and making them viable even as attackers to a limited degree.

Unique Building

Palace

+1	+8	+2

- -10 to Crime Rate in Capital
- +10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Arcus Field (Archery Range)

100

Requires:
- Ljosalfar
- Archery

- Double Production Speed if Defender

- Grants Dextrous to Archery Units Built in City
- +10% City Defense

Worldspell: March of the Trees

- Requires: Way of the Forests
- All Forests and Ancient Forests in your Cultural Borders become New Forests and spawn a Treant
- Treant units will last 5 turns
- Upon death of each Treant, the tile they are in will become a New Forest unless already covered with an improvement

Hero

Gilden Silveric

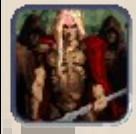
	120
	5/6
	1

Requires:
- Ljosalfar
- Archery

- 1 First Strike
- +25% City Defense
- +25% Hill Defense
- Starts with: Hero, Elf, Dextrous

Unique Units

Swordsman (Axeman)



	60
	4
	1

Requires:
- Various Civilizations
- Bronze Working
- Training Yard

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Champion

Flurry (Crossbowman)

	240
	12
	2

Requires:
- Ljosalfar
- Machinery
- Bowyer

- Can use Bronze & Iron Weapons
- 1 First Strike
- Starts with: Blitz

Fyrdwell (Horse Archer)

	120
	6
	3

Requires:
- Ljosalfar
- Stirrups
- Archery
- Stable
-

- Does not Receive Defensive Bonuses
- Immune to First Strikes
- 1 First Strike
- 35% Withdrawal Chance
- Starts with: Elf

Upgrades to:
- Knight

Cannot Build

Alchemy Lab	Bear Totem
Siege Workshop	Berserker
Chariot	War Chariot
Catapult	Cannon
Arquebus	

Luchuirp

Garrim Gyr (Good)

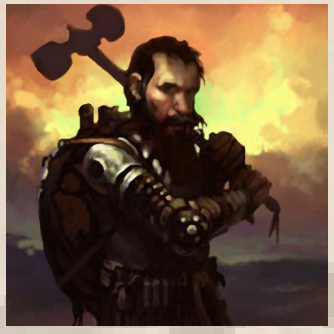
Defender

- Free Homeland Promotion for Recon, Melee, Mounted, Archery & Disciple Units
- Double Production speed of Palisades, Archery Range & Walls

Financial

- +1 on tiles normally worth 2 or more
- Double production speed of Moneychanger & Market

Beeri Bawl (Good)



Organized

- -50% Upkeep for all Civics
- Allows Production of Command Posts
- Double Production speed of Courthouse & Lighthouse

Spiritual

- Free Mobility 1 and Potency Promotions for Disciple Units
- No Anarchy
- Double Production Speed of Pagan & Religious Temples

The cities of the Luchuirp are beautiful to behold. Enchanted lifts carry people throughout the city and powerful golems serve and guard the dwarves. Although most golems are unable to learn, Barnaxus is an oddity among the Luchuirp; able to learn, and pass what he learns along to the rest of the Luchuirp's golem army, no civilization is as influenced by one unit as the Luchuirp is by Barnaxus.

Strategy: Golems gain no experience and cannot upgrade, but a combination of the Golem-boosting buildings and Barnaxus will make them pretty mean anyway. In addition the Golems are slightly more powerful than the units they replace and equally useful for defense and offense. An important and often forgotten sidenote is that the Brewery will grant all of your Dwarves an extra 2 Experience upon creation. The Luchuirp World Spell, Gifts of Nantosuelta, creates a Golden Hammer in each city, which can be carried by a nit to enhance his strength, or granted to the city to provide an extra Engineer Specialist.

Should you lose Barnaxus, you still have a chance of rebuilding him if you can kill the unit that destroyed him and recover the Pieces of Barnaxus. Even though Barnaxus is vital for strengthening your golem units, it can be a good idea to wait on building him until you are able to produce a Blasting Workshop in one of your cities; the addition of Fireball to Barnaxus increases his survivability dramatically.

The Luchuirp also possess the greatest Worker Unit in all of Erebus. Their Mud Golems are not only capable of building improvements faster than any other worker: They can defend themselves when attacked, they do not use up your surplus food during construction, thus allowing you to build a worker at Turn 1 without crippling your City growth for the early game, *and* once you acquire the Blasting Workshop even your lowly Workers will be able to sling Fireballs around.

A fringe benefit to the Luchuirp of their Dwarven heritage is that any Dwarven unit possessing the knowledge of Enchantment 1 is capable of casting Repair, which will instantly cure significant damage on any Golems, Naval Vessels or Siege Craft on the tile. Thus with just a handful of Adepts for support, your Golem army is capable of waging war eternally.

As with the Khazad, the Luchuirp possess a great synergy with Runes of Kilmorph and Earth Mana. Unfortunately the Luchuirp have many more uses for other types of Mana so it is less desireable to focus exclusively on Earth Mana. But the Dwarven Druid gains is incentive enough to still focus on gaining at least a few additional Earth sources.

Another Unit shared with the Khazad is the impressive Dwarven Shadow. Even if unable to be enhanced by the same mechanisms as your Golem army, the Dwarven Shadow remains an incredible asset for your military might.

Though both Leaders are Good, the Luchuirp can benefit from raising the Armageddon Counter. Or more accurately, the Luchuirp lose less when the Armageddon Counter is high. Since the majority of the Luchuirp Army are Golems, and they are not Living Units, the events at the end of the scale have minimal impact on you, while leaving your rivals completely exposed and utterly defenseless. Plus should you choose to follow Runes of Kilmorph you can gain access to the greatest Golem of them all after 70 AC is achieved, The Mithril Golem. With the Dwarven ability to Repair and Barnaxus and Buildings enhancing him, the already fearsome Titan just gets better.

Palace

+1	+8	+2

- -10 to Crime Rate in Capital
- +10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Gifts of Nantosuelta

- Creates a Golden Hammer in each of your Cities
  - ◆Can be carried by a Unit for +1
  - ◆Can be settled in a city as a (by casting Give Hammer to Craftsman)

Blasting Workshop

120

Requires:
- Luchuirp
- Elementalism
-

- Grants Fire 2 to all Golem units built in City
  - ◆This means that all your Golems can cast Fireball

Gridlines

180

Requires:
- Luchuirp
- Divination

- Grants City Garrison 1 to all Golem Units built in City

Machinist's Shop (Bear Totem)

300

Requires:
- Luchuirp
- Machinery

- Enables: Clockwork Golem
- +10%
- Allows 1

Hero

Barnaxus

	180
	5
	1

Requires:
- Luchuirp
- Construction

- Can use Bronze, Iron & Mithril Weapons
- Grants Empower to Golems on the same tile for each Combat on himself
  - ◆i.e. - Barnaxus with Combat 1,2&3 would grant Empower 1,2&3
- Starts with: Golem, Pieces of Barnaxus

Unique Buildings

Sculptor's Studio (Training Yard)

90

Requires:
- Luchuirp
- Construction

- Enables: Gargoyle, Wood Golem
- +1

Unique Units

Mud Golem (Worker)

	100
	0/2
	2

Requires:
- Luchuirp

- Does not Use for Production
- Not Considered Military Production

- Cannot Pillage
- Can Build Improvements (150% Workrate)
- Starts with: Golem

Wood Golem (Axeman)

	90
	6
	1

Requires:
- Luchuirp
- Construction
- Sculptor's Studio

- Starts with: Golem, Vulnerable to Fire

Gargoyle (Longbowman)

	180
	8
	1

Requires:
- Luchuirp
- Engineering
- Sculptor's Studio

- +25% Production Speed with

- +25% City Defense
- Starts with: Golem, Defensive

Iron Golem (Champion)

	180
	10
	1

Requires:
- Luchuirp
- Iron Working
- OR

- Starts with: Golem

Nullstone Golem (Phalanx)

	240
	13
	1

Requires:
- Luchuirp
- Mithril Weapons
- Weaponsmith
- +25% Production Speed with

- Starts with: Golem, Magic Immune

Bone Golem (Immortal)

	360
	13
	1

Requires:
- Luchuirp
- Divine Essence
-

- Immortal
- Starts with: Golem, Cannibalize

Clockwork Golem (Berserker)

	360
	15/9
	1

Requires:
- Luchuirp
- Machinery
- Machinist's Shop

- Does Collateral Damage at 40% Strength
  - ◆Maximum 20% damage on up to 4 units.
- Starts with: Golem

Hornguard (Knight)

	240
	12/10
	2

Requires:
- Khazad
  - OR - Luchuirp
- Armored Cavalry
- Hippodrome

- Does not Receive Defensive Bonuses
- Can use Bronze, Iron & Mithril Weapons
- 35% Withdrawal Chance
- Starts with: Dwarf

Boar Rider (Horseman)

	120
	5
	3

Requires:
- Khazad
  - OR - Luchuirp
- Stirrups
- Archery
- Stable
-

- 1 First Strike
- Does not receive Defensive Bonuses
- 25% Withdrawal Chance
- Starts with: Dwarf

Upgrades to:
- Chariot

Dwarven Druid (Druid)

	240
	8 +1 Affinity
	2

Requires:
- Khazad
  - OR - Luchuirp
- Alignment: Neutral
- Commune with Nature
- Grove

- Cannot Pillage
- +50% vs Animals
- -20% City Attack
- Can move through Impassable Terrain
- Can carry 1 Hawk
- Better results from Tribal Villages
- Can cast: Crush
- Starts with: Dwarf, Medic 1, Subdue Animals, Channeling 1,2&3, Earth 1

Dwarven Shadow (Shadow)

	240
	8/7 +1 Poison
	2

Requires:
- Khazad
  - OR - Luchuirp
- City :
- Guilds

- Does Collateral Damage at 40% Strength
  - ◆Maximum 50% damage on up to 2 units
- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- -25% City Attack & Defense
- Can see Invisible Animals
- Can explore Rival Territory
- Can view Rival City Details
- Starts with: , Dwarf, Marksman, Invisible

Dwarven Slinger (Archer)			
	60	**Requires:**	
	3/5	•Khazad - OR - Luchuirp •Archery •Archery Range	
	1		
•1 First Strike •+25% City Defense •+25% Hills Defense •Starts with: Dwarf		**Upgrades to:** •Crossbowman	

Cannot Build

Marksman	**Ranger**
Beastmaster	**Horse Archer**

Civilizations

Malakim

Varn Gosam (Good)

Adaptive (Financial)

- May periodically change alternate Trait to: Philosophical, Aggressive, Spiritual, Expansive, Industrious, Financial, Organized, Charismatic, Arcane or Raiders
- Option to change comes 5 turns before every multiple based on gamespeed: (ie - Turns 70 and 145 would be the first changes on Quick)
  - Quick: 75
  - Normal: 100
  - Epic: 150
  - Marathon: 300

Creative

- +2 in each City
- Double Production speed of Monument & Carnival

Financial (Adaptive)

- +1 on tiles normally worth 2 or more
- Double production speed of Moneychanger & Market

Decius (Selectable)

Organized

- -50% Upkeep for all Civics
- Allows Production of Command Posts
- Double Production speed of Courthouse & Lighthouse

Raiders

- Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units
- +100% from Pillaging
- +1 XP from each Combat
  - Allows XP gain from Barbarians beyond the standard cap of 100
  - Stacks with XP boost from attached Great Commander or Valor Spell Effect

The only elves the Malakim had seen were the the dark Svartalfar. Yet, when a group of hunters happened across a nearly-dead elven man freezing in the wastes, they took him back to their village and agreed to tend to his injuries rather than kill him. When he awoke in their care, he explained that he was Varn Gosam, and that he had fled from his homeland.

Sensing some truth in him, the Malakim accepted him and allowed him to live among them. Varn built a shrine to Lugus in the small village and began spreading his newfound religion to the villagers. His revival spread quickly, and the former elven prince found himself a leader of men. Accepting that role, he set forth to lead the Malakim through the hard years to follow and into the light of Lugus.

Strategy: Malakim units start with the Nomad promotion, allowing them to ignore the negative effect of Deserts as well as move faster through them. So even though their cities gain little from the harsh terrain, it is in Malakim interest to maintain a thriving Desert expanse around their borders for a defensive measure. Additionally, Mages have the ability to summon a Sand Lion if they are standing in a Desert. The Malakim World Spell, Religious Fervor, creates a priest of the current State Religion in each city with that religion, and also starts each of those priests with 1 XP per such city.

Religion is a central concept to the Malakim. Lightbringers are able to upgrade into the Disciple of any religion which you choose to follow, thus allowing the opportunity to begin training your future Priests from the first Turn of the game. Precisely which religion to follow is, as always, up to the player's whim. But considering the extra vote in the Councils granted by Teutorix, Empyrean and the Council of Esus each hold a large appeal for the Malakim.

By following the Empyrean and acquiring Chalid Astrakein, the Malakim possess 3 Votes in the Overcouncil and will dominate over all decisions easily. Additionally, following Council of Esus will allow the acquisition of Assassins through Religious Fervor, a unit otherwise impossible for the Malakim to acquire.

Palace

+1	+8	+2

- -10 to Crime Rate in Capital
- +10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Worldspell: Religious Fervor

- Requires: Priesthood
- Creates a Priest of your State in each of your Cities
  - ◆Unit is an Assassin for
- New Priests start with 1 XP for each City you own with your State in it.

Unique Buildings

Citadel of Light

240

Requires:
- Malakim
- Sorcery

- Damages Enemy Units within 2 Tiles of the City at the start of your turn ~10% Fire Damage to a Limit of 30%
  - ◆Can cause Forests & Jungles to catch fire.
- +5% City Defense

Desert Shrine (Pagan Temple)

100

Requires:
- Malakim
- Mysticism

- Double Production Speed with Spiritual

- +10%
- +1 from
- +2 XP for Disciples built in City
- Allows 1

Hero

Teutorix

	180
	12
	2

Requires:
- Malakim
- Blasing Powder

- Ignores Building Defenses when Attacking
- +25% Desert Attack & Defense
- Grants 1 additional Vote in the Overcouncil
- Starts with: Hero, Nomad

Unique Units

Swordsman (Axeman)

	60
	4
	1

Requires:
- Various Civilizations
- Bronze Working
- Training Yard

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Champion

Camel Archer (Horse Archer)

	120
	6
	3

Requires:
- Malakim
- Stirrups
- Archery
- Stable

- Immune to First Strikes
- 1 First Strike
- Does not Receive Defensive Bonuses
- 35% Withdrawal Chance

Upgrades to:
- Knight

Unique Spell

Summon Sand Lion

- Requires: Arcane Unit, Channeling 2, Desert
- Summons a Sand Lion

Lightbringer			
	60		**Requires:** •Malakim
	2		
	1		
•Cannot Pillage •Starts with: Sentry			**Upgrades to:** •Disciple of Leaves •Zealot •Thane of Kilmorph •Savant •Acolyte •Ecclesiastic

Sand Lion			
	5 +1 Fire		**Requires:** •Summoned by the spell Summon Sand Lion
	3		
•Cannot Pillage •Can see Invisible Units •Starts with: Elemental, Nomad, Resist Fire			

Cannot Build

Assassin

Mercurians

Basium (Good)

Aggressive

- Free Combat 1 promotion for Mounted & Melee Units
- Double Production speed of Shipyard & Stable

Ingenuity

- Empire starts the game with 50
- -50% Cost for Unit Upgrades
  - i.e. - Scout Upgrading to Hunter
  - -75% Cost when combined with Guild of Hammers

Raiders

- Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units
- +100% from Pillaging
- +1 XP from each Combat
  - Allows XP gain from Barbarians beyond the standard cap of 100
  - Stacks with XP boost from attached Great Commander or Valor Spell Effect

Basium broke the Compact. He was an angel under Arawn, but when the Compact was signed, he refused to give up the direct battle with the demons. He and a small host of other rebel angels disobeyed their lords and kept fighting. They spend their time split between time on creation and in Hell waging their war directly. They can be found anywhere demons exist. They care little for people, they are only concerned with killing demons, and are often confused with demons because of their single-mindedness and their rough warlike appearence.

Strategy: The Mercurian Civilization cannot be played at the start of the Game. The Mercurians are brought into Erebus by a Civilization building the Mercurian Gate Wonder, Basium will start on that Civilization's Team, and the Player who constructed the Gate will be given an option to switch control of his Civilization to the AI in favor of instead controlling the Mercurians. Note that for Multiplayer Games you generally need to reload the game, to properly switch Civilizations.

At the start of each turn, all your cities will be purged of the Ashen Veil and the Mercurians automatically declare war on any Civilization following the Ashen Veil if they have been at peace for more than 20 turns. Throughout the game, any unit with The Order, Empyrean or Runes of Kilmorph religion as well as all of your own Living Units can be reborn as an Angel for your Civilization when they die. Any city razed belonging to a Good or Neutral player can cause 1 Angel to spawn for you. The Mercurian World Spell, Divine Retribution, will deal significant damage to all Undead or Demon units in the world.

Angels need to be carefully nurtured in your Army and guarded from harm. Many will start with enough experience to upgrade to the Higher Choirs, but the rest are rather weak units who need to gain experience to become your greatest fighters.

Heralds can cast Herald's Call to grant an incredible boon to the strength of Living Troops on the Tile, at the cost of their life at the end of the turn. But do not forget that most of the units will then be reborn as Angels.

Repentant Angels are the "Holy Hand Grenade" of the Mercurian Forces. Easily acquired and incredibly powerful, they might seem an easy choice, but be warned that any time they kill a Living Unit, they become permanently weaker.

Palace

	+1		+2		+8		+2		+4		+2

- -10 to Crime Rate in Capital
- -50% War Weariness in Empire
- +40% Military Production

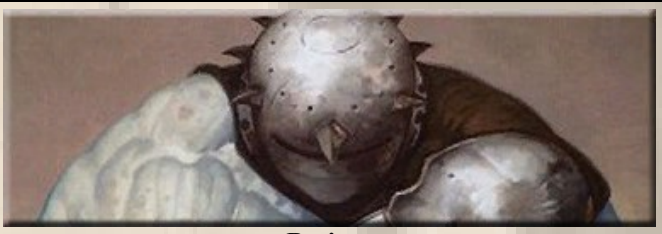
Requires 4 Cities to Relocate

160

Worldspell: Divine Retribution

- Can only be cast by Basium
- Damages all Demonic and Undead Units in the World ~50% Holy Type Damage (able to kill)
  - ◆Will not Trigger War from hitting Neutral Units

Hero



Basium

	7 +4 Holy
	2

Requires:
- Mercurians
  - ◆Spawns with Civilization when Mercurian Gate is constructed

- Mercurian Civilization loses it's Leader Traits upon Death of Basium
- Can use Bronze, Iron & Mithril Weapons
- Can cast: Convert City in the City containing the Mercurian Gate
- Starts with: Hero, Angel, Loyalty, Sentry 1&2, Iron Weapons

Unique Units

Angel

	4 +2 Holy
	1

Requires:
- Mercurian
- Granted upon death of a unit with , OR Religion
  - OR - Granted upon razing of a city belonging to a Good Civilization

- Starts with: Angel

Upgrades to:
- Valkyrie
- Seraph
- Herald
- Ophanim
- Repentant Angel
- Angel of Death

Herald

	14
	2

Requires:
- Mercurian
- Animal Mastery
- Level 4 Angel

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can see Invisible Animals
- Can carry 1 Hawk
- Better Results from Tribal Villages
- Can move through Impassable Terrain
- Can Cast: Herald's Call
- Can Use Bronze, Iron & Mithril Weapons
- Starts with: Angel, Subdue Animal

Valkyrie

	6 +3 Holy
	1

Requires:
- Mercurian
- Divine Essence
- Level 6 Angel

- Can use Bronze, Iron & Mithril Weapons
- Immortal
- Starts with: Angel

Seraph

	8/2 +3 Holy
	1

Requires:
- Mercurian
- Rage
- Level 4 Angel

- Does Collateral Damage at 40% Strength
  - ◆Maximum 20% damage on up to 4 units.
- Can use Bronze, Iron & Mithril Weapons

Repentant Angel

12 +4 Holy	**Requires:** •Mercurian •Armored Cavalry •Hippodrome •Level 3 Angel
3	

- Loses 1 after Killing any Living Unit
- Can use Brone, Iron & Mithril Weapons
- Starts with: Angel

Angel of Death

8/6 +3 Holy	**Requires:** •Mercurian •Guilds •Level 6 Angel
2	

- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- Reduces Population in Cities it attacks by 1
- Can see Invisible Animals
- Can Explore Rival Territory
- Can view Rival City Details
- Starts with: Angel, Marksman, Vile Touch, Invisible

Ophanim

9/6 +3 Holy	**Requires:** •Mercurian •Warhorses • •Level 4 Angel
2	

- Does not Receive Defensive Bonuses
- +50% vs Archers
- Can use Bronze, Iron & Mithril Weapons
- 25% Withdrawal Chance
- Starts with: Angel, Flying

Cannot Build

Warrior

Scout

Crossbowman

Arquebus

Beastmaster

Berserker

Knight

Immortal

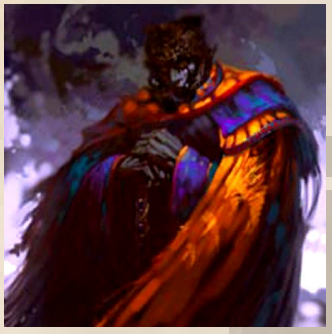
Marksman

Phalanx

War Chariot

Sheaim

Tebryn Arbandi (Evil)



Arcane
•Free Potency Promotion for all Arcane Units •1 Extra free Promotion for all Arcane Units •Double Production speed of Mage Guild
Summoner
•Summoned Creatures last 3 turns instead of 1

Os-Gabella (Evil)

Industrious
•+50% Wonder Production •Double Production speed of Forge
Summoner
•Summoned Creatures last 3 turns instead of 1

There is no history of the Sheaim as a people before the Age of Rebirth. As the Age of Ice ended, they were a people from all civilizations gathered toward one purpose: ending creation through the fell magic of Armageddon spells. Most pursue this focus to increase their arcane knowledge, some believe they will receive an eternal reward for destroying creation, while a few just want the world to end.

Strategy: Masters of Summoning, the Sheaim's Mages and Eaters of Dreams make a powerful unit even more powerful by allowing their summon to last for three turns instead of the normal one. They also have access to the Pyre Zombie units, which explode when killed and do damage to the Units responsible for killing them.

The Sheaim are the only Civilization with a direct benefit from an increased Armageddon Counter, the Planar Gate building will call units into existence periodically, and the higher the AC, the more frequent this happens, as well as more total units being allowed to exist in Erebus at once. The Sheaim World Spell, Worldbreak, is also considerably stronger with a heightened AC, dealing damage to all units in cities based on the current AC, and starting fires in Forests and Jungles throughout the world.

The Sheaim are unable to build many advanced units. But do not look upon this as a drawback. The compensation for an inability to train your own troops is found in the Planar Gates. Combined with various other Buildings, these Gates shall call into existence all of the fighting units you could possibly ask for.

Since the controlling factor for how many units you can have in existence through the Gates at any given moment are the Armageddon Counter and the number of those Gates you own, there is a small conflict of interests. Razing a city increases the Armageddon Counter and lets you have more creatures per Gate. But keeping a City and placing another Gate in it means more Units as well. In general, one should aim to acquire more Cities early in the game for the short term benefit, and then aim to increase the AC in the later stages of the game for the cummulative effect of improving the output of all your myriad gates at once.

Another benefit to having your troops mystically appear for you is that City Production time need not be tied up with replacing or amassing a fighting force. You are free to build a Wonder in every city you own should you choose, and are still completely capable of waging a war on multiple fronts without breaking a sweat.

Palace

+1	+8		+2

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Worldspell: Worldbreak

- Does not affect Sheaim Territory
- Current AC / 4 chance per Tile to create Smoke in Forests & Jungles throughout the World
- Current AC / 4 chance per City to cause a Fire
  - ◆City Fire means a 10% chance per building of destroying each Building in the City
  - ◆Excludes most Wonders
- Deals Fire Damage equal to the current AC to units in Cities

Hero

Abashi the Black Dragon

	360
	21
	3

Requires:
- Sheaim
- Divine Essence

- 1 First Strike
- Does not receive Defensive Bonuses
- Can move through Impassable Terrain
- Ignores Terrain Costs
- Starts with: Dragon, Magic Immune, Sentry

Unique Ritual

Elegy of the Sheaim (Repeatable)

600

Requires:
- Sheaim
- Way of the Wicked

- Increases the AC by 5

Unique Building

Planar Gate

300

Requires:
- Sheaim
- Knowledge of the Ether

- Under 50 AC: limit of 1 of each unit per Planar gate, 6% Chance of spawn per turn
- 50 - 74 AC: 2 of each unit per gate, 9% Chance of spawn
- 75-99 AC: 3 of each unit per gate, 12% Chance of spawn
- 100 AC: 4 of each unit per gate, 15% Chance of spawn
  - ◆Gambling House: Revelers
  - ◆Sundered Sanctum: Mobius Witch
  - ◆Carnival: Chaos Marauder
  - ◆Hippodrome: Manticore
  - ◆Public Baths: Succubus
  - ◆Weaponsmith: Minotaur
  - ◆Temple of the Veil: Tar Demon

Unique Units

Pyre Zombie (Axeman)

	60
	3 +1 Fire
	1

Requires:
- Sheaim
- Bronze Working

- +10% City Attack
- Explodes upon Death
  - ◆Damages all surrounding Tiles ~10% Fire Damage
  - ◆Will damage your own Units (but not Units on the Same Tile)
  - ◆If Death happens while Attacking, Effect is centered on the Tile attacked from
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Undead, Fire Resistance

Eater of Dreams (Archmage)

	5
	1

Requires:
- Sheaim
- Strength of Will
-
- Level 6 Mage

- Can cast: Consume Soul
- Can Build Mana Nodes (400% Workrate)
- Starts with: 1 Free Promotion, Channeling 1,2&3

Chaos Marauder

	4
	1

Requires:
- Sheaim
- Planar Gate
- Carnival

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Demon

Manticore

	12/8 +1 Poison
	3

Requires:
- Sheaim
- Planar Gate
- Hippodrome

- +25% vs Mounted
- Starts with: Cannibalize

Minotaur

	8/11
	1

Requires:
- Sheaim
- Planar Gate
- Weaponsmith

- +25% City Defense

Mobius Witch

	4
	1

Requires:
- Sheaim
- Planar Gate
- Sundered Sanctum

- Can Build Mana Nodes (300% Workrate)
- Starts with 14 Experience, and is Level 4 (Promotions Spent)
- Small chance to start with each Rank 1 Magic Sphere
  - ◆Chances are per sphere, so could rarely have every sphere, can fairly commonly have none
- Starts with: Channeling 1&2

Upgrades to:
- Archmage

Revelers

	6 +1 Poison
	2

Requires:
- Sheaim
- Planar Gate
- Gambling House

- Can see Invisible Units
- 35% Withdrawal Chance

Succubus

	4 +2 Unholy
	2

Requires:
- Sheaim
- Planar Gate
- Public Baths

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Demon, Channeling 1, Mind 1

Tar Demon

	2/7 +1 Unholy
	1

Requires:
- Sheaim
- Planar Gate
- Temple of the Veil

- Splits in 2 when killed
  - ◆New Units will have 25% Health and (unless the original Unit was Strong) be Weak
  - ◆Will not Split if original Unit was Weak
- Cannot use Roads
- Starts with: , Demon

Cannot Build

Training Yard

Champion

Phalanx

Berserker

Immortal

Sidar

Sandalphon (Neutral)

Defender
•Free Homeland Promotion for Recon, Melee, Mounted, Archery & Disciple Units •Double Production speed of Palisades, Archery Range & Walls
Industrious
•+50% Wonder Production •Double Production speed of Forge

Shades, men who have traded portions of their soul for immortality, the Grey are detached from the events of the world. Only intervening to protect themselves or striking out to destroy undead (they see undead as aberrations despite their own use of magic to extend their life), they are happy to keep to their hidden cities, out of the eyes, and the wars, of the younger races.

Strategy: The true strength of the Sidar is that their Specialists are more talented than other Civilizations' Specialists. Sages provide an additional research, Merchants an additional gold, Engineers another production and Bards an additional culture. To make specialists even more powerful, any Sidar unit of level 6 or higher can be transformed into a Shade, which can then be added to a city as a Great Specialist of any type (except Prophet). The Sidar World Spell, Into the Mist, allows all their units to become Hidden, thus severly limiting the number of units in the game which are capable of seeing and attacking them.

Sidar are the perfect Builder type civilization, and are quite obviously designed to run a Specialist Economy. Even the worst of locations for a city can develop into a thriving metropolis after enough Sidar pass into the existence of a Shade. The difficulty is in getting your units to Level 6 and then back home safely. Always remember that you get twice as much experience for attacking as you get from defending, but do not forget to defend your units who come away from battle injured.

Early battles against the Barbarians and Animals will get you Shades to assist with the initial stages of the game. But one should consider acquiring Mage Guilds as soon as possible so that Adepts can begin gaining automatic experience and make it to Level 6 without risking combat. Also remember that if you switch religions many of your units may abandon your civilization, so take the opportunity to turn them into Shades before that happens!

Many wonders are especially potent for the Sidar. Ride of the Nine Kings will grant Mounted units 10 experience upon building, meaning that some very effective hit and run units are that much closer to being Shades. Dies Diei (the Empyrean Holy Shrine) will grant your Disciple units an extra 2 experience, combined with the Altars of the Luonnotar you can produce priests who are very close to being a Shade immediately after production (and priests gain experience automatically much faster than an Adept will since they start with Channeling 2). But perhaps most important are the Great Library, Guild of Hammers, Theatre of Dreams & Hall of Kings; each of these wonders makes your myriad specialists even more potent.

Another especially potent strategy for maximizing the acquisition of Shades is selection of the proper Religion. While Dies Diei will grant your Disciple Units an extra 2 experience, following The Order can be far more beneficial. Each of your Confessors will possess Spirit Guide, meaning that when they join the City as a Shade half of their experience will pass on to another unit in your Empire, putting them that much closer to Level 6 themselves.

Palace

+1	+8	+2

- -10 to Crime Rate in Capital
- +1 from and in Empire
- +1 from and in Empire
- +1 from and in Empire
- +1 from and in Empire

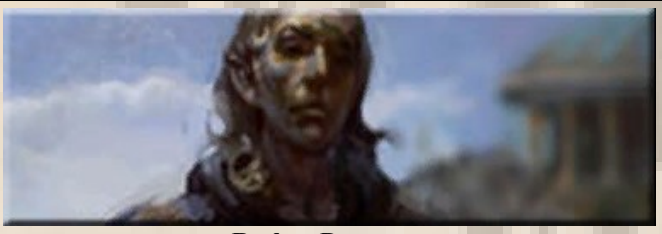
Requires 4 Cities to Relocate

160

Worldspell: Into the Mist

- All your units gain the Hidden Promotion

Hero



Rathus Denmora

180	
5	
2	

Requires:
- Sidar
- Poisons

- +50% vs Melee Units
- Can see Invisible Animals
- Better Results from Tribal Villages
- Starts with: Hero, Nether Blade, Marksman, Hidden, Stealth

Unique Spell

Wane

Requires:
- Sidar
- Living, non- Animal non-Beast Unit of at least Level 6 Unit
- Player owns less than 4 Shad

- Transforms the Caster into a Shade

Unique Units

Ghost (Assassin)

120	
5/3 +1 Poison	
2	

Requires:
- Sidar
- Poisons
- Hunting Lodge

- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- -50% City Attack & Defense
- +25% Attack & Defense in Tundra & Snow
- Can See Invisible Animals
- Starts with: Marksman, Hidden, Stealth

Upgrades to:
- Shadow
- Marksman

Shade

2	
1	

Requires:
- Sidar
- Units convert to a Shade upon casting Wane

- Can settle in a City as a , , or

Svartalfar

Faeryl Viconia (Evil)

Arcane
•Free Potency Promotion for all Arcane Units •1 Extra free Promotion for all Arcane Units •Double Production speed of Mage Guild
Raiders
•Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units •+100% from Pillaging •+1 XP from each Combat ◆Allows XP gain from Barbarians beyond the standard cap of 100 ◆Stacks with XP boost from attached Great Commander or Valor Spell Effect

Once, the Winter Court danced beneath the stars. But they abandoned their faith after the death of Sucellus and choose to revere Esus, the god of Deception, instead. Now their midnight pranks have turned deadly and the illusions and games of former ages are used in war.

Strategy: The Svartalfar are still elves at their core, and thus share all the benefits of their brethren for following the Fellowhip of Leaves. However, they are quite well suited for the Council of Esus as well, and may easily change from the one to the other when the time is right. While sharing the defensive nature and inability to produce Siege units like the Ljosalfar, the Svartalfar Recon units can be enhanced by their unique Hunting Lodge, and will prove very formidable in the field of battle. But most impressive is Alazkan the Assassin, who is able to generate an exact duplicate of himself every turn to attack without risking loss of life. The Svartalfar World Spell, Veil of Night, will allow all of the player's units to gain Hidden Nationality, opening the doorway for merciless attacks without retaliation upon their neighbors.

Your Recon Units can cast Kidnap in Rival Cities, allowing you to steal away their settled Great Specialists. The main trick is to identify in which City there are available Specialists, but if the Sidar are nearby that is an easy task indeed. Then all that remains is to sneak in unnoticed and begin acquiring the benefits of someone else's hard work.

Following Fellowhip of Leaves early in the game before switching to Council of Esus, if you so choose, has great benefit in that you can maintain a few Priest of Leaves to continue spreading Forests across your Empire.

Palace

+1	+8	+2	

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire

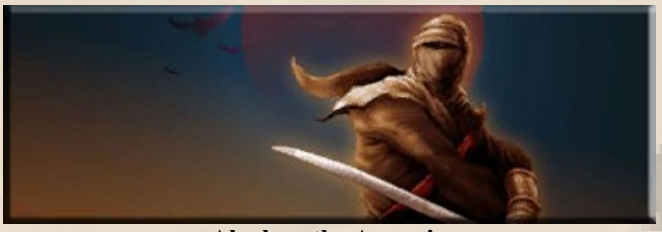
Requires 4 Cities to Relocate

160

Worldspell: Veil of Night

- All your units gain the Hidden Nationality Promotion

Hero



Alazkan the Assassin

	120
	6/4 +2 Poison
	2

Requires:
- Svartalfar
- Poisons

- Cannot Pillage
- Immune to First Strikes
- 1 First Strike
- -50% City Attack & Defense
- Can see Invisible Animals
- Starts with: Hero, Elven, Black Mirror, Marksman, Hidden Nationality

Unique Spell

Kidnap

Requires:
- Svartalfar
- Recon Unit
- Must be Cast in a Rival's City with at least 1 Great Specialist

- Has a chance to remove a settled Great Specialist from the City and Create the corresponding Great Person under Svartalfar Control
  - Chance of success is 8 * Base of Caster
- Declares War if unsuccessful
  - 50% chance Unit is killed upon failure. Otherwise Unit is sent to your Capital

Unique Building

Den of Shadows (Hunting Lodge)

100

Requires:
- Svartalfar
- Hunting

- Enables: Hunter, Ranger, Assassin, Hawk
- Grants Sinister to Units Built in City
- +1 from
- +1 from

Unique Units

Swordsman (Axeman)

	60
	4
	1

Requires:
- Various Civilizations
- Bronze Working
- Training Yard

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Champion

Illusionist (Mage)

	4
	1

Requires:
- Svartalfar
- Sorcery
- Level 4 Adept

- Can Build Mana Nodes (300% Workrate)
- Starts with: 1 Free Promotion, Channeling 1&2, Illusionist

Upgrades to:
- Archmage

Nyxkin (Horse Archer)

	120
	6
	3

Requires:
- Svartalfar
- Stirrups
- Archery
- Stable

- Does not Receive Defensive Bonuses
- Immune to First Strikes
- 1 First Strike
- 35% Withdrawal Chance
- Starts with: Elven

Upgrades to:
- Knight

Cannot Build

Alchemy Lab

Bear Totem

Siege Workshop

Berserker

Chariot

War Chariot

Catapult

Cannon

Arquebus

Minor Leaders

Minister Koun (Based on Mother Civilization)

Agnostic
•Cannot Adopt Religions nor research Religious Technologies
Philosophical
•+100% in Empire •Double Production speed of Library & Elder Council

Minister Koun can enter the game after an Event in which a City requests freedom from your Civilization. There is a 50% chance for him to either start out on the Mother Civilization's Team, or independant (chance is determined at the start of the game). The Event to bring Minister Koun into the game will only appear in approximately 1/3 of all games played.

All attributes of Minister Koun except his Traits will be based on the Mother Civilization (thus he shares the same Unique Buildings, Unique Units and World Spell). He will start in control of the Liberated City with 4 Archers and 1 Worker.

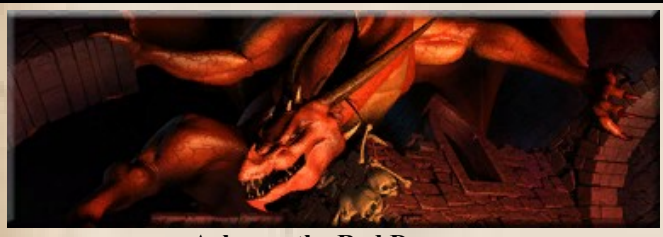
Every Game

Orthus

5	
1	

Requires:
- Barbarian
- Appears Automatically
  - ◆Quick: Turn 50
  - ◆Normal: Turn 75
  - ◆Epic: Turn 113
  - ◆Marathon: Turn 225

- +25% City Defense
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Hero, Orc, Orthus's Axe, Loyalty

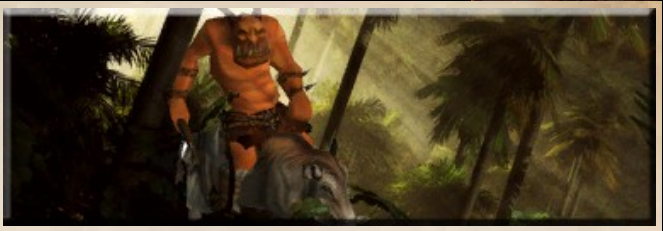


Acheron the Red Dragon

25	
19	

Requires:
- Barbarian
  - ◆Must be built by the Barbarians, so they need to hold a city long enough to create him

- 1 First Strike
- Creates The Dragon's Horde in city when built
- Starts nearby Forests & Jungles on fire when built
- Starts with: Dragon, Magic Immune, Sentry 1&2, Stoneskin



TumTum

150	
10	
3	

Requires:
- Barbarian
  - ◆Must be built by the Barbarians, so they need to hold a city long enough to create him
- Trade

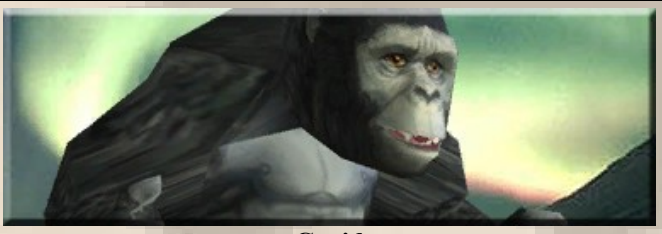
- +25% vs Recon Units
- Starts with: Orc, Valor

Random Chance to Appear per Game

Barbatos

		7 +2 Death	**Requires:** •Barbarian •Broken Sepulcher ◆Spawns with Feature, which has a 35% chance of appearing per game

•Starts with: Undead, Staff of Souls, Sentry 1&2, Twincast, Channeling 1,2&3, Death 1, Earth 1



Gurid

		22	**Requires:** •Barbarian •Random Event ◆Requires: Animal Handling ◆25% chance per game of event being included
		1	

•Starts with: Sentry

Leviathan

		18	**Requires:** •Barbarian •Random Event ◆Requires: Optics ◆25% chance per game of event being included
		4	

Margalard

		22	**Requires:** •Barbarian •Random Event ◆Requires: Animal Handling ◆25% chance per game of event being included
		1	

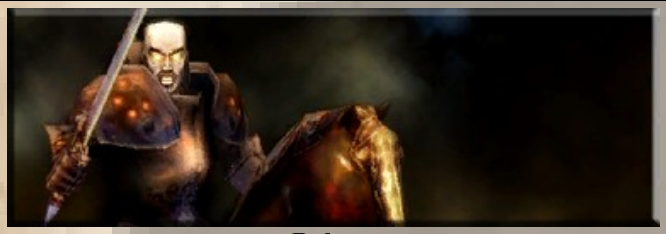
•Starts with: Sentry

Armageddon Units

Stephanos

20 +10 Unholy	3	**Requires:** •Barbarian •AC 59

•Does not receive Defensive Bonuses
•Starts with: Demon, Command 1,2&3, Fear, Magic Immune, Flying



Buboes

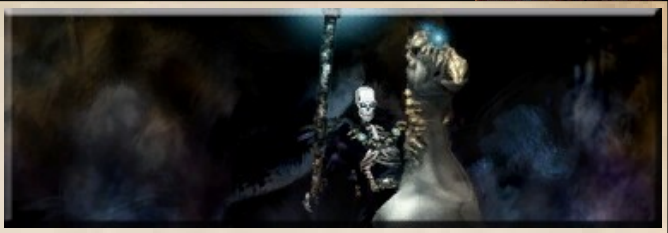
25 +5 Unholy	3	**Requires:** •Barbarian •AC 63

•Does not Receive Defensive Bonuses
•Can cast: Rage
•Starts with: Demon, Fear, Magic Immune, Blitz, Flying

Yersinia

15 +10 Poison +5 Unholy	3	**Requires:** •Barbarian •AC 66

•Automatically razes Cities
•Does not receive Defensive bonuses
•Starts with: Demon, Plague Carrier, Diseased, Fear, Magic Immune, Cannibalize, Flying



Ars Moriendi

13 +14 Death +5 Unholy	3	**Requires:** •Barbarian •AC 69

•Does not receive Defensive Bonuses
•Spawns a Wraith from each Combat
•Can cast: Call of the Grave
•Starts with: Demon, Fear, Magic Immune, Vile Touch, Flying

Avatar of Wrath

33	2	**Requires:** •Barbarian •AC 90 ◆Adds 3 to AC on Creation

•Can Cast: Ira Unleashed
•Starts with: Demon, Water Walking

Ashen Veil

Theme: Evil/Entropy (Will change any Alignment → Evil)

Strength: Deals Weakness: Rebellion

Mages spent weeks in meditation, exploring the farthest reaches of the ethereal world. The demands of the body were ignored, and they survived sustained only by magic. Their efforts were rewarded, a sentience was contacted, dark and horrible. It whispered secrets into the mages' minds, secrets of necromancy, diseases, sacrificial rites. It promised power in exchange for their blood, and they freely gave it.

Their goals are obvious and the evil undeniable, but what motivates them? I see 3 tiers. The initiate seeks power, more quickly than through the council, and of course with fewer restrictions than any good religion. Later, they have gotten their power, taken their revenge or whatever, but it is quickly coming time to pay the piper, and lest they be taken by the demons they bargained with, they need to find others to fill the ranks. Finally, the very upper echelon serve the same cause as their god--corrupting the world. So that when judgement day comes, Agares and his servants can point to the huge numbers of the fallen and say, "See, temporance was flawed; my mistakes were not my fault!" So they seek to justify themselves by damning the rest of creation.

Needless to say, they aren't very nice to be around, feeling no remorse for any sort of cruelty or coercion; but this isn't to say that they can't work together towards their goals, even get along. Most do not pursue cruelty for its own sake Though it would certainly not offend them if their peers were, they don't by and large indulge in it for it's own sake as the OO might.

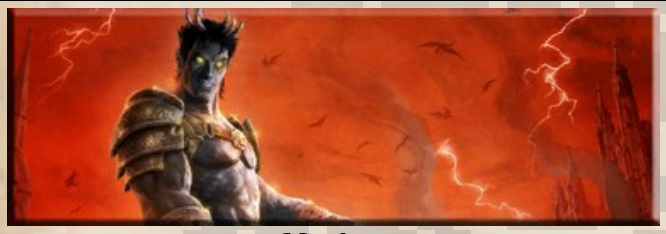
Shrine

Stigmata on the Unborn

Requires:
- Great Prophet
  - OR - Great Sage
- Must be built in
- Adds 5 to AC upon Completion

- Grants 1
- Free Stigmata Promotion for Units build in City
- +1 per City with in the World
- will spread faster along
- +2 Sage
- +4
- Allows 1 & 2

Heroes



Mardero

	240
	10 +4 Unholy
	2

Requires:
- State :
  - ◆Lost if Changes
- Malevolent Designs
  - ◆Adds 3 to AC at creation

- +40% vs Disciple Units
- Starts with: , Hero, Demon, March, Stigmata, Channeling 1,2&3, Entropy 1

Rosier the Fallen

	180
	7 +1 Unholy
	3

Requires:
- State :
  - ◆Lost if Changes
- Corruption of Spirit
  - ◆Adds 2 to AC at creation

- Does not receive Defensive Bonuses
- +40% vs Disciple Units
- 25% Withdrawal Chance
- Starts with: , Hero, Immune to Disease

Meshabber of Dis

	5,000
	19 +6 Fire +6 Unholy
	2

Requires:
- State :
  - ◆Lost if Changes
- AC 70
- Infernal Pact
- Must build in
  - ◆Adds 3 to AC at Creation

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Demon, Sentry, Immune to Fire, Divine, Fire 2

Priests & Spells

Ritualist (Priest)

	120
	4 +1 Unholy
	1

Requires:
- State :
- Priesthood
- Temple of the Veil

- Cannot Pillage
- Can Cast: Cure Disease, Ring of Flames, Found Temple of the Veil
- Starts with: , Medic 1&2, Channeling 2, Divine, Unholy Taint

Upgrades to:
- Profane
- Paladin
- Druid
- Eidolon

Ring of Flames

- Requires: Divine, Channeling 2
- Damages All Units within 1 Tile ~20% to a Limit of 40%
  - ◆This can damage your own Units
- Can start fires in Forests, New Forests & Jungles

Profane (High Priest)

	6 +2 Unholy
	1

Requires:
- State :
  - ◆Lost if Changes
- Theology
-
- Level 6 Ritualist

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Ring of Flames, Summon Balor
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Summon Balor

- Requires: Divine, Channeling 3
- Summons a Balor

Requires State Religion

Infernal Pact

Pre-Req:
- Corruption of Spirit
- State :

1,350

- Enables: Sacrifice the Weak, Meshabber of Dis, Infernal Grimoire, Demon's Altar
- Snake Pillar: +1 , +1
- When Discovered, spawns Hyborem and the Infernal Civilization
  - ◆Infernals start with 2 Longbowman (With Mobility 1), 2 Champions (With Mobility 1 & Iron Weapons), 1 Demon Worker, 1 Imp (With Mobility 1), 3 Manes & 1 Settler (With Mobility 1, Sentry 1&2 & Demon)
  - ◆Infernal Civilization is granted all Technologies known by the Discovering Civilization
- If Discovered by a Human Player, option is presented to change control from current Civilization to Infernal Civilization

Sacrifice the Weak

Pre-Req:
- No Upkeep
- State :
- Infernal Pact

- Each Population Point in your Cities consume only 1 instead of the standard 2
- -20%
- +4 in all Cities
- +10%
- +10%

Demon's Altar

150

Requires:
- Infernal Pact
- Temple of the Veil
- State :
- City :

- +2 XP for Demon Units
- Grants Scourge to units Built in City
- Living Units in City can Cast: Sacrifice
- +1

Diseased Corpse

	90
	4 +2 Death
	1

Requires:
- State :
- Corruption of Spirit

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Undead, Diseased

Upgrades to:
- Eidolon

Beast of Agares

	500
	11 +5 Unholy
	1

Requires:
- State :
- Malevolent Designs
- Temple of the Veil
  - ◆City Loses 4 Population & Goes into Revolt upon creation
  - ◆Adds 1 to AC upon creation

- +25% vs Paladins
- Completely heals after defeating a Paladin
- Starts with: , Demon

Available to All

Savant (Disciple)

	60
	2
	1

Requires:
- Corruption of Spirit
- Temple of the Veil

- Cannot Pillage
- Can spread
- Can Sacrifice for 15
- Starts with: , Medic 1

Upgrades to:
- Ritualist
- Mage

Unit does not go Obsolete

Temple of the Veil

120

Requires:
- Corruption of Spirit
- City :

- Double Production Speed if Spiritual

- Enables: Savant, Ritualist, Beast of Agares
- Spawns Tar Demon with a Planar Gate
- +2
- +20%
- +1 from
- Allows 1 & 1

Octopus Overlords

Theme: Evil-Neutral/Water (Will change Good → Neutral)

Strength: Prophecy Weakness: Judgment

The power beneath the Aegean waves is said to be more powerful than any other, but the Overlords are unfocused and follow a thousand different obscure agendas. The Disciples of the Overlords dare not expose themselves directly to the conflicting commands of their masters and instead use the poor as intermediaries. They are quickly driven insane by the process, which the disciples prefer as it keeps them from manipulating the message. They also share the process of turning a Warrior into The Drown (undead thralls), a process with few volunteers.

Each word of the name can well describe one aspect of the religion. Octopus is a creature more alien to man (and elves, etc.) than certainly any mammal, and even the lizardmen and others. They are incomprehensible, and thus maddening. Completely alien, and so uncaring of humans fate. Overlords shows the view this religion has of itself. Its leaders serve the Deep Monsters, and their goal is subjugation of the world.

Their domain is stolen from its rightful steward, or at least subverted. So the overlords are both reckless and insecure in their powers, and thus rarely subtle; they never use a breeze when a typhoon would do.

Shrine

The Necronomicon

Requires:
- Great Prophet
- Must be built in

- Grants 1
- +1 per City with in the World
- will spread faster along
- +2 Prophet
- +4
- Allows 1 & 2

Heroes

Saverous

	180
	5 +2 Unholy
	1

Requires:
- State :
  - ◆Lost if Changes
- Mind Stapling

- +25% vs Melee Units
- Can use Bronze, Iron & Mithril Weapons
- Starts with: , Hero, Demon

Hemah

	180
	7
	1

Requires:
- State :
  - ◆Lost if Changes
- Arcane Lore

- Can Bombard City Defenses 20%
- Can Build Mana Nodes (200% Workrate)
- Can cast: Hastur's Razor
- Starts with: , Hero, Channeling 1,2&3

Priests & Spells

Cultist (Priest)

	120
	5
	1

Requires:
- State :
- Priesthood
- Temple of the Overlords

- Cannot Pillage
- Can Cast: Cure Disease, Tsunami, Found Temple of the Overlords
- Starts with: , Medic 1&2, Channeling 2, Divine, Water Walking

Upgrades to:
- Speaker
- Paladin
- Druid
- Eidolon

Tsunami

- Requires: Divine, Channeling 2
- Can only be cast next to the water
- Damages Units next to Water within 2 Tiles of Caster ~50% Cold Based Damage to a Limit of 75% Damage
- 25% Chance of Destroying Improvements next to Water within 2 Tiles of Caster

Speaker (High Priest)

	7 +1 Unholy
	1

Requires:
- State :
  - ◆Lost if is Changed
- Theology
-
- Level 6 Cultist

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Tsunami, Summon Kraken
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Summon Kraken

- Requires: Divine, Channeling 3
- Can only be cast next to the water
- Summons a Kraken (Permanent)

Requires State Religion

Mind Stapling

Pre-Req:
- Message from the Deep
- State :

800

- Enables: Saverous, Lunatic, Asylum, Tower of Complacency

Drown

Requires:
- Warrior
- State :
- Tempe of the Overlords
- 60

- Transforms the Caster into a Drown

Asylum

Requires:
- Mind Stapling
- State :
- City :

150

- Enables: Lunatic
- -25% War Weariness
- +1
- +15%
- +1 Prophet
- 10% Chance any Living unit built in the City starts with Crazed & Enraged

Tower of Complacency

Requires:
- Mind Stapling
- State :

750

- No in this City
- -50% Maintenance in City
- -10% Military Production
- +1 Commander

Drown

90
3
+1 Unholy
1

Requires:
- State :
- Message from the Deep

- Can use Bronze, Iron & Mithril Weapons
- Cannot enter Oceans
- Starts with: , Undead, Water Walking, Vulnerable to Fire

Upgrades to:
- Stygian Guard

Stygian Guard

120
5
+2 Unholy
1

Requires:
- State :
- Fanaticism
- Temple of the Overlords

- Can use Bronze, Iron & Mithril Weapons
- Starts with: , Demon, March, Water Walking

Upgrades to:
- Eidolon

Kraken

13
4

Requires:
- Summoned by the spell: Summon Kraken

- Starts with: Stealth

Lunatic

120
6/4
1

Requires:
- Mind Stapling
- Asylum

- Does not Receive Defensive Bonuses
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Crazed, Enraged

Upgrades to:
- Berserker

Available to All

Zealot (Disciple)

60
3
1

Requires:
- Message from the Deep
- Temple of the Overlords

- Cannot Pillage
- Can spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Cultist
- Stygian Guard

Unit does not go Obsolete

Temple of the Overlords

120

Requires:
- Message from the Deep
- City :

- Double Production Speed if Spiritual

- Enables: Zealot, Cultist, Stygian Guard
- Warriors in City may Cast: Drown
- +3
- +20%
- +1 from
- Allows 1 & 1

Council of Esus

Theme: Neutral-Evil/Shadow (Will change Good → Neutral)

Strength: Crime Weakness: Prophecy

An oddity among the religions the Council of Esus has no disciples, priests, high priests or temples. Instead all of its abilities are practiced by units that worship the religion. Any unit that worships Esus can pay to spread the religion in a city. That theme, paying for miracles, is common in the Council of Esus. Additionally, the Council of Esus can only be spread by a unit who Follows the religion which is controlled by a player who uses Council of Esus as his State Religion.

"Shadow" is a good means, but how about an end? The followers of this religion are those who value secrecy above all else, for whatever reason. Some pursue taboos, whatever that may be in their culture. Some have some sort of psycological insecurity; most are seeking to use the power and techniques of the religion to subvert seccular authority above them. So I would expect most nations would take a very dim view of others with this religion or anyone spreading it to their lands... though not necessarily more than the other evils, I guess.

Personally, adherants to this religion detest judgement of anysort. They wish to hide who they are and what they do, and resent anyone telling them what to do. Of course, this isn't to say that they don't scrutinize each other. The other factor is a lack of trust. The god of trust is fallen, so even The Order or Empyrean share a certain suspicion of outsiders, but the Council wears deception like a coat, and knowing how they are putting one over on each other tends to make them entirely without trust even of each other.

Recon Units with the Council of Esus Religion can cast Mask (Grants Hidden Nationality Promotion) & Steal.

If your State Religion is Council of Esus, you can remain within the borders of your enemies at the instant of declaring war.

Any Unit which does not have a religion assigned automatically has a 20% chance per religion to adopt the religions present in the city where they are built. Esus is the last religion which a unit will attempt to adopt, and thus having any other religions present in your city will make units less likely to follow Esus.

Shrine

Nox Noctis

Requires:
- Great Prophet - OR - Great Merchant
- Must be built in

- Grants 1
- +1 per City with in the World
- will spread faster along
- Grants your Units Invisibility if they are in your Cultural Borders and not in a City
- +2 XP for Recon built in City
- +2 Merchant
- +4
- Allows 1 & 1
- +10 to Crime Rate

Hero

Gibbon Goetia

	180
	5
	1

Requires:
- State :
  - ◆Lost if Changes
- Deception

- Cannot Pillage
- Can explore Rival Territory
- Can Cast: Impersonate Leader
- Starts with: , Hero, Channeling 1,2&3, Illusionist

Requires State Religion

Steal

Requires:
- State :
- Unit :
- Recon Unit

- 80% Chance to steal an Equipment Promotion from a Rival Unit on the Tile or an Equipment Building from a Rival City on the Tile
- Declares war if unsuccessful

Nightwatch

	120
	3 +2 Poison
	1

Requires:
- State :
- Bowyers

- 1 First Strike
- Can use Bronze & Iron Weapons
- Starts with: , Hidden Nationality

Upgrades to:
- Assassin
- Shadowrider

Shadowrider

	240
	9 +2 Poison +1 Affinity
	3

Requires:
- State :
  - ◆Lost if Changes
- Armored Cavalry
-

- Does not Receive Defensive Bonuses
- Ignores Building Defense
- Can use Bronze, Iron & Mithril Weapons
- 35% Withdrawal Chance
- Starts with: , Hidden Nationality

Available to All

Mask

Requires:
- Unit :
- Deception
- Recon Unit

- Cannot be cast while carrying Cargo, acting as Cargo, or otherwise grouped with other units.
- Grants Hidden Nationality to Caster

Spread Council of Esus

Requires:
- Unit :
- 25

- Spreads to City

Shadow

	240
	8/7 +2 Poison
	2

Requires:
- City :
- Guilds

- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- -25% City Attack & Defense
- Can see Invisible Animals
- Can explore Rival Territory
- Can view Rival City Details
- Starts with: , Marksman, Invisible

Courtesan (Shadow)

	240
	8/7 +2 Poison
	1

Requires:
- Balseraph
- City :
- Guilds

- Cannot Pillage
- Immune to First Strikes
- 1 First Strike
- -25% City Attack & Defence
- 25% Chance to create a Slave from Combat
- Can see Invisible Animals
- Can Explore Rival Territory
- Can view Rival City Details
- Starts with: , Marksman, Invisible

Dwarven Shadow (Shadow)

	240
	8/7 +1 Poison
	2

Requires:
- Khazad
  - OR - Luchuirp
- City :
- Guilds

- Does Collateral Damage at 40% Strength
  - Maximum 50% damage on up to 2 units
- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- -25% City Attack & Defense
- Can see Invisible Animals
- Can explore Rival Territory
- Can view Rival City Details
- Starts with: , Dwarf, Marksman, Invisible

Fellowship of Leaves

Theme: Neutral/Nature (Will not affect Alignment)

Strength: Inspiration Weakness: Economy

Deep in the woods, the whispers of Elves linger. Ancient protectors normally above the affairs of men, some men have shown enough loyalty to them to be taught their magic and even gain the assistance of the Fawns.

Nature is directly responsible for sustaining life, so it is easy to see it as good. In FfH2, FoL is defined as neutral, meaning it doesn't change the civ's Alignment. So its tenets are either ambiguous, contradictory, or do not pertain to how to treat other sentient beings.

Perhaps this is due to a disorganized structure. followers of the FoL do not rely upon revelation from Sucellus or Cernunnos, rather upon reflections on the natural world around them. All followers share a respect and delight in natural places, and seek to spread the sphere of life's vitality; there is little concern, officially, for any particular lives, however.

The Fellowship will fight for their own lands, and crusade to end wide-scale corruption of nature, but rarely intervene in any conflict otherwise, or at least rarely sanction such intervention by the tenets of their creed. Personal ethics of The Fellowship vary dramatically, from emulating the care of a mother hen, to the ferocity and guile of a rabid hyena.

This is a religion pervaded with personal discovery and growth. There are no strict laws and this leads to widely varying interpretations. Remember that Cernunnos is the weakest of the gods, the only one who wasn't made by the One so he is the most likely to be overwhelmed by his task. Peaceful Elohim tenders to magnificent gardens and brutal Calabim hunters (where the prey are slaves allowed to run for their chance at freedom) both believe they are serving the rites of The Fellowship. The aspect of creation that The Fellowship exemplifies is change, which is why there are so many variations. The change of The Fellowship is best labeled as growth, the change of a child into a man, or a river cutting a pass through mountains. Radical, unpredictable change is the province of Bhall.

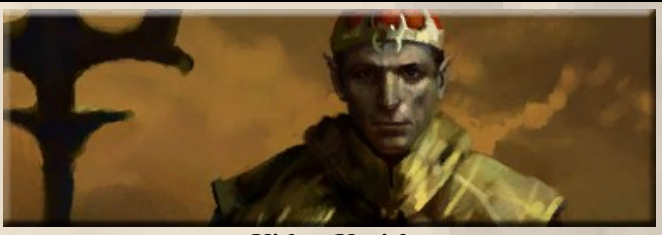
Shrine

Song of Autumn

Requires:
- Great Prophet
  - OR - Great Bard
- Must be built in

- Grants 1
- +1 per City with in the World
- will spread faster along
- +2 Bard
- +4
- Allows 1 & 2

Heroes

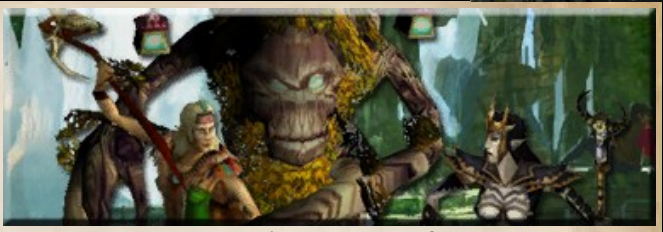


Kithra Kyriel

	180
	8
	3

Requires:
- State :
  - ◆Lost if Changes
- Feral Bond

- Does Not Receive Defensive Bonuses
- Immune to First Strikes
- 1 First Strike
- Can See Invisible Units
- 35% Withdrawal Chance
- Starts with: , Hero, Elf



Yvain the Woodelf

	240
	9 +2 Affinity
	2

Requires:
- State :
  - ◆Lost if Changes
- Commune with Nature

- Cannot Pillage
- +50% vs Animals
- +50% Attack & Defense in Forests
- +100% Attack & Defense in Ancient Forests
- Better Results from Tribal Villages
- Can Move through Impassable Terrain
- Starts with: , Hero, Elemental, Subdue Animals, Channeling 1,2&3, Divine, Nature 1, Life 1

Priests & Spells

Priest of Leaves

	120
	5
	1

Requires:
- State :
- Priesthood
- Temple of Leaves

- Cannot Pillage
- Can Cast: Cure Disease, Bloom, Summon Tiger, Found Temple of Leaves
- Starts with: , Medic 1&2, Channeling 2, Divine

Upgrades to:
- High Priest of Leaves
- Paladin
- Druid
- Eidolon

Bloom

- Requires: Divine, Channeling 2
- Delay: 2 Turns
- Creates a New Forest on any un-improved Tile within your Cultural Borders

Summon Tiger

- Requires: Divine, Channeling 2
- Summons a Tiger (Permanent)

High Priest of Leaves

	8
	1

Requires:
- State :
  - ◆Lost if is Changed
- Theology
-
- Level 6 Priest of Leaves

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Bloom, Summon Tiger, Summon Treant
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Summon Treant

- Requires: Divine, Channeling 3, Forest or Ancient Forest
- Summons a Treant (Permanent)

Satyr

	9/4
	2

Requires:
- State :
- Animal Handling
- Level 4 Fawn

- Cannot Pillage
- Can see Invisible Animals
- Can Cast: Mezmerize Animal
- Starts with: , Subdue Animal, Woodsman 1

Treant

	10
	1

Requires:
- Summoned by the spell: Summon Treant

- Cannot Pillage
- Creates a New Forest upon death if there is no other Improvement on the tile already
- Starts with: Elemental, Vulnerable to Fire, Woodsman 1&2

Requires State Religion

Hidden Paths

	800

Pre-Req:
- Way of the Forests
- State :

- Enables: Guardian of Nature, Woodsman 2

Guardian of Nature

- +5 in all Cities
- -10% Military Production
- +2 from Grove
- +1 from Jungle, Forest & Ancient Forest
- If an Enemy Unit enters an Unoccupied Ancient Forest Tile in your Territory there is a 5% chance to spawn a Treant which will last for 3 Turns (15% chance if the Tile is being Worked by a City with Temple of Leaves)

Pre-Req:
- High Upkeep
- State :
- Hidden Paths

Fawn

	90
	4
	2

Requires:
- State :
- Way of the Forests

- Cannot Pillage
- Can see Invisible Animals
- Starts with: , Woodsman 1

Upgrades to:
- Satyr

Available to All

Disciple of Leaves

	60
	3
	1

Requires:
- Way of the Forests
- Temple of Leaves

- Cannot Pillage
- Can spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Priest of Leaves
- Ranger

Unit does not go Obsolete

Temple of Leaves

	120

Requires:
- Way of the Forests
- City :

- Double Production Speed if Spiritual

- Enables: Disciple of Leaves, Priest of Leaves
- +1
- +20%
- +1 from
- Allows 1 & 1

Runes of Kilmorph

Theme: Neutral-Good/Earth (Will change Evil → Neutral)

Strength: Economy Weakness: Deal

Kilmorph is the goddess of the earth, She Who Dwells Beneath. She formed children out of stone, the Dwarves, and taught them the secrets of metalworking. One of the first religions available to the men of the world, Kilmorph will answer the prayers of honorable men and even send her soldiers to defend their cities.

The Runes of Kilmorph is a personal guideline, resulting from the stories of the first dwarves, mainly emphasizing personal responsibility. Followers are exhorted to do their best in their craft, deal honestly with everyone, and to repay their debts. This is especially applied to family and close kin, and results in tight communal loyalty. Followers of RoK are usually quite industrious and seldom cheat their customers. Since this results in a prosperous economy, some followers mistake the benefits of the creed for its goals, and greed is not an unfamiliar vice.

But they may not be so quick to help a stranger in need, especially one from another culture, nation, or religion, and unlike The Order or The Empyrean, they would seldom be roused to arms in defense of a foreign land--unless those foreigners had done them a favor in the past.

They are also the most traditional of the religions. Bambur exists from the creation of the dwarves and in many cases this tradition is as limiting as it is unifying. Kilmorph exemplifies excellence, but not from raw talent. It is an excellence gained over years of practice and redundancy.

Shrine

Tablets of Bambur

Requires:
- Great Prophet
- Must be built in

- Grants 1
- +1 per City with in the World
- will spread faster along
- +2 Engineer
- +4
- Allows 1 & 2

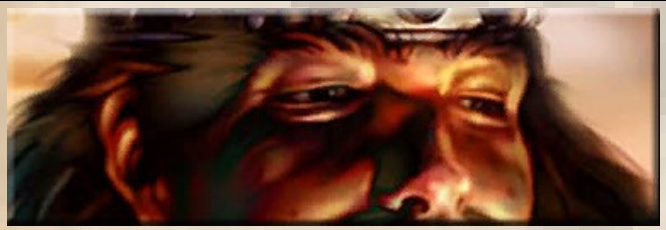
Heroes

Bambur

	180
	5
	1

Requires:
- State :
  - ◆Lost if Changes
- Arete

- Starts with: , Hero, Dwarf, Enchanted Blade, Channeling 1, Enchantment 1



Arthendain

	180
	9
	1

Requires:
- State :
  - ◆Lost if Changes
- Medicine

- 1 First Strike
- Starts with: , Hero, Dwarf, Medic 1&2, Immune to Disease, Divine, Life 2

The Mithril Golem

	5,000
	25
	1

Requires:
- State :
  - ◆Lost if Changes
- AC 70
- Mithril Weapons
-
- Must build in

- +60% City Attack
- Starts with: , Golem, Sentry, Divine, Earth 3

Priests & Spells

Stonewarden (Priest)

	120
	5
	1

Requires:
- State :
- Priesthood
- Temple of Kilmorph

- Cannot Pillage
- Can Cast: Cure Disease, Shield of Faith, Found Temple of Kilmorph
- Starts with: , Medic 1&2, Channeling 2, Divine

Upgrades to:
- Runekeeper
- Paladin
- Druid
- Eidolon

Shield of Faith

- Requires: Divine, Channeling 2
- Grants Shield of Faith to Units on the Tile
  - ◆Not Available to Animal, Beast, Naval or Siege Units

Runekeeper (High Priest)

	7 +1 Holy
	1

Requires:
- State :
  - ◆Lost if Changes
- Theology
-
- Level 6 Stonewarden

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Shield of Faith, Earthquake
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Earthquake

- Requires: Divine, Channeling 3
- Un-Fortifies all non-flying units within 1 Tile
- 25% Chance to destroy each Building and Improvement within 1 Tile
  - ◆Cannot Destroy Wonders

Paramander

	120
	7
	1

Requires:
- State :
- Fanaticism
- Temple of Kilmorph
-

- Starts with: , Medic 1, Demon Slaying

Upgrades to:
- Paladin

Requires State Religion

Arete

	800

Pre-Req:
- State :
- Way of the Earthmother

- Enables: Arete, Guerilla 2, Bambur, Mines of Gal'Dur

Arete

Pre-Req:
- Medium Upkeep
- State :
- Way of the Earthmother

- +20% in Cities with
- +1 from Mines
- Can spend to Hurry Production

Mines of Gal'Dur

	700

Requires:
- Arete
- State :

- Grants 3
- +2
- +1 Engineer
- Allows 3

Soldier of Kilmorph

	90
	4
	1

Requires:
- State :
- Way of the Earthmother

- Can use Bronze, Iron & Mithril Weapons
- Can sacrifice for 45
- Starts with: , Dwarf

Upgrades to:
- Paramander

Available to All

Thane of Kilmorph (Disciple)

	60
	3
	1

Requires:
- Way of the Earthmother
- Temple of Kilmorph

- Cannot Pillage
- Can spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Stonewarden
- Paramander

Unit does not go Obsolete

Temple of Kilmorph

	120

Requires:
- Way of the Earthmother
- City :

- Double Production Speed if Spiritual

- Enables: Thane of Kilmorph, Stonewarden, Paramander
- +2
- +20%
- +1 from
- Allows 1 & 1

Empyrean

Theme: Good-Neutral/Sun (Will change Evil → Neutral)

Strength: Judgment Weakness: Crime

Where The Order values law, The Empyrean values wisdom. Adjudication started from the teachings of Lugus and punishment is not based on adherence to a labyrinthian codex of laws, but from direct consol on the merits of each case. Social equality and impartiality are the model between a government and its citizens as well as between empires. As such The Empyrean gives equal voice to small empires as it does those that dominate Erebus.

"As every dawn is a new beginning for the world, so too can dawn break in even the darkest heart" The Sun rises every day, bringing a new dawn and a new opportunity. In the same way, The Empyrean prize redemption and reconciliation. People are given a new chance, even evil-doers. They are not infinitely patient, but err in the opposite direction of The Order. This is extended to other civilizations by leaders Following The Empyrean, but if the evil leaders fail to heed their calls to repent, The Empyrean can certainly be roused to arms for their faith.

"The sun brings light and life; do not cloak yourself in shadows, but let your own light be an illumintation." Another aspect of this religion is its opposition to shadows, darkness, and hidden things. All of their society is open; people try to live by example. This can lead to a certain self-righteousness, and certainly to gossip, etc., but deception is almost unheard of, and even tact may be rare.

The Empyrean seek redemption where The Order seeks retribution. They argue laws while The Order enforces laws. The two can be potent allies, with The Order serving as the arm of the more cerebral Emperyean, but they have a very different outlook on how best to approach evil. The aspect of creation that the Emperyean exemplifies is revelation, that perfect unalterable truth. The quest for these leads to a lot of very high level discussions on most matters and a tendancy to seek the perfect answer when none may exist.

Shrine

Dies Diei

Requires:
- Great Prophet
- Must be built in

- Grants 1
- +1 per City with in the World
- will spread faster along
- Reveals all Invisible Units in your Cultural Borders
- +2 XP for Disciples built in City
- +2 Prophet
- +4
- Allows 1 & 2
- -10 to Crime Rate

Hero

Chalid Astrakein

	300
	7 +2 Affinity
	2

Requires:
- State :
  - ◆Lost if Changes
- Religious Law

- Can use Bronze, Iron & Mithril Weapons
- Grants 1 additional Vote in the Overcouncil
- Can cast: Pillar of Fire
- Starts with: , Hero, Sentry, Channeling 1,2&3, Divine, Sun 1, Law 1

Pillar of Fire

Requires:
- Chalid Astrakein

- Damages all Units in one stack within 2 Tiles of the Caster ~50% Fire Based Damage to a Limit of 75% Damage
  - ◆Automatically Targets the Tile which contains the most Enemy Units and no Neutral Units
- May start a Fire if the Tile contained a Forest or Jungle

Priests & Spells

Vicar (Priest)

	120
	4 +1 Holy
	1

Requires:
- State :
- Priesthood
- Temple of the Empyrean

- Cannot Pillage
- Can Cast: Cure Disease, Revelation, Found Temple of the Empyrean
- Starts with: , Medic 1&2, Channeling 2, Divine

Upgrades to:
- Luridus
- Paladin
- Druid
- Eidolon

Revelation

- Requires: Divine, Channeling 2
- Destroys all Hostile Illusions within 3 Tiles
- Removes Hidden Nationality, Hidden & Invisibile from all Hostile Units within 3 Tiles

Luridus (High Priest)

	6 +1 Fire +1 Holy
	1

Requires:
- State :
  - ◆Lost if Changes
- Theology
-
- Level 6 Vicar

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Revelation, Crown of Brilliance
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Crown of Brilliance

- Requires: Divine, Channeling 3
- Grants Caster: Crown of Brilliance
- Damages Hostile Units within 1 Tile ~40% to a Limit of 80%

Requires State Religion

Radiant Guard

	90
	4
	1

Requires:
- State :
- Honor

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons
- Can see Invisible Units
- Starts with: , Sun 2

Upgrades to:
- Champion
- Ratha

Ratha

	180
	5/3
	3

Requires:
- State :
- Trade
- Construction
-

- Does not Receive Defensive Bonuses
- +50% vs Recon
- Can use Bronze, Iron & Mithril Weapons
- Can see Invisible Units
- 25% Withdrawal Chance
- Starts with: , Sun 2

Upgrades to:
- War Chariot

Available to All

Ecclesiastic (Disciple)

	60
	3
	1

Requires:
- Honor
- Temple of the Empyrean

- Cannot Pillage
- Can Spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Vicar

Unit does not go Obsolete

Temple of the Empyrean

	120

Requires:
- Honor
- City :

- Double Production Speed if Spiritual

- Enables: Ecclesiastic, Vicar
- +10% Military Prodution
- +20%
- +1 from
- Allows 2

The Order

Theme: Good/Law (Will change any Alignment → Good)

Strength: Rebellion Weakness: Inspiration

Junil, the elder of the Gods, had promised to stay apart from the conflict in Creation. No one knows why he decided to change that, some say it was to combat the influence of the Ashen Veil, others that it was jealousy. Regardless of his reasons, he promised salvation to the least of men and asked only one thing in return: unquestioning obedience.

Overall The Order is easy to understand, but also easy to caricature. they are not infallible, as is their goal, but they are one of the most good religions.

Law is basically a code that applies universally. The Order is certainly judgmental, but that isn't to say they judge based on taste or individual preference. Everyone is subject to the same laws and appropriate consequences, be they king or pauper. Further, they believe this applies to all people, not just the followers of their religion. Consequences fit the Crime, guilty are punished, and the innocent are protected. But while they make a more or less Just society, mercy and redemption are weak points of The Order.

The other theme of The Order is its conflict with demons. The principle reason why The Order is rightly labeled good is because they are willing to die to protect others from demonic oppression.

Upon spreading to a new city, there is a 75% chance that an Acolyte will spawn, or if the controlling player knows Fanaticism, a Crusader.

Shrine

Code of Junil

Requires:
- Great Prophet
- Must be build in

- Grants 1
- +1 per City with in the World
- will spread faster along
- +2 Engineer
- +4
- Allows 1 & 2
- -10 to Crime Rate

Heroes

Valin Phanuel

	180
	6 +2 Holy
	3

Requires:
- State :
  - ◆Lost if Changes
- Orders from Heaven
  - ◆Removes 2 from AC at creation

- Does not receive Defensive Bonuses
- 25% Withdrawal Chance
- Starts with: , Hero, Immune to Disease, Demon Slaying

Sphener

	240
	12 +4 Holy
	2

Requires:
- State :
  - ◆Lost if Changes
- Righteousness
  - ◆Removes 3 from AC at creation

- Starts with: , Hero, Angel, Medic 1, Demon Slaying, Channeling 1,2&3, Life 1

Priests & Spells

Confessor (Priest)

	120
	4 +1 Holy
	1

Requires:
- State :
- Priesthood
- Temple of The Order

- Cannot Pillage
- Can Cast: Cure Disease, Bless, Found Temple of The Order
- Starts with: , Medic 1&2, Channeling 2, Divine, Spirit Guide

Upgrades to:
- Prior
- Paladin
- Druid
- Eidolon

Bless

- Requires: Divine, Channeling 2
- Grants Blessed to Living Units on Tile
- Not available to Animal Units

Prior (High Priest)

	6 +2 Holy
	1

Requires:
- State :
  - ◆Lost if Changes
- Theology
-
- Level 6 Confessor

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Bless, Unyielding Order
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Unyielding Order

- Requires: Divine, Channeling 3
- Creates Unyielding Order in a City
- Building is removed at the start of the turn if no units on the City Tile can cast Unyielding Order

Requires State Religion

Social Order

Pre-Req:
- Low Upkeep
- State :
- Religious Law

- +1 for each Military Unit fortified in a City
- +1 from Basilica & Courthouse

Basilica

	200

Requires:
- Religious Law
- State :
- City :

- -40% Maintenance
- +1 Commander
- -10 to Crime Rate

Crusader

	120
	6 +1 Holy
	1

Requires:
- State :
- Fanaticism
- Temple of The Order
- , OR

- Starts with: , Medic 1, Immune to Disease, Demon Slaying

Temple of The Order

	120

Requires:
- Orders from Heaven
- City :

- Double Production Speed if Spiritual

- Enables: Acolyte, Confessor, Crusader
- +10% Military Prodution
- +20%
- +1 from
- Allows 2
- -5 to Crime Rate

Available to All

Acolyte (Disciple)

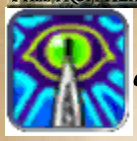
	60
	3
	1

Requires:
- Orders from Heaven
- Temple of The Order

- Cannot Pillage
- Can Spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Confessor
- Crusader

Unit does not go Obsolete



Aeron's Bounty

Founded by: Event, an Assassin of sufficient rank can become Aeron's Chosen, which allows him to found the guild.

Spread by: Assassins can spend money to spread the guild into other cities.

Main Effect: +2 Experience for Recon Units built in Cities with the Guild

Aeron is the God of Blood and Murder, patron of the Calabim. This guild's effect is nice but its real strength comes from its effect on events. Paying a few gold to the local assassins guild, if it has spread into a city, is a quick and easy way to handle dissenters.

All Assassins built in a city with Aeron's Bounty present will start with Aeron's Chosen.

Brotherhood of Wardens

Founded by: The Brotherhood doesn't have a headquarters

Spread by: When a city is razed the Brotherhood has a 25% chance to form in another of the victims cities

Main Effect: -5 to Crime Rate & +10% Defense in Cities with Guild. Chance to spawn defensive Units when Enemis within 2 Tiles of City

This is a "Rubber Band mechanic", a mechanic that helps equate weak players against the strong. Getting an increase on defense in your largest city when you get a city razed not only helps to take the sting out of the loss but may actually stem the overrun that sometimes occurs when one Civ rushes into another.

If the Brotherhood of Wardens exists in one of your cities and enemy units are nearby, the Brotherhood has a 50% chance to grant you a Unit to defend yourself with for the next 4 turns. The Brotherhood will remove itself from any city that is captured and kept in war.

Circle of Gaelan

Founded by: Event, if the rebellious apprentice is allowed to pursue his experiments

Spread by: Once founded the guild is automatically spread to all the controlling empires cities with mage guilds, and will spread to any of the player's other cities when a mage guild is built in them.

Main Effect: +2 Experience for Arcane Units built in Cities with the Guild

Gaelen is quoted in many tech and pedia entries. A good guild for those that favor the unpredictable, there is an event chain that leads up to this can be risky as well as rewarding. The XP boost is nice, but having the guild in a city also allows the player to experience some new inspiration events, most of which are good (though sometimes Gaelen's ambition surpasses his talent).

Cult of the Dragon

Founded by: Event, only the Kuriotates or the Sheaim have a chance to trigger the founding of this guild in their country

Spread by: Event, once it is founded events make it possible to spread to other cities

Main Effect: Random Events Trigger to Harass any non-Sheaim or Kuriotates Civilization with the Guild

Forgotten and ignored by the gods, some men have turned to worshipping the great dragons that once fought over the land and now lie dormant beneath it. Within the Kuriotate and Sheaim civilizations, these groups have begun to gather in strength, forming small cults with very different agendas. But they all agree that dragons are Divine and find their draconic gods to be much more accessible than the gods to whom empty prayers are offered in the temples.

The Sheaim and the Kuriotates won't experience any negative effects from have the Cult of the Dragon in their cities. The Sheaim welcome their destructive tendency's, and the Kuriotates are able to accept thier views peacefully into their cosmopolitan society. All other empires will find the Cult to be a drain on their time and resources. Razing the Cult of the Dragon headquarters will stop these negative events for all empires.

Any unit built in a city with Cult of the Dragon present has a 20% chance to start with Cult of the Dragon

Guild of Hammers

Founded by: Building the Guild of Hammers wonder

Spread by: Event, an event could offer the player the opportunity to spread the guild to his other cities for gold

Main Effect: -50% to cost of Upgrading Units within 2 Tiles of City with the Guild

Money is good, and these guys act like a free Ingenuity trait. Well, maybe free is a bad word since nothing the Guild of Hammers does is for free. They may request forges be built in all your cities, or simply be willing to establish guildhalls for the right price. Either way it is up to you to decide if their benefit is really worth the cost.

Guild of the Nine

Founded by: All mercenaries can found Guild of Nine locations, the first creates the headquarters.

Spread by: Mercenaries can spread the Guild of Nine to other cities.

Main Effect: Can Hire Mercenaries in any City with the Guild

Having this guild in your city allows you to hire mercenaries there. These mercenaries are nice but the real strength of the guild is the occasional opportunity to hire experienced units. They usually come ready to fight with a few promotions and can allow you the chance to grab units you don't have the buildings or resources for, or to get units with unusual promotions.

Ratcatcher's Guild

Founded by: Event, in a city with Crime. But the headquarters will move if another city with more Crime and higher population becomes available. First appears on Turn 21.

Spread by: Each turn the Ratcatcher's Headquarters may move to a new city. If the City's Crime Rate + (3* Population) is more than 10 higher than the current HQ's Crime Rate + (3* Population) then the HQ moves into the new city.

Main Effect: +15 to Crime Rate in Cities with the Guild. More Options available on various Events.

There is a new city attribute called the Crime Rate. Some buildings increase the Crime Rate (Gambling House, Market), and some decrease it (Courthouse, Dungeon). Every Crime event requires a minimum Crime Rate before it can trigger in a city. Minor Crimes are pretty low, major Crimes require a significant Crime presence. In this the Ratcatchers Guild is a mixed blessing. It both increases the Crime Rate in the city, making Crime events more likely to happen there, and it often offers bonus options to dealing with those Crimes. It's up to you to determine if you want to use the local thieves guild to work out the problems, or try to run them out of your cities.

Units

Fall from Heaven II

Abashi the Black Dragon
Acheron the Red Dragon
Acolyte
Adept
Adventurer
Air Elemental
Alazkan the Assassin
Angel
Angel of Death
Arcane Barge
Archer
Archmage
Arquebus
Ars Moriendi
Arthendain
Assassin
Aurealis
Auric Ulvin
Avatar of Wrath
Axeman
Azer
Baby Spider
Balor
Bambur
Barbatos
Barnaxus
Baron Duin Halfmorn
Basium
Battering Ram
Battlemaster
Bear
Beast of Agares
Beastman
Berserker
Bison Rider
Blooded Werewolf
Bloodpet
Boar Rider
Boarding Party
Bone Golem
Brigit the Shining
Brujah
Buboes
Camel Archer
Cannon
Caravel
Catapult
Centaur
Centaur Archer
Centaur Charger
Centaur Guard
Centaur Lancer
Chalid Astrakein
Champion
Chanter
Chaos Marauder
Chariot
Clockwork Golem
Confessor
Corlindale
Courtesan
Crossbowman
Crown of Akharien
Crusader
Cultist
Death Knight
Demagog
Devout
Disciple of Leaves
Diseased Corpse
Djinn
Donal Lugh
Dragon Slayer
Dragon's Horde
Drifa the White Dragon
Drown
Druid
Dwarven Cannon
Dwarven Druid
Dwarven Shadow
Dwarven Slinger
Earth Elemental
Eater of Dreams
Ecclesiastic
Eidolon
Elephant
Empty Bier
Eurabatres the Gold Dragon
Fawn
Fire Elemental
Fireball
Firebow
Flagbearer
Flesh Golem
Floating Eye
Flurry
Freak
Frigate
Frostling
Fyrdwell
Gaelan
Galleon
Galley
Gargoyle
Gela
Ghost
Giant Spider
Giant Tortoise
Gibbon Goetia
Gilden Silveric
Goblin
Golden Hammer
Goriila
Govannon
Great Bard
Great Commander
Great Engineer
Great Merchant
Great Prophet
Greater Werewolf
Griffon
Grigori Medic
Guardian Vines
Gurid
Guybrush Threepwood
Harlequin
Hawk
Healing Salve
Hellhound
Hemah
Herald
High Priest of Leaves
Hill Giant
Hornguard
Horse Archer
Horseman
Host of the Einherjar
Hunter
Hyborem
Illusionist
Immortal
Imp
Infernal Grimoire
Inquisitor
Ira
Iron Golem
Jade Torc
Javelin Thrower
Kithra Kyriel
Knight
Kraken
Leviathan
Lich
Lightbringer
Lightning Elemental
Lion
Lion Pride
Lizardman
Loki
Loki's Puppet
Longbowman
Losha Valas
Lucien
Lunatic
Luonnotar
Luridus
Mage
Magnadine
Man O'War
Manes
Manticore
Mardero
Margalard
Marksman
Maros
Mary Morbus
Mercenary
Meshabber of Dis
Meteor
Mimic
Minotaur
Mistform
Mobius Witch
Monk
Moroi
Mounted Mercenary
Mud Golem
Muirin
Myconid
Nether Blade
Nightwatch
Nullstone Golem
Nyxkin
Ogre
Ogre Warchief
Ophanim
Orthus
Orthus's Axe
Paladin
Paramander
Phalanx
Phantasm
Pieces of Barnaxus
Pirate
Pit Beast
Priest of Leaves
Prior
Privateer
Profane
Puppet
Pyre Zombie
Queen of the Line
Radiant Guard
Ranger
Rantine
Ratha
Rathus Denmora
Ravenous Werewolf
Repentant Angel
Revelers
Ritualist
Rod of Winds
Rosier Oathtaker
Rosier the Fallen
Royal Guard
Runekeeper
Sailor's Dirge
Sand Lion
Satyr
Savant
Saverous
Scorched Staff
Scout
Sea Serpent
Seraph
Settler
Shade
Shadow
Shadowrider
Skeleton
Slave
Soldier of Kilmorph
Speaker
Spectre
Sphener
Spiderkin
Staff of Souls
Stephanos
Stoneskin Ogre
Stonewarden
Stygian Guard
Succubus
Swordsman
Syliven's Perfect Lyre
Tar Demon
Taskmaster
Teutorix
Thane of Kilmorph
The Black Wind
The Mithril Golem
The War Machine
Tiger
Treant
Trebuchet
Trireme
Trojan Horse
TumTum
Valin Phanuel
Valkyrie
Vampire
Vampire Lord
Vicar
War Chariot
War Elephant
War Tortoise
Warrior
Water Elemental
Wilboman
Wizard
Wolf

Units

Fall from Heaven II

Wolf Pack
Wolf Rider
Wood Golem
Workboat
Worker
Wraith
Yersinia
Yvain the Woodelf
Zealot

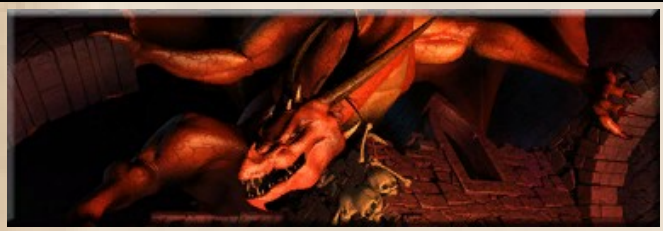
Heroes

Abashi the Black Dragon

	360
	21
	3

Requires:
- Sheaim
- Divine Essence

- 1 First Strike
- Does not receive Defensive Bonuses
- Can move through Impassable Terrain
- Ignores Terrain Costs
- Starts with: Dragon, Magic Immune, Sentry

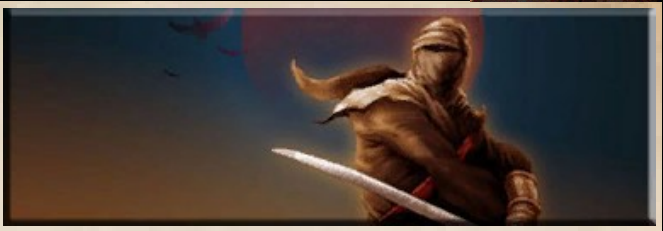


Acheron the Red Dragon

	25
	19

Requires:
- Barbarian
  - ◆Must be built by the Barbarians, so they need to hold a city long enough to create him

- 1 First Strike
- Creates The Dragon's Horde in city when built
- Starts nearby Forests & Jungles on fire when built
- Starts with: Dragon, Magic Immune, Sentry 1&2, Stoneskin

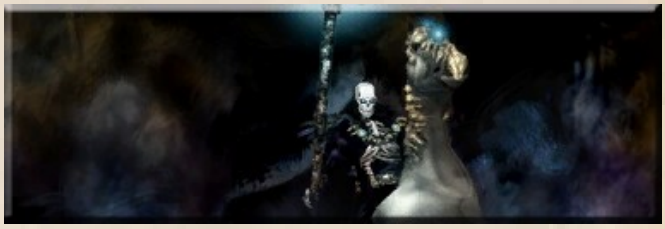


Alazkan the Assassin

	120
	6/4 +2 Poison
	2

Requires:
- Svartalfar
- Poisons

- Cannot Pillage
- Immune to First Strikes
- 1 First Strike
- -50% City Attack & Defense
- Can see Invisible Animals
- Starts with: Hero, Elven, Black Mirror, Marksman, Hidden Nationality



Ars Moriendi

	13 +14 Death +5 Unholy
	3

Requires:
- Barbarian
- AC 69

- Does not receive Defensive Bonuses
- Spawns a Wraith from each Combat
- Can cast: Call of the Grave
- Starts with: Demon, Fear, Magic Immune, Vile Touch, Flying

Arthendain

	180
	9
	1

Requires:
- State :
  - ◆Lost if Changes
- Medicine

- 1 First Strike
- Starts with: , Hero, Dwarf, Medic 1&2, Immune to Disease, Divine, Life 2

Fall from Heaven II

Auric Ulvin

	4
	1

Requires:
- Not Available in the Main Game, exists for Scenario Use Only

Avatar of Wrath

	33
	2

Requires:
- Barbarian
- AC 90
  - ◆Adds 3 to AC on Creation

- Can Cast: Ira Unleashed
- Starts with: Demon, Water Walking

Bambur

	180
	5
	1

Requires:
- State :
  - ◆Lost if Changes
- Arete

- Starts with: , Hero, Dwarf, Enchanted Blade, Channeling 1, Enchantment 1

Barbatos

	7 +2 Death

Requires:
- Barbarian
- Broken Sepulcher
  - ◆Spawns with Feature, which has a 35% chance of appearing per game

- Starts with: Undead, Staff of Souls, Sentry 1&2, Twincast, Channeling 1,2&3, Death 1, Earth 1

Barnaxus

	180
	5
	1

Requires:
- Luchuirp
- Construction

- Can use Bronze, Iron & Mithril Weapons
- Grants Empower to Golems on the same tile for each Combat on himself
  - ◆i.e. - Barnaxus with Combat 1,2&3 would grant Empower 1,2&3
- Starts with: Golem, Pieces of Barnaxus

Baron Duin Halfmorn

	500
	11
	3

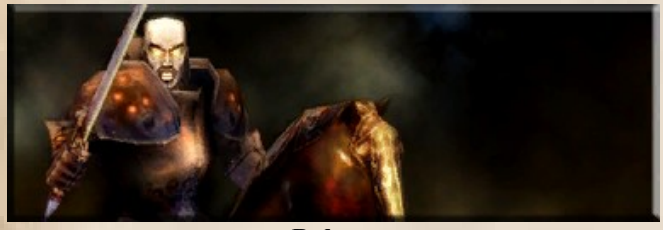
Requires:
- Feral Bond

- 25% Chance to create a Ravenous Werewolf in Combat
- Starts with: Werewolf, Magic Resistance

Basium

7 +4 Holy	**Requires:** •Mercurians ◆Spawns with Civilization when Mercurian Gate is constructed	
2		

•Mercurian Civilization loses it's Leader Traits upon Death of Basium
•Can use Bronze, Iron & Mithril Weapons
•Can cast: Convert City in the City containing the Mercurian Gate
•Starts with: Hero, Angel, Loyalty, Sentry 1&2, Iron Weapons



Buboes

25 +5 Unholy	**Requires:** •Barbarian •AC 63	
3		

•Does not Receive Defensive Bonuses
•Can cast: Rage
•Starts with: Demon, Fear, Magic Immune, Blitz, Flying

Brigit the Shining

6 +3 Holy +2 Affinity	**Requires:** •Must be set free from the Ring of Carcer by a Unit of at least Level 15 Moving onto the Tile	
1		

•Immortal
•Can use Bronze, Iron & Mithril Weapons
•Starts with: Hero, Angel

Chalid Astrakein

300	**Requires:** •State : ◆Lost if Changes •Religious Law	
7 +2 Affinity		
2		

•Can use Bronze, Iron & Mithril Weapons
•Grants 1 additional Vote in the Overcouncil
•Can cast: Pillar of Fire
•Starts with: , Hero, Sentry, Channeling 1,2&3, Divine, Sun 1, Law 1

Corlindale

300	**Requires:** •Elohim •Fanaticism	
2		

•Cannot Pillage
•Can cast: Peace
◆Reduces the current AC by 50% and forms a Peace Treaty with all Leaders, but kills Corlindale.
•Starts with: Hero, Channeling 1,2&3, Earth 1, Spirit 1, Mind 1

Donal Lugh

300	**Requires:** •Bannor •Fanaticism	
7		
2		

•Can use Bronze, Iron & Mithril Weapons
•Regains Recruiter Promotion after killing an Undead or Demon Unit
◆Will not die after casting Recruit
•Starts with: Hero, Empty Bier, Recruiter, Guardsman, Spirit 2

Eurabatres the Gold Dragon

360	**Requires:**	
23	•Kuriotates	
3	•Divine Essence	

•Does not receive Defensive Bonuses
•1 First Strike
•Ignores Terrain Cost
•Can Move through Impassable Terrain
•Starts with: Dragon, Magic Immune, Sentry

Drifa the White Dragon

21	**Requires:**	
3	•Not Available in the Main Game, exists for Scenario Use Only	

•Does not receive Defensive Bonuses
•1 First Strike
•Ignores Terrain Cost
•Can Move through Impassable Terrain
•Starts with: Dragon, Magic Immune, Sentry

Gaelan

6/4	**Requires:**	
1	•Random Event	
	◆Requires: Mage Guild	

•Can Build Mana Nodes (300% Workrate)
•Starts with: 1 Free Promotion, Hero, Channeling 1&2, Chaos 1

Gibbon Goetia

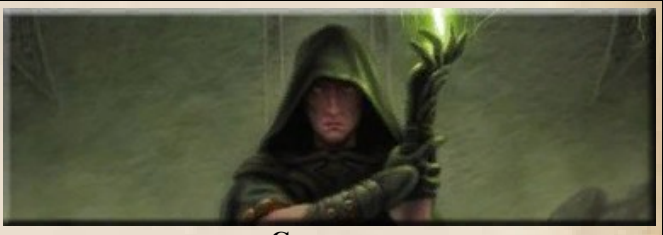
180	**Requires:**	
5	•State :	
1	◆Lost if Changes	
	•Deception	

•Cannot Pillage
•Can explore Rival Territory
•Can Cast: Impersonate Leader
•Starts with: , Hero, Channeling 1,2&3, Illusionist

Gilden Silveric

120	**Requires:**	
5/6	•Ljosalfar	
1	•Archery	

•1 First Strike
•+25% City Defense
•+25% Hill Defense
•Starts with: Hero, Elf, Dextrous



Govannon

480	**Requires:**	
5	•Amurite	
1	•Arcane Lore	

•Can build Mana Nodes (400% Work Rate)
•Can grant units the ability to cast Blaze, Blur, Dance of Blades, Haste & Raise Skeleton if able to cast the spells himself.
•Starts with: Hero, Channeling 1,2&3

Gurid

	22
	1

Requires:
- Barbarian
- Random Event
  - ◆Requires: Animal Handling
  - ◆25% chance per game of event being included

- Starts with: Sentry

Guybrush Threepwood

	360
	7
	1

Requires:
- Lanun
- Iron Working

- Can Sing
  - ◆This is not a functional Ability, it is for amusement
- Starts with: Hero, Boarding

Hemah

	180
	7
	1

Requires:
- State :
  - ◆Lost if Changes
- Arcane Lore

- Can Build Mana Nodes (200% Workrate)
- Can cast: Hastur's Razor
- Starts with: , Hero, Channeling 1,2&3

Hyborem

	7 +2 Unholy
	2

Requires:
- Infernal
  - ◆Spawns with Civilization when Infernal Pact is researched
  - ◆Adds 5 to AC at creation

- Infernal Civilization loses all Leader Traits except Fallow upon Death of Hyborem
- Can Use Bronze, Iron & Mithril Weapons
- Starts with: Hero, Demon, Immortal, Gela, Loyalty, Sentry 1&2, Iron Weapons

Kithra Kyriel

	180
	8
	3

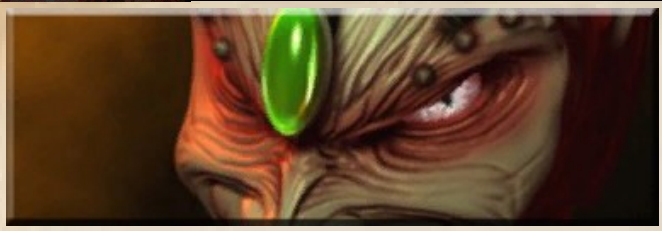
Requires:
- State :
  - ◆Lost if Changes
- Feral Bond

- Does Not Receive Defensive Bonuses
- Immune to First Strikes
- 1 First Strike
- Can See Invisible Units
- 35% Withdrawal Chance
- Starts with: , Hero, Elf

Leviathan

	18
	4

Requires:
- Barbarian
- Random Event
  - ◆Requires: Optics
  - ◆25% chance per game of event being included



Loki

	180
	2
	2

Requires:
- Balseraph

- Cannot Attack
- Cannot Pillage
- Automatically Withdraws before Death
  - ◆Note: Cannot Withdraw if in a City, or during First Strikes
- Can Explore Rival Territory
- Can View Rival City Details
- Can Cast: Disrupt, Entertain, Create Puppet
- Starts with: Magic Immune, Channeling 1&2, Extension 1, Mind 1, Chaos 1

Losha Valas

	300
	7
	1

Requires:
- Calabim
- Fanaticism

- Can Use Bronze, Iron & Mithril Weapons
- Gains Immortal Promotion after killing a Living Unit
- Starts with: Hero, Vampirism, Channeling 1&2, Death 1, Body 1

Lucian

	60
	4
	1

Requires:
- Doviello
  - ◆Lucian is one of the Doviello Starting Units

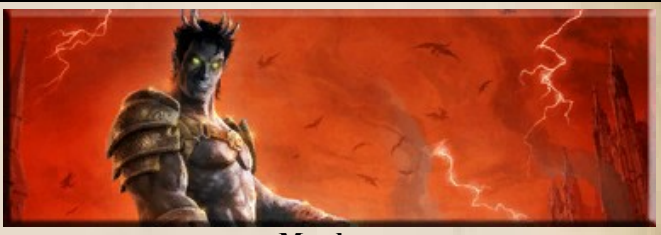
- Can Use Bronze, Iron & Mithril Weapons
- +10% City Attack
- Starts with: Winterborn

Magnadine

	360
	11
	4

Requires:
- Hippus
- Warhorses
-

- Does Not Receive Defensive Bonuses
- Can Use Bronze, Iron & Mithril Weapons
- 50% Withdrawal Chance
- Grants Loyalty to Mercenaries hired by Recruit Mercenary
- Starts with: Hero, Commando, Courage



Mardero

	240
	10 +4 Unholy
	2

Requires:
- State :
  - ◆Lost if Changes
- Malevolent Designs
  - ◆Adds 3 to AC at creation

- +40% vs Disciple Units
- Starts with: , Hero, Demon, March, Stigmata, Channeling 1,2&3, Entropy 1

Margalard

	22
	1

Requires:
- Barbarian
- Random Event
  - ◆Requires: Animal Handling
  - ◆25% chance per game of event being included

- Starts with: Sentry

Maros

	180
	6/12
	1

Requires:
- Khazad
- Iron Working

- +50% City Defense
- Can Use Bronze, Iron & Mithril Weapons
- Starts with: Hero, Dwarf

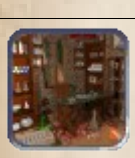
Muirin

	3 +1 Unholy
	1

Requires:
- Not Available in the Main Game, exists for Scenario Use Only

- Cannot enter Ocean Tiles
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Undead, Vulnerable to Fire, Water Walking

Mary Morbus



	6 +2 Poison
	2

Requires:
- Random Event
  - Requires: Alchemy Lab

- Cannot Pillage
- Can use Bronze, Iron & Mithril Weapons
- 50% Withdrawal Chance
- Can cast: Contagion
- Starts with: Plague Carrier

Orthus

	5
	1

Requires:
- Barbarian
- Appears Automatically
  - Quick: Turn 50
  - Normal: Turn 75
  - Epic: Turn 113
  - Marathon: Turn 225

- +25% City Defense
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Hero, Orc, Orthus's Axe, Loyalty

Meshabber of Dis

	5,000
	19 +6 Fire +6 Unholy
	2

Requires:
- State :
  - Lost if Changes
- AC 70
- Infernal Pact
- Must build in
  - Adds 3 to AC at Creation

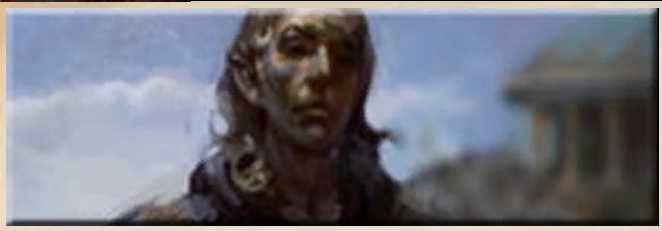
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Demon, Sentry, Immune to Fire, Divine, Fire 2

Rantine

	180
	4
	1

Requires:
- Clan of Embers
- Bronze Working

- +25% vs Melee Units
- Can use Bronze, Iron & Mithril Weapons
- Can cast: Convert City
- Starts with: Hero, Orc



Rathus Denmora

	180
	5
	2

Requires:
- Sidar
- Poisons

- +50% vs Melee Units
- Can see Invisible Animals
- Better Results from Tribal Villages
- Starts with: Hero, Nether Blade, Marksman, Hidden, Stealth

Sailor's Dirge

	5 +1 Death
	3

Requires:
- Barbarian
- Random Event
  - ◆20% chance per game of event being included

- Cargospace: 3
- Spawns Skeletons periodically
- Starts with 3 Skeletons in Cargo
- Starts with: Undead

Rosier Oathtaker

	7 +1 Holy
	3

Requires:
- Exists only for Scenarios, not yet Complete

- Does not receive Defensive Bonuses
- +40% vs Disciple Units
- 25% Withdrawal Chance
- Starts with: , Hero, Immune to Disease

Saverous

	180
	5 +2 Unholy
	1

Requires:
- State :
  - ◆Lost if Changes
- Mind Stapling

- +25% vs Melee Units
- Can use Bronze, Iron & Mithril Weapons
- Starts with: , Hero, Demon

Rosier the Fallen

	180
	7 +1 Unholy
	3

Requires:
- State :
  - ◆Lost if Changes
- Corruption of Spirit
  - ◆Adds 2 to AC at creation

- Does not receive Defensive Bonuses
- +40% vs Disciple Units
- 25% Withdrawal Chance
- Starts with: , Hero, Immune to Disease

Sphener

	240
	12 +4 Holy
	2

Requires:
- State :
  - ◆Lost if Changes
- Righteousness
  - ◆Removes 3 from AC at creation

- Starts with: , Hero, Angel, Medic 1, Demon Slaying, Channeling 1,2&3, Life 1

Stephanos

	20 +10 Unholy	**Requires:** •Barbarian •AC 59
	3	

•Does not receive Defensive Bonuses
•Starts with: Demon, Command 1,2&3, Fear, Magic Immune, Flying

Teutorix

	180	**Requires:** •Malakim •Blasing Powder
	12	
	2	

•Ignores Building Defenses when Attacking
•+25% Desert Attack & Defense
•Grants 1 additional Vote in the Overcouncil
•Starts with: Hero, Nomad

The Black Wind

	300	**Requires:** •Lanun •Optics
	7	
	4	

•+10 from successful combat
•20% Withdrawal Chance
•Cargospace: 2
•Starts with: Hero, Hidden Nationality

The Mithril Golem

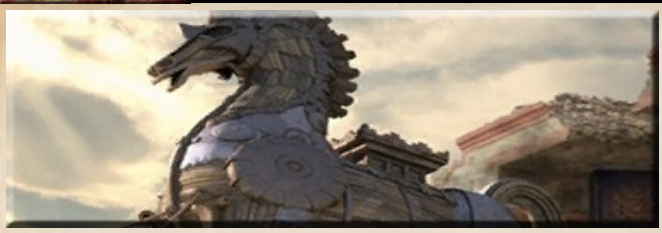
	5,000	**Requires:** •State : ◆Lost if Changes •AC 70 •Mithril Weapons • •Must build in
	25	
	1	

•+60% City Attack
•Starts with: , Golem, Sentry, Divine, Earth 3

The War Machine

	240	**Requires:** •Doviello •Machinery •Siege Workshop
	19	
	3	

•Automatically razes Cities
•Does not receive Defensive Bonuses
•+50% vs Mounted Units
•25% Withdrawal Chance
•Starts with: Hero



Trojan Horse

300	**Requires:**	
9	•Deception	
1		

•Cannot Pillage
•Cannot Attack
•Does not receive Defensive Bonuses
•Can Explore Rival Territory
•Can Bombard City Defenses: 30%
•Cargospace: 4

TumTum

150	**Requires:**	
10	•Barbarian	
3	◆Must be built by the Barbarians, so they need to hold a city long enough to create him	
	•Trade	

•+25% vs Recon Units
•Starts with: Orc, Valor

Valin Phanuel

180	**Requires:**	
6 +2 Holy	•State :	
3	◆Lost if Changes	
	•Orders from Heaven	
	◆Removes 2 from AC at creation	

•Does not receive Defensive Bonuses
•25% Withdrawal Chance
•Starts with: , Hero, Immune to Disease, Demon Slaying

Wilboman

360	**Requires:**	
7	•Illian	
1	•Iron Working	

•Can use Bronze, Iron & Mithril Weapons
•Cannot enter Desert Terrain
•Starts with: Hero, Sentry, Vulnerable to Fire, Immune to Cold

Yersinia

15 +10 Poison +5 Unholy	**Requires:**	
3	•Barbarian	
	•AC 66	

•Automatically razes Cities
•Does not receive Defensive bonuses
•Starts with: Demon, Plague Carrier, Diseased, Fear, Magic Immune, Cannibalize, Flying

Yvain the Woodelf

	240	**Requires:** •State : ◆Lost if Changes •Commune with Nature
	9 +2 Affinity	
	2	

•Cannot Pillage
•+50% vs Animals
•+50% Attack & Defense in Forests
•+100% Attack & Defense in Ancient Forests
•Better Results from Tribal Villages
•Can Move through Impassable Terrain
•Starts with: , Hero, Elemental, Subdue Animals, Channeling 1,2&3, Divine, Nature 1, Life 1

Equipment

Black Mirror

Origin:
•Alazkan the Assassin's Equipment

As Promotion:
•Can Cast: Mirror
◆Casting this creates an Illusionary duplicate of the caster which will last 1 turn.

Crown of Akharien

Origin:
•Crown of Akharien World Wonder

Effect as Promotion:
•Can cast: Drop Crown of Akharien
•Magic Immunity
◆Cannot be the target of any spells, not even beneficial ones like Cure Disease

As Building:
•+2 , & Sage
•+100%

Dragon's Horde

Origin:
•Spawns in city with Acheron

As Promotion:
•Can Cast: Drop Dragon's Horde

As Building:
•Grants Enchanted Blade Promotion to Units on City Tile
•Grants 1 &
•+4
•+8
•+2 Commander

Empty Bier

Origin:
•Donal Lugh's Equipment

As Promotion:
•+ 0/2
•Doubles Fortification Bonus

Gela

Origin:
•Hyborem's Equipment

As Promotion:
•+2 Unholy

Golden Hammer

Origin:
- Luchuirp World Spell spawns 1 in each Luchuirp City

As Promotion:
- +1

As Unit:
- Can be settled in a city as a (by casting Give Hammer to Craftsman)

Healing Salve

Origin:
- Acquired via Event
  - ◆Triggers on any injured Unit

As Promotion:
- Can Cast: Healing Salve
  - ◆Casting this fully heals the unit

Infernal Grimoire

Origin:
- Infernal Grimoire World Wonder

As Promotion:
- Can Cast: Read the Grimoire

As Building:
- +1 Sage

Jade Torc

Origin:
- Acquired via Event
  - ◆Triggers on any unit with Hero Promotion

As Promotion:
- 25% Resistance to Poison
- 25% Resistance to Magic

Nether Blade

Origin:
- Rathus's Equipment

As Promotion:
- +2 Death
- +80% vs Units with Hero Promotion

Orthus's Axe

Origin:
- Orthus's Equipment

As Promotion:
- +1 Fire
- Can attack multiple times per turn

Pieces of Barnaxus

Origin:
- Barnaxus's Equipment

As Promotion:
- Can Cast: Rebuild Barnaxus
  - ◆Can only be cast in a Luchuirp City, by a Luchuirp Unit
  - ◆Resurrects Barnaxus

Rod of Winds

Origin:
- Acquired via Event
  - ◆Triggers on any unit with Hero Promotion

As Promotion:
- +1 Affinity

Scorched Staff

Origin:
- Acquired via Event
  - ◆Triggers on any Civilization with 50 in Treasury
  - ◆Requires

As Promotion:
- +1 Affinity

Staff of Souls

Origin:
- Barbatos's Equipment

As Promotion:
- +1 Affinity

Syliven's Perfect Lyre

Origin:
- Syliven's Perfect Lyre World Wonder

As Promotion:
- Can Cast: Drop Syliven's Lyre

As Building:
- +4
- +100%
- +2 Bard

Buildable

Acolyte (Disciple)

	60
	3
	1

Requires:
- Orders from Heaven
- Temple of The Order

- Cannot Pillage
- Can Spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Confessor
- Crusader

Unit does not go Obsolete

Adept

	90
	3
	1

Requires:
- Knowledge of the Ether
- Mage Guild
  - OR - Doviello

- Can Build Mana Nodes (300% Workrate)
- Starts with: 1 Free Promotion, Channeling 1

Upgrades to:
- Mage

Arcane Barge

	250
	5
	3

Requires:
- Astronomy
- Sorcery

- Cargospace: 1
- Starts with: Fire 2

Archer

	60
	3/5
	1

Requires:
- Archery
- Archery Range

- 1 First Strike
- +25% City Defense
- +25% Hill Defense

Upgrades to:
- Longbowman
- Crossbowman

Arquebus

	180
	10
	1

Requires:
- Blasting Powder
-

- Ignores Building Defense

Assassin

	120
	5/3 +1 Poison
	2

Requires:
- Poisons
- Hunting Lodge

- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- -50% City Attack & Defense
- Can see Invisible Animals
- Starts with: Marksman

Upgrades to:
- Shadow
- Marksman

Axeman

	60
	4
	1

Requires:
- Bronze Working
- Training Yard
  - OR - Doviello

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Champion

Balor (Berserker)

	240
	7/3 +4 Unholy
	1

Requires:
- Infernal
- Rage
- Bear Totem

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Demon, Stigmata, Resist Fire

Battlemaster (Champion)

	150
	6
	1

Requires:
- Doviello
- Iron Working

- +50% Attack & Defense in Tundra
- Allows Axemen on the Tile to Cast: Train Battlemaster
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Immortal
- Berserker
- Phalanx
- Paladin
- Eidolon

Beast of Agares

	120
	11 +5 Unholy
	2

Requires:
- State :
- Malevolent Designs
- Temple of the Veil
  - ◆City Loses 4 Population & Goes into Revolt upon creation unless owned by the Infernal
  - ◆Adds 1 to AC upon creation

- +25% vs Paladins
- Completely heals after defeating a Paladin
- Starts with: , Demon

Beastman (Warrior)

	25
	3
	1

Requires:
- Doviello

- +20% City Attack
- +25% City Defense
- Can use Bronze Weapons

Upgrades to:
- Javelin Thrower
- Axeman

Beastmaster

	240
	14
	2

Requires:
- Animal Mastery
- Grove

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can see Invisible Animals
- Can carry 1 Hawk
- Better results from Tribal Villages
- Starts with: Subdue Animal, Subdue Beasts

Berserker

	240
	11/5
	1

Requires:
- Rage
- Bear Totem

- Does Collateral Damage at 40% Strength
  - ◆Maximum 20% damage on up to 4 units.
- Can use Bronze, Iron & Mithril Weapons

Bison Rider (Knight)

	240
	12
	2

Requires:
- Doviello
- Armored Cavalry
- Hippodrome

- Does not Receive Defensive Bonuses
- Can use Bronze, Iron & Mithril Weapons
- 35% Withdrawal Chance

Bloodpet (Warrior)

	25
	3
	1

Requires:
- Calabim

- +25% City Defense
- Can use Bronze Weapons

Upgrades to:
- Archer
- Moroi

Unit does not go Obsolete

Boar Rider (Horseman)

	120
	5
	3

Requires:
- Khazad
  - OR - Luchuirp
- Stirrups
- Archery
- Stable
-

- 1 First Strike
- Does not receive Defensive Bonuses
- 25% Withdrawal Chance
- Starts with: Dwarven

Upgrades to:
- Chariot

Boarding Party (Champion)

	120
	5
	1

Requires:
- Lanun
- Iron Working
- Sea Haven

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Boarding

Upgrades to:
- Immortal
- Berserker
- Phalanx
- Paladin
- Eidolon

Bone Golem (Immortal)

	360
	13
	1

Requires:
- Luchuirp
- Divine Essence
-

- Immortal
- Starts with: Golem, Cannibalize

Brujah (Berserker)

	240
	11/5
	1

Requires:
- Calabim
- Rage
- Bear Totem

- Does Collateral Damage at 40% Strength
  - ◆Maximum 20% damage on up to 4 units.
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Vampirism, Channeling 1&2, Body 1, Death 1

Camel Archer (Horse Archer)

	120
	6
	3

Requires:
- Malakim
- Stirrups
- Archery
- Stable

- Immune to First Strikes
- 1 First Strike
- Does not Receive Defensive Bonuses
- 35% Withdrawal Chance

Upgrades to:
- Knight

Cannon

	180
	8/6
	1

Requires:
- Blasting Powder
- Siege Workshop
- ◆

- Does Collateral Damage at full Strength
  - ◆Maximum 60% damage on up to 7 units.
- Does not Receive Defensive Bonuses
- Ignores Building Defense
- 25% Withdrawal Chance
- Can Bombard City Defenses 20%

Caravel

	100
	4
	4

Requires:
- Optics

- Cannot Pillage
- Can Explore Rival Territory
- Cargospace: 1
- Starts with: Sentry

Upgrades to:
- Galleon

Catapult

	90
	4/3
	1

Requires:
- Construction
- Siege Workshop

- Does Collateral Damage at full Strength
  - ◆Maximum 50% damage on up to 6 units.
- Does not Receive Defensive Bonuses
- Cannot damage any unit past 75%
- 80% Withdrawal Chance
- Can Bombard City Defenses 15%

Upgrades to:
- Cannon

Centaur (Horseman)

	60
	4
	3

Requires:
- Kuriotates
- Horseback Riding

- +40% vs Archery Units
- 25% Withdrawal Chance
- Can Cast: Sprint

Upgrades to:
- Centaur Archer
- Centaur Charger

Centaur Archer (Horse Archer)

	120
	6
	3

Requires:
- Kuriotates
- Stirrups
- Archery

- Immune to First Strikes
- 35% Withdrawal Chance
- Can Cast: Sprint

Upgrades to:
- Centaur Lancer

Centaur Charger (Chariot)

	120
	5/3
	3

Requires:
- Kuriotates
- Trade
- Construction

- Does not Recieve Defensive Bonuses
- 25% Withdrawal Chance
- Can use Bronze, Iron & Mithril Weapons
- Can Cast: Sprint

Upgrades to:
- Centaur Guard

Centaur Guard (War Chariot)

	240
	12/9
	3

Requires:
- Kuriotates
- Warhorses
- Hippodrome

- Does not Recieve Defensive Bonuses
- 25% Withdrawal Chance
- +50% vs Archery Units
- Can use Bronze, Iron & Mithril Weapons
- Can Cast: Sprint

Centaur Lancer (Knight)

	240
	11/9
	3

Requires:
- Kuriotates
- Armored Cavalry
- Hippodrome

- 35% Withdrawal Chance
- Can use Bronze, Iron & Mithril Weapons
- Can Cast: Sprint

Champion

	120
	6
	1

Requires:
- Iron Working
- Training Yard

- +25% vs Melee Units
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Immortal
- Berserker
- Phalanx
- Paladin
- Eidolon

Chanter (Assassin)

	120
	5/3 +1 Poison
	2

Requires:
- Amurite
- Poisons
- Hunting Lodge

- Cannot Pillage
- Immune to First Strikes
- 1 First Strike
- -50% City Attack & Defense
- Can see Invisible Animals
- Can cast: Escape
- Starts with: Marksman

Upgrades to:
- Shadow
- Marksman

Chariot

	120
	5/3
	3

Requires:
- Trade
- Construction
- Siege Workshop
-

- Does not Receive Defensive Bonuses
- Can use Bronze, Iron & Mithril Weapons
- 25% Withdrawal Chance

Upgrades to:
- War Chariot

Clockwork Golem (Berserker)

	360
	15/9
	1

Requires:
- Luchuirp
- Machinery
- Machinist's Shop

- Does Collateral Damage at 40% Strength
  - ◆Maximum 20% damage on up to 4 units.
- Starts with: Golem

Confessor (Priest)

	120
	4 +1 Holy
	1

Requires:
- State :
- Priesthood
- Temple of The Order

- Cannot Pillage
- Can Cast: Cure Disease, Bless, Found Temple of The Order
- Starts with: , Medic 1&2, Channeling 2, Divine, Spirit Guide

Upgrades to:
- Prior
- Paladin
- Druid
- Eidolon

Courtesan (Shadow)

	240
	8/7 +2 Poison
	1

Requires:
- Balseraph
- City :
- Guilds

- Cannot Pillage
- Immune to First Strikes
- 1 First Strike
- -25% City Attack & Defence
- 25% Chance to create a Slave from Combat
- Can see Invisible Animals
- Can Explore Rival Territory
- Can view Rival City Details
- Starts with: , Marksman, Invisible

Crossbowman

	240
	9/13
	1

Requires:
- Machinery
- Bowyer

- 1 First Strike
- +25% City Defense
- +25% Hill Defense
- Can use Bronze & Iron Weapons

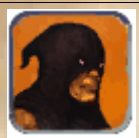
Crusader

	120
	6 +1 Holy
	1

Requires:
- State :
- Fanaticism
- Temple of The Order
- , OR

- Starts with: , Medic 1, Immune to Disease, Demon Slaying

Cultist (Priest)



	120
	5
	1

Requires:
- State :
- Priesthood
- Temple of the Overlords

- Cannot Pillage
- Can Cast: Cure Disease, Tsunami, Found Temple of the Overlords
- Starts with: , Medic 1&2, Channeling 2, Divine, Water Walking

Upgrades to:
- Speaker
- Paladin
- Druid
- Eidolon

Death Knight (Knight)

	240
	8/6 +2 Death +2 Unholy
	3

Requires:
- Infernal
- Armored Cavalry
- Hippodrome
-

- Does not Receive Defensive Bonuses
- Can use Bronze, Iron & Mithril Weapons
- 35% Withdrawal Rate
- Starts with: Demon, Channeling 1&2, Death 1

Demagog

	60
	5
	1

Requires:
- Bannor
- Crusade
  - ◆Lost if Civic is Changed
- Iron Working
- Barracks

- No Support Cost
- +25% vs Melee Units
- Can use Bronze, Iron & Mithril Weapons

Devout (Assassin)

	120
	5
	2

Requires:
- Elohim
- Poisons
- Hunting Lodge

- Cannot Pillage
- -50% City Attack & Defense
- Can see Invisible Animals
- Can explore Rival Territory
- Starts with: Channeling 1, Life 1

Upgrades to:
- Shadow
- Stonewarden
- Confessor
- Priest of Leaves

Disciple of Leaves

	60
	3
	1

Requires:
- Way of the Forests
- Temple of Leaves

- Cannot Pillage
- Can spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Priest of Leaves
- Ranger

Unit does not go Obsolete

Diseased Corpse

	90
	4 +2 Death
	1

Requires:
- State :
- Corruption of Spirit

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Undead, Diseased

Upgrades to:
- Eidolon

Dragon Slayer (Champion)

	120
	6
	1

Requires:
- Grigori
- Iron Working
- Training Yard

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Dragon Slaying, Courage

Upgrades to:
- Immortal
- Berserker
- Luonnotar
- Phalanx
- Paladin
- Eidolon

Drown

	90
	3 +1 Unholy
	1

Requires:
- State :
- Message from the Deep

- Can use Bronze, Iron & Mithril Weapons
- Cannot enter Oceans
- Starts with: , Undead, Water Walking, Vulnerable to Fire

Upgrades to:
- Stygian Guard

Druid

	240
	8 +1 Affinity
	2

Requires:
- Alignment: Neutral
- Commune with Nature
- Grove

- Cannot Pillage
- +50% vs Animals
- -20% City Attack
- Can move through Impassable Terrain
- Can carry 1 Hawk
- Better results from Tribal Villages
- Can cast: Entangle
- Starts with: Medic 1, Subdue Animals, Channeling 1,2&3, Nature 1

Dwarven Cannon (Cannon)

	180
	10/7
	1

Requires:
- Khazad
- Blasting Powder
- Siege Workshop
-

- Does Collateral Damage at full Strength
  - ◆Maximum 60% damage on up to 7 units
- Does not Receive Defensive Bonuses
- Ignores Building Defense
- 25% Withdrawal Chance
- Can Bombar City Defenses 30%

Dwarven Druid (Druid)

	240
	8 +1 Affinity
	2

Requires:
- Khazad
  - OR - Luchuirp
- Alignment: Neutral
- Commune with Nature
- Grove

- Cannot Pillage
- +50% vs Animals
- -20% City Attack
- Can move through Impassable Terrain
- Can carry 1 Hawk
- Better results from Tribal Villages
- Can cast: Crush
- Starts with: Dwarven, Medic 1, Subdue Animals, Channeling 1,2&3, Earth 1

Dwarven Shadow (Shadow)

	240
	8/7 +1 Poison
	2

Requires:
- Khazad
  - OR - Luchuirp
- City :
- Guilds

- Does Collateral Damage at 40% Strength
  - ◆Maximum 50% damage on up to 2 units
- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- -25% City Attack & Defense
- Can see Invisible Animals
- Can explore Rival Territory
- Can view Rival City Details
- Starts with: , Dwarven, Marksman, Invisible

Dwarven Slinger (Archer)

	60
	3/5
	1

Requires:
- Khazad
  - OR - Luchuirp
- Archery
- Archery Range

- 1 First Strike
- +25% City Defense
- +25% Hills Defense
- Starts with: Dwarven

Upgrades to:
- Crossbowman

Ecclesiastic (Disciple)

	60
	3
	1

Requires:
- Honor
- Temple of the Empyrean

- Cannot Pillage
- Can Spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Vicar

Unit does not go Obsolete

Eidolon

	240
	11 + 4 Unholy
	1

Requires:
- Alignment: Evil
- Malevolent Designs
- OR
  - ◆Adds 1 to AC at creation

- Starts with: Demon, March

Fawn

	90
	4
	2

Requires:
- State :
- Way of the Forests

- Cannot Pillage
- Can see Invisible Animals
- Starts with: , Woodsman 1

Upgrades to:
- Satyr

Firebow (Longbowman)

	120
	5/4
	1

Requires:
- Amurite
- Bowyers
- Archery Range

- Can use Bronze & Iron Weapons
- 1 First Strike
- +25% City Defense
- +25% Hill Defense
- Starts with: Channeling 2, Fire 1

Upgrades to:
- Crossbowman
- Marksman
- Arquebus

Flagbearer

	120
	5
	1

Requires:
- Bannor
- Crusade
- Fanaticism

- Can use Bronze, Iron & Mithril Weapons
- Can Cast: Morale
- Starts with: Morale

Flurry (Crossbowman)

	240
	12
	2

Requires:
- Ljosalfar
- Machinery
- Bowyer

- Can use Bronze & Iron Weapons
- 1 First Strike
- Starts with: Blitz

Freak

	60
	3
	1

Requires:
- Balseraph
- Festivals

Unit does not go Obsolete

- Can Sacrifice in Cities to Construct a Freak Show
- Starts Mutated

Upgrades to:
- Archer
- Swordsman
- Hunter

Frigate

	150
	7
	3

Requires:
- Optics
- OR

- Cargospace: 2
- Can Bombard City Defenses 20%

Upgrades to:
- Man O'War
- Queen of the Line

Fyrdwell (Horse Archer)

	120
	6
	3

Requires:
- Ljosalfar
- Stirrups
- Archery
- Stable
-

- Does not Receive Defensive Bonuses
- Immune to First Strikes
- 1 First Strike
- 35% Withdrawal Chance
- Starts with: Elven

Upgrades to:
- Knight

Galleon

	150
	6
	3

Requires:
- Astronomy
- OR

- Cargospace: 3

Galley

	50
	3
	3

Requires:
- Sailing

- Cannot Enter Oceans
- Can Explore Rival Territory
- Starts with: Sentry

Upgrades to:
- Caravel
- Privateer
- Frigate

Gargoyle (Longbowman)

	180
	8
	1

Requires:
- Luchuirp
- Engineering
- Sculptor's Studio

- +25% Production Speed with

- +25% City Defense
- Starts with: Golem, Defensive

Ghost (Assassin)

	120
	5/3 +1 Poison
	2

Requires:
- Sidar
- Poisons
- Hunting Lodge

- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- -50% City Attack & Defense
- +25% Attack & Defense in Tundra & Snow
- Can See Invisible Animals
- Starts with: Marksman, Hidden, Stealth

Upgrades to:
- Shadow
- Marksman

Goblin (Scout)

	15
	2
	1

Requires:
- Clan of Embers

- Cannot Pillage
- +50% vs Animals
- Can see Invisible Animals
- Better Results from Tribal Villages
- Starts with: Orcish

Upgrades to:
- Wolf Rider
- Automatically Upgrades after combat with a Wolf or Wolf Pack

Grigori Medic

	180
	4
	1

Requires:
- Grigori
- Medicine
- Infirmary

- Cannot Pillage
- Can use Bronze, Iron & Mithril Weapons
- Can Explore Rival Territory
- Can Cast: Cure Disease, Heal
- Starts with: Divine, Medic 1, Channeling 2&3

Upgrades to:
- Luonnotar

Harlequin (Ranger)

	150
	6
	2

Requires:
- Balseraph
- Animal Handling
- Carnival

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can see Invisible Animals
- Better Results from Tribal Villages
- 25% Withdrawal Chance
- Starts with: Subdue Animal, Channeling 1&2, Chaos 1, Mind 1

Upgrades to:
- Beastmaster
- Druid

Hawk

	20

Requires:
- Hunting
- Hunting Lodge

Not Considered Military Production

- Recon Range: 3
- Can see Invisible Units
- Starts with: Flying

Hellhound (Hunter)

	60
	4/3 +1 Unholy
	2

Requires:
- Infernal
- Hunting
- Hunting Lodge

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can carry 1 Hawk
- Can see Invisible Animals
- Better Results from Tribal Villages

Upgrades to:
- Ranger
- Assassin

Hornguard (Knight)

	240
	12/10
	2

Requires:
- Khazad
  - OR - Luchuirp
- Armored Cavalry
- Hippodrome

- Does not Receive Defensive Bonuses
- Can use Bronze, Iron & Mithril Weapons
- 35% Withdrawal Chance
- Starts with: Dwarven

Horse Archer

	120
	6
	3

Requires:
- Stirrups
- Archery
- Stable
-

- Does not Receive Defensive Bonuses
- Immune to First Strike
- 1 First Strike
- 35% Withdrawal Chance

Upgrades to:
- Knight

Horseman

	60
	4
	3

Requires:
- Horseback Riding
- Stable
-

- Does not Receive Defensive Bonuses
- 1 First Strike
- +40% vs Archers
- 25% Withdrawal Chance

Upgrades to:
- Horse Archer
- Chariot

Hunter

	60
	4
	2

Requires:
- Hunting
- Hunting Lodge

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can carry 1 Hawk
- Can see Invisible Animals
- Better Results from Tribal Villages

Upgrades to:
- Ranger
- Assassin

Imp (Adept)

	90
	3 +1 Unholy
	1

Requires:
- Infernal
- Knowledge of the Ether
- Mage Guild

- No Military Support Cost
- Can Build Mana Nodes (300% Workrate)
- Starts with: 1 Free Promotion, Demon, Resist Fire, Channeling 1

Upgrades to:
- Mage

Iron Golem (Champion)

	180
	10
	1

Requires:
- Luchuirp
- Iron Working
- OR

- Starts with: Golem

Javelin Thrower (Archer)

	90
	4
	1

Requires:
- Doviello
  - OR - Illian
- Archery

- 1 First Strike
- +25% City Defense
- +25% Hill Defense

Upgrades to:
- Longbowman
- Crossbowman

Knight

	240
	11/9
	3

Requires:
- Armored Cavalry
- Hippodrome
-

- Does not Receive Defensive Bonuses
- Can use Bronze, Iron & Mithril Weapons
- 35% Withdrawal Chance

Lightbringer

	60
	2
	1

Requires:
- Malakim

- Cannot Pillage
- Starts with: Sentry

Upgrades to:
- Disciple of Leaves
- Zealot
- Thane of Kilmorph
- Savant
- Acolyte
- Ecclesiastic

Lizardman (Hunter)

	60
	4
	2

Requires:
- Clan of Embers
- Hunting
- Hunting Lodge

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can carry 1 Hawk
- Can see Invisible Animals
- Better Results from Tribal Villages

Upgrades to:
- Ranger
- Assassin

Longbowman

	120
	5/6
	1

Requires:
- Bowyers
- Archery Range
  - OR - Doviello

- 1 First Strike
- +25% City Defense
- +25% Hill Defense
- Can Use Bronze & Iron Weapons

Upgrades to:
- Crossbowman
- Marksman
- Arquebus

Lunatic

	120
	6/4
	1

Requires:
- Mind Stapling
- Asylum

- Does not Receive Defensive Bonuses
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Crazed, Enraged

Upgrades to:
- Berserker

Man O'War

	225
	9
	5

Requires:
- Astronomy
-

- Cargospace: 2
- Can Bombard City Defenses 20%

Mimic (Champion)

	120
	5
	1

Requires:
- Balseraph
- Iron Working
- Arena

- Steals 1 Random Promotion during Combat
  - ◆Cannot steal Racial & Weapon Promotions, Channeling 3 or Divine
- +25% vs Melee Units
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Immortal
- Berserker
- Phalanx
- Paladin
- Eidolon

Monk

	120
	6
	2

Requires:
- Elohim
- Priesthood

- Cannot Pillage
- Starts with: Medic 1, Demon Slaying

Moroi (Axeman)

	60
	4
	1

Requires:
- Calabim
- Bronze Working
- Training Yard

- +10% City Attack
- Can be the recipient of Gift Vampirism at Level 4 instead of the normal Level 6
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Vampire

Mud Golem (Worker)

	100
	0/2
	2

Requires:
- Luchuirp

- Does not Use for Production
- Not Considered Military Production

- Cannot Pillage
- Can Build Improvements (150% Workrate)
- Starts with: Golem

Myconid (Beastmaster)

	240
	14
	2

Requires:
- Khazad
- Animal Mastery
- Grove

- Cannot Pillage
- -20% City Attack
- Can see Invisible Animals
- Better Results from Tribal Villages
- Can Cast: Spores

Nightwatch

	120
	3 +2 Poison
	1

Requires:
- State :
- Bowyers

- 1 First Strike
- Can use Bronze & Iron Weapons
- Starts with: , Hidden Nationality

Upgrades to:
- Assassin
- Shadowrider

Nullstone Golem

	240
	13
	1

Requires:
- Luchuirp
- Mithril Weapons
- Weaponsmith

+25% Production Speed with

- Starts with: Golem, Magic Immune

Nyxkin (Horse Archer)

	120
	6
	3

Requires:
- Svartalfar
- Stirrups
- Archery
- Stable

- Does not Receive Defensive Bonuses
- Immune to First Strikes
- 1 First Strike
- 35% Withdrawal Chance
- Starts with: Elven

Upgrades to:
- Knight

Ogre (Horse Archer)

	150
	8
	2

Requires:
- Clan of Embers
- Stirrups
- Training Yard

- Starts with: Orcish

Upgrades to:
- Ogre Warchief
- Stoneskin Ogre

Ogre Warchief (Knight)

	300
	13/11
	2

Requires:
- Clan of Embers
- Armored Cavalry
- Hippodrome

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Orcish

Paladin

	240
	11 +3 Holy
	1

Requires:
- Alignment: Good
- Righteousness
- OR

- Starts with: Medic 1, Courage, Demon Slaying, Immune to Disease

Paramander

	120
	7
	1

Requires:
- State :
- Fanaticism
- Temple of Kilmorph
-

- Starts with: , Medic 1, Demon Slaying

Upgrades to:
- Paladin

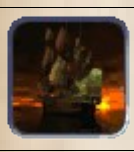
Phalanx

	240
	12
	1

Requires:
- Mithril Weapons
- Weaponsmith

- +25% City Attack
- Can use Bronze, Iron & Mithril Weapons

Pirate (Privateer)



	100
	5
	4

Requires:
- Lanun
- Optics
- , OR

- +10 from Combat
- 20% Withdrawal Chance
- Cargospace: 1
- Starts with: Hidden Nationality

Priest of Leaves

	120
	5
	1

Requires:
- State :
- Priesthood
- Temple of Leaves

- Cannot Pillage
- Can Cast: Cure Disease, Bloom, Summon Tiger, Found Temple of Leaves
- Starts with: , Medic 1&2, Channeling 2, Divine

Upgrades to:
- High Priest of Leaves
- Paladin
- Druid
- Eidolon

Privateer

	100
	5
	4

Requires:
- Optics
- , OR

- Cagrospace: 1
- 20% Withdrawal Chance
- Starts with: Hidden Nationality

Pyre Zombie (Axeman)

	60
	3 +1 Fire
	1

Requires:
- Sheaim
- Bronze Working

- +10% City Attack
- Explodes upon Death
  - Damages all surrounding Tiles ~10% Fire Damage
  - Will damage your own Units (but not Units on the Same Tile)
  - If Death happens while Attacking, Effect is centered on the Tile attacked from
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Undead, Fire Resistance

Queen of the Line

	225
	5
	3

Requires:
- Astronomy
- Engineering
- Shipyard
- OR

- Cargospace: 6

Radiant Guard

	90
	4
	1

Requires:
- State :
- Honor

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons
- Can see Invisible Units
- Starts with: , Sun 2

Upgrades to:
- Champion
- Ratha

Ranger

	150
	7
	2

Requires:
- Animal Handling
- Hunting Lodge

- Cannot Pillage
- -20% City Attack
- +50% vs Animals
- Can see Invisible Animals
- Can carry 1 Hawk
- Better Results from Tribal Villages
- Starts with: Subdue Animal

Upgrades to:
- Beastmaster
- Druid

Ratha

	180
	5/3
	3

Requires:
- State :
- Trade
- Construction
-

- Does not Receive Defensive Bonuses
- +50% vs Recon
- Can use Bronze, Iron & Mithril Weapons
- Can see Invisible Units
- 25% Withdrawal Chance
- Starts with: , Sun 2

Upgrades to:
- War Chariot

Ritualist (Priest)

	120
	4 +1 Unholy
	1

Requires:
- State :
- Priesthood
- Temple of the Veil

- Cannot Pillage
- Can Cast: Cure Disease, Ring of Flames, Found Temple of the Veil
- Starts with: , Medic 1&2, Channeling 2, Divine, Unholy Taint

Upgrades to:
- Profane
- Paladin
- Druid
- Eidolon

Royal Guard

	180
	4/8
	3

Requires:
- Aristocracy
  - ◆Lost if Civic is Changed
- Feudalism
-

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Guardsman, Spirit 2

Upgrades to:
- War Chariot

Savant (Disciple)

	60
	2
	1

Requires:
- Corruption of Spirit
- Temple of the Veil

- Cannot Pillage
- Can spread
- Can Sacrifice for 15
- Starts with: , Medic 1

Upgrades to:
- Ritualist
- Mage

Unit does not go Obsolete

Scout

	25
	2
	2

- Cannot Pillage
- +50% vs Animals
- Can see Invisible Animals
- Better Results from Trival Villages

Upgrades to:
- Hunter
- Horseman

Settler

	120
	2

- Not Considered Military Production

- Can Found New Cities & Settlements

Shadow

	240
	8/7 +2 Poison
	2

Requires:
- City :
- Guilds

- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- -25% City Attack & Defense
- Can see Invisible Animals
- Can explore Rival Territory
- Can view Rival City Details
- Starts with: , Marksman, Invisible

Shadowrider

	240
	9 +2 Poison +1 Affinity
	3

Requires:
- State :
  - ◆Lost if Changes
- Armored Cavalry
-

- Does not Receive Defensive Bonuses
- Ignores Building Defense
- Can use Bronze, Iron & Mithril Weapons
- 35% Withdrawal Chance
- Starts with: , Hidden Nationality

Soldier of Kilmorph

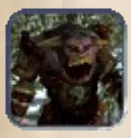
	90
	4
	1

Requires:
- State :
- Way of the Earthmother

- Can use Bronze, Iron & Mithril Weapons
- Can sacrifice for 45
- Starts with: , Dwarven

Upgrades to:
- Paramander

Stoneskin Ogre (War Chariot)



	300
	13/17
	2

Requires:
- Clan of Embers
- Warhorses
- Hippodrome

- +50% vs Mounted
- Starts with: Orcish, Stoneskin

Stonewarden (Priest)

	120
	5
	1

Requires:
- State :
- Priesthood
- Temple of Kilmorph

- Cannot Pillage
- Can Cast: Cure Disease, Shield of Faith, Found Temple of Kilmorph
- Starts with: , Medic 1&2, Channeling 2, Divine

Upgrades to:
- Runekeeper
- Paladin
- Druid
- Eidolon

Stygian Guard

	120
	5 +2 Unholy
	1

Requires:
- State :
- Fanaticism
- Temple of the Overlords

- Can use Bronze, Iron & Mithril Weapons
- Starts with: , Demon, March, Water Walking

Upgrades to:
- Eidolon

Swordsman (Axeman)

	60
	4
	1

Requires:
- Various Civilizations
- Bronze Working
- Training Yard

- +10% City Attack
- Can use Bronze, Iron & Mithril Weapons

Upgrades to:
- Champion

Taskmaster (Assassin)

	120
	5/3 +1 Poison
	2

Requires:
- Balseraph
- Poisons
- Hunting Lodge

- Cannot Pillage
- -50% City Attack & Defense
- 25% Chance to create a Slave in Combat
- Can see Invisible Animals
- Starts with: Marksman

Upgrades to:
- Courtesan
- Marksman

Thane of Kilmorph (Disciple)

	60
	3
	1

Requires:
- Way of the Earthmother
- Temple of Kilmorph

- Cannot Pillage
- Can spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Stonewarden
- Paramander

Unit does not go Obsolete

Trebuchet (Catapult)

	90
	6/4
	1

Requires:
- Khazad
- Construction
- Siege Workshop

- Does Collateral Damage at full Strength
  - ◆Maximum 70% damage on up to 6 units
- Cannot Damage any Unit beyond 75%
- Does not Receive Defensive Bonuses
- 80% Withdrawal Chance
- Can Bombard City Defenses 25%

Upgrades to:
- Dwarven Cannon

Trireme

	75
	5
	2

Requires:
- Sailing
- Bronze Working
-

- Cannot enter Ocean
- 20% Withdrawal Chance
- Cargospace: 1

Upgrades to:
- Privateer
- Frigate

Vampire (Champion)

	180
	5
	1

Requires:
- Calabim
- Feudalism
- Governor's Manor

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Vampirism, Channeling 1&2, Body 1, Death 1

Upgrades to:
- Vampire Lord
- Brujah
- Paladin
- Eidolon

Vicar (Priest)

	120
	4 +1 Holy
	1

Requires:
- State :
- Priesthood
- Temple of the Empyrean

- Cannot Pillage
- Can Cast: Cure Disease, Revelation, Found Temple of the Empyrean
- Starts with: , Medic 1&2, Channeling 2, Divine

Upgrades to:
- Luridus
- Paladin
- Druid
- Eidolon

War Chariot

	240
	12/9
	3

Requires:
- Warhorses
- Hippodrome
-

- Does not Receive Defensive Bonuses
- +50% vs Archers
- Can use Bronze, Iron & Mithril Weapons
- 25% Withdrawal Chance

War Tortoise (War Chariot)

	240
	15
	1

Requires:
- Lanun
- Warhorses
- Hippodrome

- Does not Receive Defensive Bonuses
- +50% vs Mounted
- Starts with: Water Walking

Warrior

	25
	3
	1

- +25% City Defense
- Can use Bronze Weapons

Upgrades to:
- Archer
- Axeman

Wolf Rider (Horseman)

	60
	4
	3

Requires:
- Clan of Embers
- Horseback Riding

- Does not Receive Defensive Bonuses
- +40% vs Archers
- 10% Withdrawal Chance
- Starts with: Orcish

Upgrades to:
- Chariot

Wood Golem (Axeman)

	90
	6
	1

Requires:
- Luchuirp
- Construction
- Sculptor's Studio

- Starts with: Golem, Vulnerable to Fire

Workboat

	30
	2

Requires:
- Fishing

- Cannot Pillage
- Cannot Enter Oceans
- Can Build Improvements (100% Workrate)

Worker

	75
	2

- Not Considered Military Production

- Cannot Pillage
- Can Build Improvements (100% Workrate)

Zealot (Disciple)

	60
	3
	1

Requires:
- Message from the Deep
- Temple of the Overlords

- Cannot Pillage
- Can spread
- Can Sacrifice for 20
- Starts with: , Medic 1

Upgrades to:
- Cultist
- Stygian Guard

Unit does not go Obsolete

Unbuildable

Adventurer

2 / 1

Requires:
- Grigori
- Generated by

- Starts with: Hero

Upgrades to:
- Warrior
- Scout
- Adept

Air Elemental

5 +2 Lightning +1 Affinity / 2

Requires:
- Summoned by the spell Summon Air Elemental

- Generates a Lightning Elemental after Combat
- Starts with: Elemental, Flying, Sentry 1&2, Immune to Lightning

Angel

4 +2 Holy / 1

Requires:
- Mercurian
- Granted upon death of a unit with , OR
  - OR - Granted upon razing of a city belonging to a Good Civilization

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Angel

Upgrades to:
- Valkyrie
- Seraph
- Herald
- Ophanim
- Repentant Angel
- Angel of Death

Angel of Death

8/6 +3 Holy / 2

Requires:
- Mercurian
- Guilds
- Level 4 Angel

- Cannot Pillage
- Immune to First Strike
- 1 First Strike
- Reduces Population in Cities it attacks by 1
- Can see Invisible Animals
- Can Explore Rival Territory
- Can view Rival City Details
- Can use Bronze, Iron & Mithril Weapons
- Starts with: Angel, Marksman, Vile Touch, Invisible

Archmage

5 / 1

Requires:
- Strength of Will
-
- Level 6 Unit

- Can Build Mana Nodes (400% Workrate)
- Starts with: 1 Free Promotion, Channeling 1,2&3

Aurealis

6 +2 Affinity / 1

Requires:
- Summoned by the spell Summon Aurealis

- Starts with: Elemental

Azer

3 +6 Fire / 1

Requires:
- Spawned by an Event
  - ◆Requires Elementalism
  - ◆Triggered in an empty Desert or Plains Tile within Cultural Boundaries

- Cannot Pillage
- Explodes on Death
- Triggers fires in tiles it passes through
- Starts with: Elemental, Flying, Immune to Fire

Baby Spider

2 +1 Poison / 1

Requires:
- 5% Chance to appear from victorious battle by a Giant Spider

- Cannot Pillage
- Does not Receive Defensive Bonuses
- -25% City Attack
- Can see Invisible Animals

Upgrades to:
- 20% Chance to become a Giant Spider after Combat

Battering Ram

1 / 1

Requires:
- Created by the spell: Create Battering Ram

- Does not Receive Defensive Bonuses
- Can Bombard City Defenses 25%

Bear

	5
	1

Requires:
- Spawns in Forests & Ancient Forests

- Cannot Pillage
- Does not Receive Defensive Bonuses
- -25% City Attack
- Can Cast: Create Den
- Can create Dancing Bear in a city

Blooded Werewolf

	8
	2

Requires:
- Upgrade of a Ravenous Werewolf after winning Combat

- 10% Chance to create a Ravenous Werewolf in Combat
- Starts with: Werewolf

Upgrades to:
- 5% Chance to become a Greater Werewolf after Combat

Chaos Marauder

	4
	1

Requires:
- Sheaim
- Planar Gate
- Carnival

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Demon

Djinn

	1 +1 Affinity to all Mana
	2

Requires:
- Summoned by the spell Summon Djinn

- Starts with: Elemental

Earth Elemental

	11 +1 Affinity
	1

Requires:
- Summoned by the spell Summon Earth Elemental

- Starts with: Elemental

Eater of Dreams (Archmage)

	5
	1

Requires:
- Sheaim
- Strength of Will
-
- Level 6 Mage

- Can cast: Consume Soul
- Can Build Mana Nodes (400% Workrate)
- Starts with: 1 Free Promotion, Channeling 1,2&3

Elephant

	8
	1

Requires:
- Spawns in Grassland & Plains

- Cannot Attack
- Cannot Pillage
- Does not Receive Defensive Bonuses
- -25% City Attack

Upgrades to:
- War Elephant

Fire Elemental

	6 +3 Fire +1 Affinity
	2

Requires:
- Summoned by the spell Summon Fire Elemental

- Cannot enter Snow Tiles
- Does Collateral Damage at 50% Strength
  - ◆Maximum 30% damage on up to 4 units
- Starts with: Elemental, Immune to Fire

Fireball

	0 +4 Fire
	1

Requires:
- Created by the spell Fireball

- Does Collateral Damage at Half Strength
  - ◆Maximum 30% damage on up to 4 units
- Cannot Pillage
- Immune to First Strike
- Can Bombar City Defenses: 10%
- Explodes on Death
- Starts with: Elemental, Flying, Immune to Fire

Flesh Golem

	6
	1

Requires:
- Created by the spell Graft Flesh
  - ◆Casting Spell Consumes 2 Units

- Units on the same tile may cast: Add to Flesh Golem
- Starts with: Golem

Floating Eye

Requires:
•Created by the spell: Floating Eye

•Recon Range: 4
•Can see Invisible Units

Frostling

2 +1 Cold	
1	

Requires:
•Spawned by an Event
◆Triggered in an empty Snow or Tundra Tile within Cultural Boundaries

•Can see Invisible Animals
•Better Results from Tribal Villages
•Starts with: Winterborn

Giant Spider

4 +1 Poison	
1	

Requires:
•Spawns in Jungles, Forests & Ancient Forests

•1 First Strike
•-25% City Attack
•5% Chance to create a Baby Spider from Combat
•Cannot Pillage
•Invisible Animal
•Can see Invisible Animals
•Can create Spider Pen in Cities

Giant Tortoise

4/7	
1	

Requires:
•Spawns in Oceans

•Cannot Pillage
•Does not Receive Defensive Bonuses

Gorilla

4	
1	

Requires:
•Spawns in Jungles

•Cannot Pillage
•Does not Receive Defensive Bonuses
•-25% City Attack
•Can create Gorilla Cage in Cities

Great Bard

2	

Requires:
•Generated by

•Cannot Pillage
•Can settle in City as a
•Can Sacrifice for 4000 in a City
•Can Sacrifice for 1000 (+2 per population of City)
◆Will research the first item available for research on the Bulbing List
•Can create Song of Autumn in

Great Commander

2	

Requires:
•Generated by

•Cannot Pillage
•Can create a Command Post in Cities
•Allows units in same Tile to Cast: Join Commander
•Starts with: Recruiter

Great Engineer

2	

Requires:
•Generated by

•Cannot Pillage
•Can settle in City as a
•Can sacrifice for 500 (+20 per population of City)
•Can Sacrifice for 1000 (+2 per population of City)
◆Will research the first item available for research on the Bulbing List

Great Merchant

2	

Requires:
•Generated by

•Cannot Pillage
•Can explore Rival Territory
•Can settle in City as a
•Can Sacrifice for 500 (+200 per population of City)
•Can Sacrifice for 1000 (+2 per population of City)
◆Will research the first item available for research on the Bulbing List
•Can create Nox Noctis in

Great Prophet

	2		**Requires:** •Generated by

•Cannot Pillage
•Can settle in City as a
•Can Sacrifice for 1000 (+2 per population of City)
◆Will research the first item available for research on the Bulbing List
•Can create the Altars of Luonnotar
◆Altar of the Luonnotar may be built in any city by a Good or Neutral Civilization
◆Each following level must be built in the same city as the initial Altar
◆Cannot use a Great Prophet to build the Altar of Luonnotar (Final)
•Can build Code of Junil, Tablets of Bambur, Necronomicon, Nox Noctis, Song of Autumn, Stigmata on the Unborn & Dies Diei in the respective Holy Cities.

Great Sage

	2		**Requires:** •Generated by

•Cannot Pillage
•Can settle in City as a
•Can Sacrifice for 1500 (+3 per population of City)
◆Will research the first item available for research on the Bulbing List
•Can create Stigmata on the Unborn in
•Can create Academy in Cities

Greater Werewolf

	11		**Requires:** •5% Chance to Upgrade from a Blooded Werewolf in Combat
	3		

•15% Chance to create a Ravenous Werewolf from Combat
•Starts with: Werewolf

Griffon

	4		**Requires:** •Spawns in Grassland & Plains
	1		

•Cannot Pillage
•+50% vs Mounted
•Starts with: Flying

Guardian Vines

	9		**Requires:** •Available through Events

•Cannot Pillage

Herald

	14		**Requires:** •Mercurian •Animal Mastery •Level 4 Angel
	2		

•Cannot Pillage
•-20% City Attack
•+50% vs Animals
•Can see Invisible Animals
•Can carry 1 Hawk
•Better Results from Tribal Villages
•Can move through Impassable Terrain
•Can Cast: Herald's Call
•Can Use Bronze, Iron & Mithril Weapons
•Starts with: Angel, Subdue Animal

High Priest of Leaves

	8		**Requires:** •State : ◆Lost if is Changed •Theology • •Level 6 Priest of Leaves
	1		

•Cannot Pillage
•Can Cast: Cure Disease, Heal, Bloom, Summon Tiger, Summon Treant
•Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Hill Giant

	7		**Requires:** •Spawns in Deserts
	1		

•Does not Receive Defensive Bonuses
•Can Bombard City Defenses: 15%
•Starts with: Sentry

Host of the Einherjar

	3 +2 Holy		**Requires:** •Summoned by the spell Summon Host of the Einherjar
	1		

•Duration extended by winning Combat
•Cannot Pillage
•Starts with: Angel

Illusionist (Mage)

	4
	1

Requires:
- Svartalfar
- Sorcery
- Level 4 Adept

- Can Build Mana Nodes (300% Workrate)
- Starts with: 1 Free Promotion, Channeling 1&2, Illusionist

Upgrades to:
- Archmage

Immortal

	9
	1

Requires:
- Divine Essence
- Level 6 Unit

- Immortal
- Can use Bronze, Iron & Mithril Weapons

Ira

	8 +4 Unholy
	2

Requires:
- Summoned by the spell: Ira Unleashed

- Gains 1 after each Battle, to a maximum of 32
- Starts with: Demon, Water Walking, Cannibalize

Kraken

	13
	4

Requires:
- Summoned by the spell: Summon Kraken

- Starts with: Stealth

Lich

	5 +2 Death
	1

Requires:
- Created from Unit that casts Lichdom

- Can Build Mana Nodes (400% Workrate)
- Starts with: Undead

Lightning Elemental

	0 +3 Lightning
	2

Requires:
- Spawns in Combat from Air Elementals

- Cannot Pillage
- Does not Receive Defensive Bonuses
- Heals 50% of current damage after combat
- Starts with: Elemental, Blitz, Immune to Lightning

Lion

	3
	1

Requires:
- Spawns in Grassland, Plains & Desert

- Cannot Pillage
- Does not Receive Defensive Bonuses
- -25% City Attack
- Can create Lion Cage in Cities

Upgrades to:
- 10% Chance to become a Lion Pride after Combat

Lion Pride

	4
	1

Requires:
- Upgrade of a Lion after winning Combat

- Cannot Pillage
- Does not Receive Defensive Bonuses
- -25% City Attack
- Can create Lion Cage in Cities
- Can Cast: Create Den

Loki's Puppet

	2
	1

Requires:
- Balseraphs

- Cannot Pillage
- Can Explore Rival Territory
- Automatically Withdraws before Death
  - ◆Note: Cannot Withdraw if in a City, or during First Strikes
- Starts with: Golem + Same Promotions as Summoner

Luonnotar (Druid)

	10
	1

Requires:
- Grigori
- Strength of Will
- Level 6 Unit

- Cannot Pillage
- +50% vs Disciples
- Starts with: Medic 1, Magic Immune, Inquisitor, Channeling 2&3

Luridus (High Priest)

	6 +1 Fire +1 Holy
	1

Requires:
- State :
  - ◆Lost if Changes
- Theology
-
- Level 6 Vicar

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Revelation, Crown of Brilliance
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Mage

	4
	1

Requires:
- Sorcery
- Level 4 Unit

- Can Build Mana Nodes (300% Workrate)
- Starts with: 1 Free Promotion, Channeling 1&2

Upgrades to:
- Archmage

Manes

	2 +1 Unholy
	1

Requires:
- Infernal
- Granted upon death of a unit with , OR
  - OR - Granted upon razing of a city belonging to a Evil Civilization

- Can Sacrifice for 25
- Can cast: Add to City
- Starts with: Demon

Upgrades to:
- Adept
- Warrior
- Scout

Manticore

	12/8 +1 Poison
	3

Requires:
- Sheaim
- Planar Gate
- Hippodrome

- +25% vs Mounted
- Starts with: Cannibalize

Marksman

	11
	1

Requires:
- Precision
- Bowyer
-
- Level 6 Unit

- 1 First Strike
- Can see Invisible Units
- Starts with: Marksman

Mercenary

	5
	1

Requires:
- Hired by the spell Recruit Mercenary
- Spell Requires in City
  - ◆Does not have to be a City which you own

- Can use Bronze, Iron & Mithril Weapons
- Can spread

Meteor

	0 +6 Fire
	1

Requires:
- Summoned by the spell Breathe Fire

- Does Collateral Damage at full Strength
  - ◆Maximum 60% damage on up to 4 units.
- Cannot Pillage
- Immune to First Strikes
- Explodes on Death
- Can Bombard City Defenses 15%
- Starts with: Elemental, Flying, Immune to Fire

Minotaur

	8/11
	1

Requires:
- Sheaim
- Planar Gate
- Weaponsmith

- +25% City Defense

Mistform

	6 +1 Affinity
	2

Requires:
- Summoned by the spell Summon Mistform

- Ignores Building Defenses
- Starts with: Hidden Nationality, Invisible

Mobius Witch

	4
	1

Requires:
- Sheaim
- Planar Gate
- Sundered Sanctum

- Can Build Mana Nodes (300% Workrate)
- Starts with 14 Experience, and is Level 4 (Promotions Spent)
- Small chance to start with each Rank 1 Magic Sphere
  - ◆Chances are per sphere, so could rarely have every sphere, can fairly commonly have none
- Starts with: Channeling 1&2

Upgrades to:
- Archmage

Mounted Mercenary

	5
	3

Requires:
- Hippus
- Hired by the spell Recruit Mercenary
- Spell Requires in City
  - ◆Does not have to be a City which you own

- Can use Bronze, Iron & Mithril Weapons
- 20% Withdrawal Chance
- Can spread

Ophanim

	9/6 +3 Holy
	2

Requires:
- Mercurian
- Warhorses
-
- Level 4 Angel

- Does not Receive Defensive Bonuses
- +50% vs Archery Units
- Can use Bronze, Iron & Mithril Weapons
- 25% Withdrawal Chance
- Starts with: Angel, Flying

Pit Beast

	4 +1 Unholy
	1

Requires:
- Summoned by the spell Summon Pit Beast

- Duration Extended by winning in Combat
- Starts with: Demon

Polar Bear

	5
	1

Requires:
- Spawns in Snow, Forests & Ancient Forests

- Cannot Pillage
- Does not Receive Defensive Bonuses
- -25% City Attack
- Can create Dancing Bear in a city
- Can Cast: Create Den
- Starts with: Winterborn

Prior (High Priest)

	6 +2 Holy
	1

Requires:
- State :
  - ◆Lost if Changes
- Theology
-
- Level 6 Confessor

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Bless, Unyielding Order
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Profane (High Priest)

	6 +2 Unholy
	1

Requires:
- State :
  - ◆Lost if Changes
- Theology
-
- Level 6 Ritualist

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Ring of Flames, Summon Balor
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Puppet

	2
	1

Requires:
- Balseraphs

- Starts with: Golem + Same Promotions as Summoner

Ravenous Werewolf

	5
	1

Requires:
- Chance to spawn after Combat Victory by another Werewolf

- -25% City Attack
- 5% Chance to create a Ravenous Werewolf in Combat
- Starts with: Werewolf, Enraged

Upgrades to:
- Becomes a Blooded Werewolf after Combat Victory

Repentant Angel

	12 +4 Holy
	3

Requires:
- Mercurian
- Armored Cavalry
- Hippodrome
- Level 3 Angel

- Loses 1 after Killing any Living Unit
- Can use Brone, Iron & Mithril Weapons
- Starts with: Angel

Revelers

	6 +1 Poison
	2

Requires:
- Sheaim
- Planar Gate
- Gambling House

- Can see Invisible Units
- 35% Withdrawal Chance

Runekeeper (High Priest)

	7 +1 Holy
	1

Requires:
- State :
  - ◆Lost if Changes
- Theology
-
- Level 6 Stonewarden

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Shield of Faith, Earthquake
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

Sand Lion

	5 +1 Fire
	3

Requires:
- Summoned by the spell Summon Sand Lion

- Cannot Pillage
- Can see Invisible Units
- Starts with: Elemental, Nomad, Resist Fire

Satyr

	9/4
	2

Requires:
- State :
- Animal Handling
- Level 4 Fawn

- Cannot Pillage
- Can see Invisible Animals
- Can Cast: Mezmerize Animal
- Starts with: , Subdue Animal, Woodsman 1

Sea Serpent

	6
	1

Requires:
- Spawns in Oceans

- Cannot Pillage
- Does not Receive Defensive Bonuses

Seraph

	8/2 +3 Holy
	1

Requires:
- Mercurian
- Rage
- Level 4 Angel

- Does Collateral Damage at 40% Strength
- Maximum 20% damage on up to 4 units.
- Can use Bronze, Iron & Mithril Weapons

Shade

	2
	1

Requires:
- Sidar
- Units convert to a Shade upon casting Wane

- Can settle in a City as a , , OR

Skeleton

	3 +1 Death
	1

Requires:
- Summoned by the spell Raise Skeleton

- Cannot Pillage
- Starts with: Undead

Slave

	2

Requires:
- Purchased from a Slave Ring
  - OR - Captured in Combat

- Cannot Pillage
- Can Sacrifice for 10
- Can build Improvements (50% Workrate)

Upgrades to:
- Lunatic

Speaker (High Priest)

	7 +1 Unholy
	1

Requires:
- State :
  - ◆Lost if is Changed
- Theology
-
- Level 6 Cultist

- Cannot Pillage
- Can Cast: Cure Disease, Heal, Tsunami, Summon Kraken
- Starts with: 1 Free Promotion, , Medic 2, Channeling 2&3, Divine

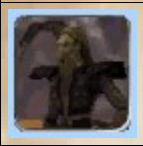
Spectre

	3 +1 Affinity
	2

Requires:
- Summoned by the spell: Summon Spectre

- Starts with: Undead, Fear

Spiderkin (Beastmaster)



12 +2 Poison	**Requires:** •Can be created as a result of the Spell: Wonder
2	

- Cannot Pillage
- 1 First Strike, and 2 Additional First Strike Chances
- -20% City Attack
- +50% vs Animals
- Can see Invisible Animals
- Better results from Tribal Villages
- Starts with: Subdue Animal

Succubus

4 +2 Unholy	**Requires:** •Sheaim •Planar Gate •Public Baths
2	

- Can use Bronze, Iron & Mithril Weapons
- Starts with: Demon, Channeling 1, Mind 1

Tar Demon

2/7 +1 Unholy	**Requires:** •Sheaim •Planar Gate •Temple of the Veil
1	

- Splits in 2 when killed
  - ◆New Units will have 25% Health and (unless the original Unit was Strong) be Weak
  - ◆Will not Split if original Unit was Weak
- Cannot use Roads
- Starts with: , Demon

Tiger

4	**Requires:** •Spawns in Jungles
2	

- Cannot Pillage
- Does not Receive Defensive Bonuses
- -25% City Attack
- Can create Tiger Cage in Cities

Treant

10	**Requires:** •Summoned by the spell: Summon Treant
1	

- Cannot Pillage
- Creates a New Forest upon death if there is no other Improvement on the tile already
- Starts with: Elemental, Vulnerable to Fire, Woodsman 1&2

Valkyrie

6 +3 Holy	**Requires:** •Mercurian •Divine Essence •Level 6 Angel
1	

- Can use Bronze, Iron & Mithril Weapons
- Immortal
- Starts with: Angel

Vampire Lord (Immortal)

9	**Requires:** •Calabim •Divine Essence •Level 12 Unit
1	

- Can use Bronze, Iron & Mithril Weapons
- Immortal
- Starts with: Vampirism, Channeling 1,2&3, Body 1, Death 1, Mind 1

War Elephant

7	**Requires:** •Horseback Riding •Must be upgraded from an Elephant
2	

- Does not Receive Defensive Bonuses
- 25% Withdrawal Chance
- +50% vs Mounted

Water Elemental

8 +1 Affinity	**Requires:** •Summoned by the spell: Summon Water Elemental
1	

- Splits in 2 when killed
  - ◆New Units will have 25% Health and (unless the original Unit was Strong) be Weak
  - ◆Will not Split if original Unit was Weak
- Starts with: Elemental, Water Walking

Wizard (Mage)

4	**Requires:** •Amurite •Sorcery •Level 4 Adept
1	

- Can Build Mana Nodes (300% Workrate)
- Starts with: 1 Free Promotion, Spellstaff, Channeling 1&2

Upgrades to:
- Archmage

Wolf

	2	2	**Requires:** •Spawns in Forests, Tundra & Snow

•Cannot Pillage
•Does not Receive Defensive Bonuses
•-25% City Attack
•Can create Wolf Pen in Cities

Upgrades to:
•10% Chance to become a Wolf Pack after Combat

Wolf Pack

	3	2	**Requires:** •Upgrade of a Wolf after winning Combat

•Cannot Pillage
•Does not Receive Defensive Bonuses
•-25% City Attack
•10% Chance to create a Wolf in Combat
•Can create Wolf Pen in Cities

Wraith

	6 +3 Death +1 Affinity	2	**Requires:** •Summoned by the spell: Summon Wraith

•Cannot Pillage
•Starts with: Undead, Vile Touch, Fear

Buildings

Fall from Heaven II

Academy
Adventurer's Guild
Alchemy Lab
Altar of the Luonnotar
Altar of the Luonnotar (Annointed)
Altar of the Luonnotar (Blessed)
Altar of the Luonnotar (Consecrated)
Altar of the Luonnotar (Divine)
Altar of the Luonnotar (Exalted)
Altar of the Luonnotar (Final)
Amurite Palace
Aquae Sucellus
Aqueduct
Archery Range
Arcus Field
Arena
Aslyum
Balseraph Palace
Bannor Palace
Barracks
Basilica
Bazaar of Mammon
Bear Totem
Blasting Workshop
Bone Palace
Bowyer
Breeding Pit
Brewery
Calabim Palace
Caminus Aureus
Carnival
Catacomb Libralus
Cave of Ancestors
Celestial Compass
Chancel of Guardians
Citadel of Light
City of a Thousand Slums
Clan of Embers Palace
Code of Junil
Command Post
Courthouse
Crown of Akharien
Dancing Bear
Demonic Citizens
Demon's Altar
Den of Shadows
Desert Shrine
Dies Diei
Doviello Palace
Dungeon
Dwarf Cage
Dwarven Smithy
Dwarven Vault
Dwarven Vault (Abundant)
Dwarven Vault (Empty)
Dwarven Vault (Full)
Dwarven Vault (Low)
Dwarven Vault (Overflowing)
Dwarven Vault (Stocked)
Elder Council
Elf Cage
Elohim Palace
Forbidden Palace
Forge
Form of the Titan
Freak Show
Gallows
Gambling House
Gorilla Cage
Governor's Manor
Granary
Grand Menagerie
Great Library
Great Lighthouse
Gridlines
Grigori Palace
Grigori Tavern
Grove
Guild of Hammers
Hall of Kings
Hall of Mirrors
Harbor
Herbalist
Heroic Epic
Hippodrome
Hippus Palace
Hope
Human Cage
Hunting Lodge
Illian Palace
Infernal Grimoire
Infernal Palace
Infirmary
Inn
Inspiration
Jeweler
Khazad Palace
Kuriotates Palace
Lanun Palace
Large Animal Stable
Library
Lighthouse
Lion Cage
Ljosalfar Palace
Luchuirp Palace
Machinist's Shop
Mage Guild
Malakim Palace
Market
Mercurian Gate
Mercurian Palace
Mines of Gal'Dur
Mokka's Cauldron
Moneychanger
National Epic
Nox Noctis
Monument
Obsidian Gate
Orc Cage
Pact of the Nilhorn
Pagan Temple
Pillar of Chains
Planar Gate
Prophecy of Ragnarok
Public Baths
Ranch
Reliquary
Ride of the Nine Kings
Ring of Wardin
Sculptor's Studio
Sea Haven
Sheaim Palace
Shipyard
Shrine of Sirona
Shrine of the Champion
Sidar Palace
Siege Workshop
Smokehouse
Smuggler's Port
Song of Autumn
Soul Forge
Spider Pen
Stable
Stigmata on the Unborn
Sundered Sanctum
Svartalfar Palace
Syliven's Perfect Lyre
Tablets of Bambur
Tailor
Tavern
Tax Office
Temple of Kilmorph
Temple of Leaves
Temple of Temporance
Temple of the Empyrean
Temple of The Order
Temple of the Overlords
Temple of the Veil
The Dragon's Horde
The Eyes and Ears Network
The Necronomicon
The Nexus
Theatre
Theatre of Dreams
Tiger Cage
Tower of Alteration
Tower of Complacency
Tower of Divination
Tower of Eyes
Tower of Mastery
Tower of Necromancy
Tower of the Elements
Training Yard
Unyielding Order
Wall of Stone
Walls
Warrens
Weaponsmith
Winter Palace
Wolf Pen

World Wonders

Aquae Sucellus

600

Requires:
- Sanitation
-

- Units heal 30% faster in City
- Removes Diseased Promotion from Units in City
- +2 in City
- +1 in all Cities on the Continent

Bone Palace

700

Requires:
- Philosophy
- Double Production Speed with

- Triggers Golden Age for Team
- +10
- +50% Magic Resistance for units on City Tile
- +2 Bard

Caminus Aureus

1500

Requires:
- Mithril Weapons
- Double Production Speed with

- Grants Weaponsmith in each City
- +50% Military Production
- +2
- +2 Engineer

Catacomb Libralus

600

Requires:
- Knowledge of the Ether
- Mage Guild

- Grants Mage Guild in each City for Team
- +4 &
- +2 Sage
- Allows 1

Fall from Heaven II

Buildings

Fall from Heaven II

Celestial Compass

	Requires:	
500	•Astronomy	•+50% Production Speed for Rituals in Empire •+4 •+2 Prophet

City of a Thousand Slums

	Requires:	
500	•Engineering	•Allows the City to work the Third Ring of Tiles •+10 to Crime Rate

Code of Junil

	Requires:	
	•Great Prophet •Must be built in	•Grants 1 •+1 per City with in the World • will spread faster along •+2 Engineer •+4 •Allows 1 & 2 •-10 to Crime Rate

Crown of Akharien

	Requires:	
900	•Arcane Lore	•Can be Carried as Equipment •+2 & •+100% •+2 Sage

Dies Diei

	Requires:	
	•Great Prophet •Must be built in	•Grants 1 •+1 per City with in the World • will spread faster along •Reveals all Invisible Units in your Cultural Borders •+2 XP for Disciples built in City •+2 Prophet •+4 •Allows 1 & 2 •-10 to Crime Rate

Form of the Titan

	Requires:	
500	•Warfare •Level 6 Unit •Double Production Speed with	•+2 XP to all Units for Team •+2 Commander

Grand Menagerie

	Requires:	
120	•Festivals •Wolf Pen •Dancing Bear •Tiger Cage •Gorilla Cage •Lion Cage	•Grants Carnival in each City •+2 in each City •+8 •+20% •1 free

Great Library

	Requires:	
350	•Writing •Library in City •3 Total Libraries in Empire •Double Production Speed with	•+1 from & for Team •+8 •+2 Sage •2 free

Great Lighthouse

	Requires:	
600	•Sailing •Lighthouse •Coastal City	•+2 in Coastal Cities for Team •+6 •+2 Merchant

Guild of Hammers

	Requires:	
550	•Engineering	•Founds Guild of Hammers •Grants Forge in each City for Team •+8 •+1 from & for Team •+2 Engineer

Hall of Kings

	Requires:	
600	•Feudalism •Double Production Speed with	•+2 from Specialists for Team •+10 •+2 Bard

Infernal Grimoire

	Requires:	
400	•Infernal Pact •20% chance of spawning a Barbarian Balor upon creation	•Can be Carried as Equipment •Grants 1 Free Technology •+1 Sage

Mercurian Gate

600

Requires:
- Fanaticism
- May not be built in your Capital
- May not be Built if State :

- Spawns the Mercurians
  - ◆Mercurians start with Basium, 1 Settler & 6 Angels
  - ◆Basium may cast Convert City in the City with the Mercurian Gate, thus claiming it for the Mercurian Civilization
  - ◆If built by a player then an option will appear allowing the player to control the Mercurians and abandon his current Civ to the AI
  - ◆The Mercurians will be Permanent Alies with the Civ who built the Mercurian Gate regardless of which Civ is controlled by Player or AI
- -100% War Weariness in City
- -20% War Weariness in Empire
- +4
- +2 Prophet

Mines of Gal'Dur

700

Requires:
- Arete
- State :

- Grants 3
- +2
- +1 Engineer
- Allows 3

Mokka's Cauldron

600

Requires:
- Necromancy
-

- +2
- When a unit dies within the city, generates a Flesh Golem of same as defeated unit at 50% Health

Nox Noctis

Requires:
- Great Prophet - OR - Great Merchant
- Must be built in

- Grants 1
- +1 per City with in the World
- will spread faster along
- Grants your Units Invisibility if they are in your Cultural Borders and not in a City
- +2 XP for Recon built in City
- +2 Merchant
- +4
- Allows 1 & 1
- +10 to Crime Rate

Pact of the Nilhorn

500

Requires:
- Cartography
- Spawns 3 Hill Giants with Hidden Nationality under your control upon completion of Building

- +2

Pillar of Chains

500

Requires:
- Taxation
  - ◆Adds 4 to AC upon completion of Building

- -10% War Weariness for Team
- No from Civics for Team
- +1 per for Team
- +4
- -10 to Crime Rate

Prophecy of Ragnarok

500

Requires:
- Way of the Wicked

- Grants Prophecy Mark to Units built in City
- +8
- +2 Prophet
- Allows 1

Ride of the Nine Kings

600

Requires:
- Warhorses
-

- Grants Morale to Units on City Tile
- +10 XP for Mounted Units built in City
- +4
- +2 Commander

Shrine of Sirona

500

Requires:
- Divination
-
- Double Production Speed with

- Owner may can Sirona's Touch once per turn on any unit.
- +6
- +2 Prophet

Song of Autumn

Requires:
- Great Prophet - OR - Great Bard
- Must be built in

- Grants 1
- +1 per City with in the World
- will spread faster along
- +2 Bard
- +4
- Allows 1 & 2

Soul Forge

600

Requires:
- Malevolent Designs

- When a unit dies within range of the city, generates 10 + 1 per XP of defeated unit
- Grants 1
- +2 Engineer
- +2

Stigmata on the Unborn

Requires:
- Great Prophet
  - OR - Great Sage
- Must be built in
- Adds 5 to AC upon Completion

- Grants 1
- Free Stigmata Promotion for Units build in City
- +1 per City with in the World
- will spread faster along
- +2 Sage
- +4
- Allows 1 & 2

Syliven's Perfect Lyre

900

Requires:
- Drama

- Can be Carried as Equipment
- +4
- +100%
- +2 Bard

Tablets of Bambur

Requires:
- Great Prophet
- Must be built in

- Grants 1
- +1 per City with in the World
- will spread faster along
- +2 Engineer
- +4
- Allows 1 & 2

Temple of Temporance

650

Requires:
- Religious Law
- Double Production speed with

- +1 in Cities on Continent for Team
- +10
- +2 Bard

The Dragon's Horde

Requires:
- Spawns automatically upon creation of Acheron

- Can be Carried as Equipment
- Grants Enchanted Blade to Units in City Tile
- Grants 1 & 1
- +8
- +4
- +2 Commander

The Eyes and Ears Network

1,500

Requires:
- Guilds
- 5 Inns in Empire

- Grants owner any technology known by 3 or more other Civilizations with which Open Borders Agreements are held.
  - ◆Cannot gain Arete, Hidden Paths, Infernal Pact, Mind Stapling or Seafaring through this method
- +10 to Crime Rate

The Necronomicon

Requires:
- Great Prophet
- Must be built in

- Grants 1
- +1 per City with in the World
- will spread faster along
- +2 Prophet
- +4
- Allows 1 & 2

The Nexus

600

Requires:
- Pass Through the Ether

- +1 Sage
- Grants Obsidian Gate in each City

Theatre of Dreams

500

Requires:
- Drama
- Theatre
- 2 Additional Theatres in Empire

- +1
- +1 in Empire
- +8
- +2 from &
- +2 Bard
- Allows 2

Tower of Complacency

750

Requires:
- Mind Stapling
- State :

- No in this City
- -50% Maintenance in City
- -10% Military Production
- +1 Commander

Tower of Eyes

700

Requires:
- Optics

- Grants Sentry to Units built in City
- Grants Dungeon in each City
- +3
- +2 Commander

National Wonders

Altar of the Luonnotar

Requires:
- Good
  - OR - Neutral
- Great Prophet

- +2 XP for Disciples built in City
- +2
- Allows 1

Altar of the Luonnotar (Annointed)

Requires:
- Good
  - OR - Neutral
- Mysticism
- Altar of the Luonnotar
- Great Prophet

- +4 XP for Disciples built in City
- +3
- +1
- Allows 1

Altar of the Luonnotar (Blessed)

Requires:
- Good
  - OR - Neutral
- Philosophy
- Altar of the Luonnotar (Annointed)
- Great Prophet

- Grants Blessed to Units on City Tile
- +6 XP for Disciples built in City City
- +4
- +1 in Empire
- +1 Prophet
- Allows 1
- +1 per & in Empire

Altar of the Luonnotar (Consecrated)

Requires:
- Good
  - OR - Neutral
- Priesthood
- Altar of the Luonnotar (Blessed)
- Great Prophet

- Grants Blessed to Units on City Tile
- +8 XP for Disciples built in City
- +5
- +2 in Empire
- +1 Prophet
- Allows 2
- +1 per & in Empire

Altar of the Luonnotar (Divine)

Requires:
- Good
  - OR - Neutral
- Fanaticism
- Altar of the Luonnotar (Consecrated)
- Great Prophet

- WARNING: Any Evil Civilization will automatically declare war on you till building is lost

- Grants Blessed to Units on City Tile
- +10 XP for Disciples built in City
- +6
- +2 in Empire
- +1 Prophet
- Allows 2
- +2 per & in Empire

Altar of the Luonnotar (Exalted)

Requires:
- Good
  - OR - Neutral
- Righteousness
- Altar of the Luonnotar (Divine)
- Great Prophet

- WARNING: Any Evil Civilization will automatically declare war on you till building is lost

- Grants Blessed to Units on City Tile
- +12 XP for Disciples built in City
- +7
- +3 in Empire
- +1 Prophet
- Allows 2
- +2 per & in Empire

Altar of the Luonnotar (Final)

4,000

Requires:
- Good
  - OR - Neutral
- Omniscience
- Altar of the Luonnotar (Exalted)

- Victory (If Victory Condition is Enabled)
- Triggers a Golden Age upon Completion
- Grants Blessed to Units on City Tile
- +14 XP for Disciples built in City
- +8
- +3 in Empire
- +1 Prophet
- Allows 3
- +3 per & in Empire

Bazaar of Mammon

600

Requires:
- Mathematics
- Currency

- +100% in City
- +10 to Crime Rate
- +2 Merchant
- Allows 3

Forbidden Palace

300

Requires:
- 8 Cities in Empire

- Lowers Maintenance in nearby Cities
- +4
- -10 to Crime Rate

Heroic Epic

200

Requires:
- Military Strategy
- Training Yard
- Unit of at least Level 4

- Double Production Speed with

- +100% Military Production Rate in City
- +4
- +1 Commander

National Epic

250

Requires:
- Warfare
- Library
- Double Production Speed with

- +4
- +1 Commander
- +100% in City

Shrine of the Champion

250

Requires:
- Civilization's Hero must be dead

- Units Built in City gain 1 Free Promotion
- +5
- +3 Prophet

Tower of Alteration

800

Requires:
- Alteration
- , , &

- Reduces the chance of Enemies Resisting your Spells by 10%

Tower of Divination

800

Requires:
- Divination
- , , &

- Grants 1 Free Technology when Built

Tower of Mastery

4,000

Requires:
- Strength of Will
- Tower of Alteration
- Tower of Divination
- Tower of Necromancy
- Tower of the Elements

- Victory (If Victory Condition is Enabled)
- WARNING: All Civilizations will declare war upon any Civilization attempting to build The Tower of Mastery unless already in another War

Tower of Necromancy

800

Requires:
- Necromancy
- , , &

- Grants 1
- Grants Strong to all units with Undead

Tower of the Elements

800

Requires:
- Elementalism
- , , &

- Grants Strong to all units with Elemental

Winter Palace

800

Requires:
- Code of Laws
- 12 Cities in Empire
- Double Production Speed with

- Lowers Maintenance in Nearby Cities for Team
- +10

Palaces

Amurite Palace

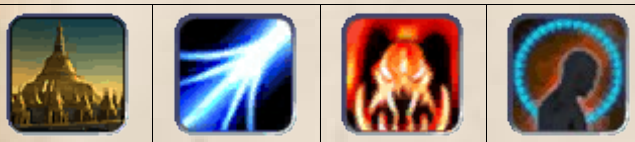
+1 | +8 | +2

- -10 to Crime Rate in Capital

Requires 4 Cities to Relocate

160

Balseraph Palace



+1 | +8 | +2

- -10 to Crime Rate in Capital

Requires 4 Cities to Relocate

160

Bannor Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Calabim Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Clan of Embers Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- -40% War Weariness in Empire

Requires 4 Cities to Relocate

160

Doviello Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- -40% War Weariness in Empire

Requires 4 Cities to Relocate

160

Elohim Palace

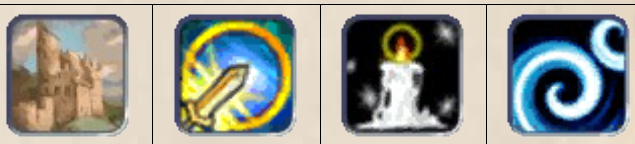
+1 | +8 | +2

- -10 to Crime Rate in Capital
- +20% War Weariness in Empire

Requires 4 Cities to Relocate

160

Grigori Palace



+1 | +8 | +2

- -10 to Crime Rate in Capital
- +1 Adventurer
- +15%

Requires 4 Cities to Relocate

160

Hippus Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital

Requires 4 Cities to Relocate

160

Illian Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- +4 XP for Melee Units in Capital

Requires 4 Cities to Relocate

160

Infernal Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- Empire suffers no War Weariness
- +1 , & from all State Buildings
- +25% City Defense
- +50%

Requires 4 Cities to Relocate

160

Khazad Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire
- +20% City Defense in Empire

Requires 4 Cities to Relocate

160

Kuriotates Palace

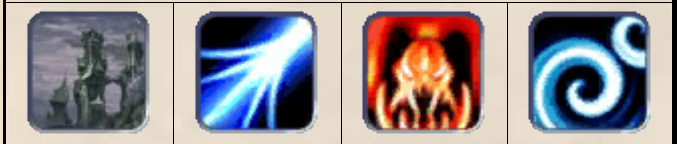
+1 | +8 | +2

- -10 to Crime Rate in Capital
- +20% War Weariness in Empire
- +1 in Empire

Requires 4 Cities to Relocate

160

Lanun Palace



+1 | +8 | +2

- -10 to Crime Rate in Capital
- +1 from all Sea Tiles for Empire

Requires 4 Cities to Relocate

160

Ljosalfar Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- +10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Luchuirp Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- +10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Malakim Palace

+1 | +8 | +2

- -10 to Crime Rate in Capital
- +10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Mercurian Palace

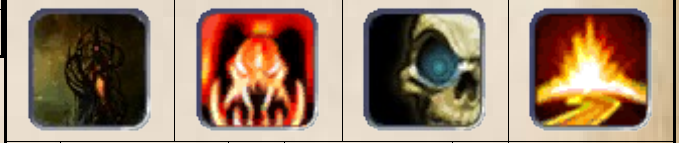
+1 | +2 | +8 | +2 | +4 | +2

- -10 to Crime Rate in Capital
- -50% War Weariness in Empire
- +40% Military Production

Requires 4 Cities to Relocate

160

Sheaim Palace



+1 | +8 | +2

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Buildings

Fall from Heaven II

Sidar Palace

+1	+8		+2

- -10 to Crime Rate in Capital
- +1 from & in Empire
- +1 from & in Empire
- +1 from & in Empire
- +1 from & in Empire

Requires 4 Cities to Relocate

160

Svartalfar Palace

+1	+8		+2

- -10 to Crime Rate in Capital
- -10% War Weariness in Empire

Requires 4 Cities to Relocate

160

Buildable

Adventurer's Guild

Requires:
- Grigori
- Currency

- +2 Adventurer
- +25%
- +2 XP for Land Units Built in City

120

Alchemy Lab

Requires:
- Sorcery

- +4
- +10%
- Allows 1

300

Aqueduct

Requires:
- Sanitation

- +2

180

Archery Range

Requires:
- Archery
- Double Production Speed if Defender

- Enables: Archer, Dwarven Slinger, Longbowman, Firebow
- +10% City Defense

100

Arcus Field (Archery Range)

Requires:
- Ljosalfar
- Archery
- Double Production Speed if Defender

- Grants Dextrous to Archery Units Built in City
- +10% City Defense

100

Arena (Training Yard)

Requires:
- Balseraph
- Bronze Working

- Enables: Mimic
- +1 under Nationhood
- Melee, Recon & Slaves in City may cast: Arena Battle

100

Fall from Heaven II

Asylum

150

Requires:
- Mind Stapling
- State :
- City :

- Enables: Lunatic
- -25% War Weariness
- +1
- +15%
- +1 Prophet
- 10% Chance any Living unit built in the City starts with Crazed & Enraged

Barracks (Training Yard)

100

Requires:
- Bannor
- Bronze Working

- Enables: Demagog
- Grants Guardsman to Melee Units created in the City

Basilica

200

Requires:
- Religious Law
- State :
- City :

- -40% Maintenance
- +1 Commander
- -10 to Crime Rate

Bear Totem

300

Requires:
- Rage

- Enables: Berserker , Balor, Brujah

Blasting Workshop

120

Requires:
- Luchuirp
- Elementalism
-

- Grants Fire 2 to all Golem units built in City
  - This means that all your Golems can cast Fireball

Bowyer

300

Requires:
- Bowyers

- Enables: Crossbowman, Flurry, Marksman
- +2 XP for Archers built in City
- +10% City Defense

Breeding Pit

120

Requires:
- Calabim

- +2
- +1
- City Retains 20% after Growth

Brewery

140

Requires:
- Crafting
- River adjacent to City

- +2 XP for Dwarven Units
- +1 for , &

Carnival

120

Requires:
- Festivals

- Enables: Harlequin
- Spawns Chaos Marauders with a Planar Gate
- +1
- +20%
- Allows 1
- Double Production speed if Creative

Cave of Ancestors

120

Requires:
- Amurite
- Sorcery

- Grants all Arcane units build in City +1 XP per unique Mana Type Owned

Chancel of Guardians

120

Requires:
- Elohim
- Priesthood

- +25% City Defense
- 20% Chance Units built in the City Start with Defensive

Citadel of Light

240

Requires:
- Malakim
- Sorcery

- Damages Enemy Units within 2 Tiles of the City at the start of your turn ~10% Fire Damage to a Limit of 30%
- Can cause Forests & Jungles to catch fire.
- +5% City Defense

Command Post

180

Requires:
- Organized
  - OR - Great Commander

- +2 XP for Land Units Built in City
- +20% Military Production
- +1 Commander

Buildings

Fall from Heaven II

Courthouse

120

Requires:
- Code of Laws
- Double Production Speed if Organized

- -40% Maintenance
- -10 to Crime Rate

Demon's Altar

150

Requires:
- Infernal Pact
- Temple of the Veil
- State :
- City :

- +2 XP for Demon Units
- Grants Scourge to units Built in City
- Living Units in City can Cast: Sacrifice
- +1

Den of Shadows (Hunting Lodge)

100

Requires:
- Svartalfar
- Hunting

- Enables: Hunter, Ranger, Assassin, Hawk
- Grants Sinister to Units Built in City
- +1 from
- +1 from

Desert Shrine (Pagan Temple)

100

Requires:
- Malakim
- Mysticism
- Double Production Speed with Spiritual

- +10%
- +1 from
- +2 XP for Disciples built in City
- Allows 1

Dungeon

160

Requires:
- Masonry

- -25% War Weariness
- -10 to Crime Rate

Dwarven Smithy (Forge)

250

Requires:
- Khazad
- Smelting
- Double Production Speed if Industrious

- Removes Rusted from units in City
- +20%
- +10% with , &
  - ◆No Benefit from Multiple Sources of each Resource
- +1
- Allows 1

Elder Council

60

Requires:
- Mysticism
- Double Production Speed if Philosophical

- +2
- Allows 1

Forge

250

Requires:
- Smelting
- Double Production Speed if Industrious

- Enables: Iron Golem
- Removes Rusted from units in City
- +25%
- +1
- +1 from
- Allows 1

Gallows (Bear Totem)

150

Requires:
- Bannor
- Rage

- Enables: Berserker
- -10 to Crime Rate

Gambling House

200

Requires:
- Mathematics
- Quadruple Production Speed if Member of the Undercouncil & Gambling Ring Resolution is passed

- Spawns Revelers with a Planar Gate
- +10% Maintenance
- +3
- +1 per 10%
- +10 to Crime Rate

Governor's Manor (Courthouse)

180

Requires:
- Calabim
- Code of Laws
- Double Production Speed with Organized

- Enables: Vampire
- -20% Maintenance
- -25% War Weariness
- +1 per
- -10 to Crime Rate

Granary

120

Requires:
- Agriculture
- Double Production Speed if Expansive

- City Retains 20% after Growth
- +1 from , &

Fall from Heaven II

Gridlines

180

Requires:
- Luchuirp
- Divination

- Grants City Garrison 1 to all Golem Units built in City

Grigori Tavern (Tavern)

250

Requires:
- Grigori
- Mercantilism

- +10% Maintenance
- +25% from
- +1
- +1 Adventurer
- +5 to Crime Rate

Grove

300

Requires:
- Feral Bond

- Enables: Beastmaster, Myconid, Druid, Dwarven Druid

Hall of Mirrors

180

Requires:
- Balseraph
- Alteration
- Carnival

- Will create a copy of 1 Enemy Unit within 1 Tile of City, new unit starts with Illusion and will only last 3 turns (5 turns if Summoner)
- +1

Harbor

120

Requires:
- Fishing
- Coastal City
- Double Production Speed if Expansive

- +25% from
- +1 from , &

Herbalist

90

Requires:
- Agriculture

- Units heal 10% Faster in City
- +1
- +1 from

Hippodrome

300

Requires:
- Warhorses

- Enables: Knight, Bison Rider, Centaur Charger, Death Knight, Hornguard, Ogre Warchief, Repentant Angel, War Chariot
- Spawns Manticore with a Planar Gate
- +2 XP for Mounted Units Built in City
- +1

Hunting Lodge

100

Requires:
- Hunting

- Enables: Hunter, Lizardman, Chanter, Hellhound, Ranger, Assassin, Devout, Ghost, Taskmaster, Hawk
- +1 from
- +1 from

Infirmary

300

Requires:
- Medicine

- Enables: Grigori Medic
- Units heal 25% Faster in City
- +3

Inn

250

Requires:
- Trade

- Units heal 25% Faster in City
- +1
- +25% from
- +1 from
- +5 to Crime Rate

Jeweler

120

Requires:
- Kuriotates
- Smelting

- +5% from , &
- +1 from , &
  - ◆No Benefit from Multiple Sources of each Resource

Library

120

Requires:
- Writing
- Double Production Speed if Philosophical

- +25%
- Allows 1

Buildings

Lighthouse

160

Requires:
- Sailing
- Coastal City
- Double Production Speed if Organized

- +1
- +1 from Water Tiles near City

Machinist's Shop (Bear Totem)

300

Requires:
- Luchuirp
- Machinery

- Enables: Clockwork Golem
- +10%
- Allows 1

Mage Guild

120

Requires:
- Knowledge of the Ether
- Double Production Speed if Arcane

- Enables: Adept, Imp

Market

60

Requires:
- Festivals
- Double Production Speed if Financial

- +3
- -1
- Allows 1
- +5 to Crime Rate

Moneychanger

250

Requires:
- Currency
- Double Production Speed if Financial

- +25%
- Allows 1

Monument

60

Requires:
- Ancient Chants
- Double Production Speed if Creative

- +2

Obsidian Gate

300

Requires:
- Pass Through the Ether

- Can Teleport 1 Unit to any other City per turn
- +1

Pagan Temple

100

Requires:
- Mysticism
- Double Production Speed with Spiritual

- +10%
- +1 from
- Allows 1

Palisades

40

- Double Production Speed if Defender

- \+10% City Defense

Planar Gate

300

Requires:
- Sheaim
- Knowledge of the Ether

- Under 50 AC: limit of 1 of each unit per Planar gate, 6% Chance of spawn per turn
- 50 - 74 AC: 2 of each unit per gate, 9% Chance of spawn
- 75-99 AC: 3 of each unit per gate, 12% Chance of spawn
- 100 AC: 4 of each unit per gate, 15% Chance of spawn
  - Gambling House: Revelers
  - Sundered Sanctum: Mobius Witch
  - Carnival: Chaos Marauder
  - Hippodrome: Manticore
  - Public Baths: Succubus
  - Weaponsmith: Minotaur
  - Temple of the Veil: Tar Demon

Public Baths

150

Requires:
- Sanitation

- Spawns Succubus with a Planar Gate
- +1
- +3
- +5 to Crime Rate

Ranch (Stable)

100

Requires:
- Hippus
- Horseback Riding
- Double Production Speed if Aggressive

- Enables: Horse Archer, Horseman
- Grants Horselord to Mounted Units build in City

Buildings

Reliquary

200

Requires:
- Elohim
- Way of the Wise

- Grants Spirit Guide to Units Built in City
- +1
- +2
- +1 Prophet

Sculptor's Studio (Training Yard)

90

Requires:
- Luchuirp
- Construction

- Enables: Gargoyle, Wood Golem
- +1

Sea Haven (Harbor)

90

Requires:
- Lanun
- Fishing
- Coastal City
- Double Production Speed if Expansive

- Enables: Boarding Party
- -10% Maintenance
- +25% Prodution for Naval Units
- +50% from
- +1 from , &

Shipyard

200

Requires:
- Iron Working
- Coastal City
- Double Production Speed if Aggressive

- Enables: Queen of the Line
- +25% Naval Unit Production
- +4 XP for Naval Units Built in City

Siege Workshop

120

Requires:
- Construction

- Enables: Catapult, Trebuchet, Cannon, Dwarven Cannon, Chariot, The War Machine

Smokehouse

120

Requires:
- Animal Husbandry

- City Retains 20% after Growth
- +1 from , , &

Smuggler's Port

120

Requires:
- Undercouncil
- Smuggling Ring Resolution Passed
- Coastal City

- +1
- +25%
- Allows 1
- +10 to Crime Rate

Stable

100

Requires:
- Horseback Riding
- Double Production Speed if Aggressive

- Enables: Horseman, Boar Rider, Horse Archer, Fyrdwell, Nyxkin

Sundered Sanctum (Mage Guild)

120

Requires:
- Sheiam
- Knowledge of the Ether
- Double Production Speed if Arcane

- Enables: Adept
- Grants Sundered to Arcane and Disciple units built in the City
- Spawns Mobius Witch with a Planar Gate

Tailor

140

Requires:
- Kuriotates
- Crafting

- +5% with , &
- +1 from , &
  - ◆No Benefit from Multiple Sources of each Resource

Tavern

250

Requires:
- Mercantilism

- +10% Maintenance
- +1
- +25% from
- +1 Bard
- +5 to Crime Rate

Tax Office

200

Requires:
- Taxation

- +25%
- +1

Temple of Kilmorph

120

Requires:
- Way of the Earthmother
- City :
- Double Production Speed if Spiritual

- Enables: Thane of Kilmorph, Stonewarden, Paramander
- +2
- +20%
- +1 from
- Allows 1 & 1

Buildings

Fall from Heaven II

Temple of Leaves

120	**Requires:** • Way of the Forests • City : • Double Production Speed if Spiritual	• Enables: Disciple of Leaves, Priest of Leaves • +1 • +20% • +1 from • Allows 1 & 1

Temple of the Empyrean

120	**Requires:** • Honor • City : • Double Production Speed if Spiritual	• Enables: Ecclesiastic, Vicar • +10% • +20% • +1 from • Allows 2

Temple of The Order

120	**Requires:** • Orders from Heaven • City : • Double Production Speed if Spiritual	• Enables: Acolyte, Confessor, Crusader • +10% Military Prodution • +20% • +1 from • Allows 2 • -5 to Crime Rate

Temple of the Overlords

120	**Requires:** • Message from the Deep • City : • Double Production Speed if Spiritual	• Enables: Zealot, Cultist, Stygian Guard • Warriors in City may Cast: Drown • +3 • +20% • +1 from • Allows 1 & 1

Temple of the Veil

120	**Requires:** • Corruption of Spirit • City : • Double Production Speed if Spiritual	• Enables: Savant, Ritualist, Beast of Agares • Spawns Tar Demon with a Planar Gate • +2 • +20% • +1 from • Allows 1 & 1

Theatre

250	**Requires:** • Drama	• +1 per 10% • +1 from • +3 • Allows 1

Training Yard

100	**Requires:** • Bronze Working	• Enables: Axeman, Swordsman, Moroi, Champion, Dragon Slayer, Ogre

Walls

120	**Requires:** • Masonry • Double Production Speed if Defender	• +25% City Defense • +25% Bombardment Defense

Warrens

180	**Requires:** • Clan of Embers • Masonry	• Doubles Number of Units Produced in City ◆ Does not double any Hero, National, Siege or Naval Units ◆ Second unit does not gain any benefits from other buildings in the City, nor Civics or Wonders

Weaponsmith

300	**Requires:** • Mithril Working	• Enables: Phalanx, Nullstone Golem • Spawns Minotaur with a Planar Gate • +10% Military Production

Fall from Heaven II

UnBuildable

Academy

Requires:
- Great Sage

- +4
- +50%

Dancing Bear

Requires:
- Bear

- +3
- +1

Demonic Citizens

Requires:
- Automatically Placed when Infernals Settle a City

- No in City
- No from Population in City

Dwarf Cage

Requires:
- Balseraphs
- Freak Show
- Dwarven Slave

- +1
- +1
- +1 Bard

Dwarven Vault

Requires:
- Khazad
- 100-149 per City

- No Effect

Dwarven Vault (Abundant)

Requires:
- Khazad
- 200-299 per City

- +10%
- +2

Dwarven Vault (Empty)

Requires:
- Khazad
- < 50 per City

- +2

Dwarven Vault (Full)

Requires:
- Khazad
- 300-499 per City

- +25%
- +2

Dwarven Vault (Low)

Requires:
- Khazad
- 50-99 per City

- +1

Dwarven Vault (Overflowing)

Requires:
- Khazad
- > 499 per City

- +40%
- +3
- +25%

Dwarven Vault (Stocked)

Requires:
- Khazad
- 150-199 per City

- +1

Elf Cage

Requires:
- Balseraphs
- Freak Show
- Elven Slave

- +1
- +1
- +1 Bard

Freak Show

Requires:
- Balseraph
- Freak

- Slaves may cast: Add to Freak Show
- +2
- +1
- +1 Bard

Gorilla Cage

Requires:
- Gorilla
- Carnival

- +3
- +1

Hope

Requires:
- Hope

- Destroyed at beginning of turn if there is no unit with Spirit 2 on the City Tile
- Grants Courage to Units on the City Tile
- +4
- +1

Human Cage

Requires:
- Balseraphs
- Freak Show
- Slave

- +1
- +1
- +1 Bard

Inspiration		
	Requires: •Inspiration	•Destroyed at beginning of turn if there is no unit with Mind 1 on the City Tile •+1 Sage •+2

Lion Cage		
	Requires: •Lion Pride - OR - Lion •Carnival	•+3 •+1

Orc Cage		
	Requires: •Balseraphs •Freak Show •Orc Slave	•+1 •+1 •+1 Bard

Spider Pen		
	Requires: •Giant Spider •Animal Handling	•Grants 1

Tiger Cage		
	Requires: •Tiger •Carnival	•+3 •+1

Unyielding Order		
	Requires: •Unyielding Order	•Destroyed at beginning of turn if there is no Prior or Sphener on the City Tile •No in City •-100% Maintenance •-10 to Crime Rate

Wall of Stone		
	Requires: •Wall of Stone	•Destroyed at beginning of turn if there is no unit with Earth 1 on the City Tile •+25% City Defense •+25% Bombardment Defense

Wolf Pen		
	Requires: •Wolf Pack - OR - Wolf •Carnival	•+2

Magic

Fall from Heaven II

Add to City
Add to Flesh Golem
Add to Freak Show
Arcane Lacuna
Ardor
Arena Battle
Bane Divine
Birthright Regained
Blaze
Bless
Blinding Light
Blood of the Pheonix
Bloom
Blur
Breathe Fire
Buccaneer Crew
Burning Blood
Buy a Slave
Call of the Grave
Charm Person
Consume Soul
Contagion
Convert City
Convert City
Courage
Create Battering Ram
Create Den
Create Puppet
Crew Normally
Crown of Brilliance
Crush
Cure Disease
Dance of Blades
Declare Nationality
Destroy Undead
Dispel Magic
Disrupt
Divine Retribution
Domination
Drop Crown of Akharien
Drop Drgon's Horde
Drop Syliven's Perfect Lyre
Drown
Earthquake
Elegy of the Sheaim
Enchant Spellstaff
Enchanted Blade
Entangle
Entertain
Escape
Fair Winds
Feast
Feed
Fireball
Flaming Arrows
Floating Eye
For the Horde
Found Aeron's Bounty
Found Temple of Kilmorph
Found Temple of Leaves
Found Temple of The Order
Found Temple of the Overlords
Found Temple of the Veil
Genesis
Gift Vampirism
Gifts of Nantosuelta
Give Hammer to Craftsman
Glory Everlasting
Graft Flesh
Hallowing of the Elohim
Haste
Hastur's Razor
Heal
Healing Salve
Hellfire
Herald's Call
Hide
Hope
Hyborem's Whisper
Impersonate Leader
Inquisition
Inspiration
Into the Mist
Ira Unleashed
Join Commander
Kidnap
Legends
Lichdom
Longshoremen Crew
Loyalty
Maelstrom
March of the Trees
Mask
Mezmerize Animal
Mirror
Morale
Mother Lode
Mutation
Nature's Revolt
Peace
Pillar of Fire
Pirate Cove
Poisoned Blade
Promote Settlement
Purge the Unfaithful
Rage
Raging Seas
Raise Skeleton
Rally
Read the Grimoire
Rebuild Barnaxus
Recruit
Recruit Mercenary
Regeneration
Religious Fervor
Repair
Resurrection
Revelation
Revelry
Ring of Flames
Rites of Oghma
River of Blood
Roar
Rob Graveyard
Rust
Sacrifice
Sanctify
Sanctuary
Scorch
Sell a Slave
Shadowwalk
Shield of Faith
Sing
Sirona's Touch
Skeleton Crew
Spellstaff
Split Commander
Spores
Spread the Council of Esus
Spring
Sprint
Steal
Stoneskin
Summon Air Elemental
Summon Aurealis
Summon Balor
Summon Djinn
Summon Earth Elemental
Summon Fire Elemental
Summon Host of the Einherjar
Summon Kraken
Summon Mistform
Summon Pit Beast
Summon Sand Lion
Summon Spectre
Summon Tiger
Summon Treant
Summon Water Elemental
Summon Wraith
Train Battlemaster
Train Blaze
Train Blur
Train Dance of Blades
Train Haste
Train Raise Skeleton
Treetop Defense
Trust
Tsunami
Unyielding Order
Valor
Veil of Night
Vitalize
Wall of Stone
Wane
Warcry
Water Walking
Wild Hunt
Wither
Wonder
Worldbreak

Rituals

Bane Divine		
10,000	**Requires:** •Malevolent Designs •AC 70 •Double Production Speed with or (Quadruple with both)	•Replaces all Disciple Units in the World with Level 1 Disciples of the same religion

Birthright Regained		
700	**Requires:** •Omniscience	•Civ may cast Worldspell a second time

Blood of the Pheonix		
1,000	**Requires:** •Divine Essence •Double Production Speed with	•Grants Immortal to all current Living units for the Player

Elegy of the Sheaim (Repeatable)		
600	**Requires:** •Sheaim •Way of the Wicked	•Increases the AC by 5

Genesis

1,250

Requires:
- Commune with Nature
- Double Production Speed with

- Vitalizes all tiles in your Cultural Borders and changes all Jungles to Forests

Glory Everlasting

10,000

Requires:
- Righteousness
- AC 70
- Double Production Speed with or (Quadruple with both)

- Kills all Demon and Undead units in the World

Hallowing of the Elohim (Repeatable)

600

Requires:
- Elohim
- Way of the Wise

- Lowers the AC by 5

Nature's Revolt

1,000

Requires:
- Animal Handling
- Double Production Speed with

- Turns Barbrian units into Animals
  - ◆Worker: Wolf
  - ◆Goblin: Lion
  - ◆Warrior: Lion
  - ◆Lizardman: Tiger
  - ◆Axeman: Bear
- And grants all the Animals in the World Heroic Strength 1&2 & Heroic Defense 1&2

Purge the Unfaithful

350

Requires:
- Priesthood

- Removes all non-state religions & religious Buildings from Empire
- Can cause if multiple religions removed

Rites of Oghma

2,500

Requires:
- Strength of Will
- Double Production speed with

- Creates new Mana Nodes on the Map
  - ◆Duel: 4 Nodes
  - ◆Tiny: 5 Nodes
  - ◆Small: 6 Nodes
  - ◆Large: 8 Nodes
  - ◆Huge: 10 Nodes

World Spells

Arcane Lacuna

- Requires: Knowledge of the Ether
- Can only be cast by an Arcane Unit
- Reverts all Mana Nodes in the World to Basic Mana
- Grants 1 XP to each of your Spellcasters for each Mana Node affected

Ardor

- Resets the Counter for your Civilization

Divine Retribution

- Can only be cast by Basium
- Damages all Demonic and Undead Units in the World ~50% Holy Type Damage (able to kill)
  - ◆Will not Trigger War from hitting Neutral Units

For the Horde

- 50% chance of each of the world's Barbarian Orc units joining your Civilization
  - ◆Will not Convert any Heroes

Gifts of Nantosuelta

- Creates a Golden Hammer in each of your Cities
  - ◆Can be carried by a Unit for +1
  - ◆Can be settled in a city as a (by casting Give Hammer to Craftsman)

Hyborem's Whisper

- Cannot be used in Multi-Player Games
- Requires 3 non-Infernal non-Capital cities with present
- Requires: Malevolent Designs
- Can only be cast by Hyborem
- Player may select from a list of the 3 best Cities with to join his Civilization

Into the Mist

- All your units gain the Hidden Promotion

Legends

- All your Cities and Settlements gain 300

March of the Trees

- Requires: Way of the Forests
- All Forests and Ancient Forests in your Cultural Borders become New Forests and spawn a Treant
- Treant units will last 5 turns
- Upon death of each Treant, the tile they are in will become a New Forest unless already covered with an improvement

Mother Lode

- Requires: Mining
- Gain 25 for every Mine in your Cultural Borders
- 10% chance for each flat tile in Cultural Borders to become a Hill

Raging Seas

- Requires: Optics
- Damages all non-Lanun units adjacent to Coastal Tiles ~75% Cold Based Damage (Can kill, will not cause Declaration of War)
- 25% Chance to destroy any non- Lanun Improvements adjacent to Coastal Tiles

Rally

- Requires: Crusade
- Creates a Demagog in each of your Cities and on each Town Improvement
  - Towns will be demoted to Villages

Religious Fervor

- Requires: Priesthood
- Creates a Priest of your State in each of your Cities
  - Unit is an Assassin for
- New Priests start with 1 XP for each City you own with your State in it.

Revelry

- Requires: Festivals
- Triggers a Golden Age which will last for twice as long as normal

River of Blood

- Increases the Population of all your cities by 2
- Decreases the Population of all other Cities in the World by 2

Sanctuary

- Removes all non-Teammate units from your Borders
- Non-Teamate units are all unable to enter your borders for 30 turns

Veil of Night

- All your units gain the Hidden Nationality Promotion

Warcry

- All your units gain the Warcry Promotion:
  - 5% Chance to wear off each Turn
  - +1
  - +1
- Unit may attack Multiple Times per Turn

Wild Hunt

- Creates a Wolf on the same tile as each Combat unit you control
  - of Wolf is the Unit's (÷ 2) + 1 (Minimum of 2)

Worldbreak

- Does not affect Sheaim Territory
- Current AC / 4 chance per Tile to create Smoke in Forests & Jungles throughout the World
- Current AC / 4 chance per City to cause a Fire
  - City Fire means a 10% chance per building of destroying each Building in the City
  - Excludes most Wonders
- Deals Fire Damage equal to the current AC to units in Cities

Spells

Blaze

- Requires: Channeling 1
- Creates Smoke on the Tile
- Sets Forests & Jungles on Fire

Bless

- Requires: Divine, Channeling 2
- Grants Blessed to Living Units on Tile
- Not available to Animal Units

Blinding Light

- Affected Units cannot move for 2 turns
- Affects Adjacent Tiles
- Only affects Hostile Units
- +30% Resist Rate

Bloom

- Requires: Divine, Channeling 2
- Delay: 2 Turns
- Creates a New Forest on any un-improved Tile within your Cultural Borders

Blur

- Requires: Channeling 1
- Grants Blur to Units on Tile

Charm Person

- Inflicts Charmed on Living Units within 1 tile of caster
- +20% Resist Rate

Courage

- Requires: Channeling 1
- Grants Courage to Living Units on Tile

Crown of Brilliance

- Requires: Divine, Channeling 3
- Grants Caster: Crown of Brilliance
- Damages Hostile Units within 1 Tile ~40% to a Limit of 80%

Cure Disease

- Requires: Channeling 2
- Removes Diseased, Plagued & Withered from Units on Tile

Dance of Blades

- Requires: Channeling 1
- Grants Dance of Blades to Units on Tile
  - ◆Not Available to Naval or Siege Units

Destroy Undead

- Damages all Undead units within 1 Tile of Caster ~20% Holy Damage to a Limit of 50%

Dispel Magic

- Destroys Mana Nodes and reverts the resource back to Basic Mana

Domination

- Attempts to take control of a Living Hostile unit within 1 tile
  - ◆Spell targets the strongest unit in range, with a small allowance for resistance chances.
  - ◆Unit will be Immobile for 1 Turn
- Mind 3 Promotion is lost to caster if Domination Attempt is Resisted
- +10% Resist Rate

Earthquake

- Requires: Divine, Channeling 3
- Un-Fortifies all non-flying units within 1 Tile
- 25% Chance to destroy each Building and Improvement within 1 Tile
  - ◆Cannot Destroy Wonders

Enchant Spellstaff

- Grants Caster Spellstaff

Enchanted Blade

- Requires: Channeling 1
- Grants Enchanted Blade to Melee Units on Tile
- Removes Rusted from Units on Tile

Fair Winds

- Requires: Channeling 1
- Grants Fair Winds to Naval Units on Tile

Fireball

- Summons a Fireball

Flaming Arrows

- Grants Flaming Arrows to Archery Units on Tile

Floating Eye

- Requires: Channeling 1
- Summons a Floating Eye

Graft Flesh

- Summons a Flesh Golem (Permanent)
- of Flesh Golem is based on the units sacrificed at the time of casting

Haste

- Requires: Channeling 1
- Grants Haste to Living units on the Tile

Heal

- Requires: Channeling 3
- Removes Poisoned from Units on Tile
- Completely Heals all Living Units on the Tile

Hellfire

- Requires: Unit : , Divine, Channeling 3
- Cannot be cast within 2 Tiles of a Hellfire, nor on any other Improvements
- Creates Hellfire in the Tile
  - ◆Hellfire spawns a Barbarian Champion unit periodically (Unit belongs to the Infernal instead if they are in the game)

Hope

- Creates Hope in a City
- Building is removed at the start of the turn if no units on the City Tile have Spirit 2

Inspiration

- Requires: Channeling I
- Creates Inspiration in a City
- Building is removed at the start of the turn if no units on the City Tile have Mind I

Lichdom

- Transforms the caster into a Lich

Loyalty

- Requires: Channeling 1
- Grants Loyalty to Units on the Tile
- Not Available to Naval or Siege Units

Maelstrom

- Damages All Units within 2 Tiles ~15% to a Limit of 50%
  - ◆Will trigger War if Damage is done to a non-Hostile Unit or Tile

Mutation

- Randomly Mutates all Living, non-Mutated Units on the Tile and applies the Mutated Promotion
- 8% Chance to recieve each of the following Promotions (meaning the unit could easily recieve none, and could rarely recieve all 27)
  - ◆Amphibious, Blitz, Cannibalize, Combat 1, Mobility 1, Sentry, Resist Cold, Resist Fire, Immune to Disease, Resist Lightning, Resist Poison, Empower 1, Heroic Defense, Heroic Strength, Winterborn, Strong, Regeneration, Stoneskin, Heavy, Light, Vulnerable to Fire, Weak, Crazed, Diseased, Enraged, Withered

Poisoned Blade

- Grants Poisoned Blade to Recon Units on Tile
  - ◆Only granted to Units on your Team

Raise Skeleton

- Requires: Channeling 1
- Summons a Skeleton (Permanent)

Regeneration

- Grants Regeneration to Living Units on the Tile

Repair

- Requires: Dwarven
- Heals ~25% Health of Golem, Siege & Naval Units

Resurrection

- Delay: 7 Turns
- Resurrects the Civilization's Hero
  - ◆Will destroy the Pieces of Barnaxus if used to Resurrect Barnaxus

Resurrection

- Requires: Graveyard
- Creates a Champion Unit with up to 30 XP
  - ◆Destroys the Graveyard

Revelation

- Requires: Divine, Channeling 2
- Destroys all Hostile Illusions within 3 Tiles
- Removes Hidden Nationality, Hidden & Invisibile from all Hostile Units within 3 Tiles

Ring of Flames

- Requires: Divine, Channeling 2
- Damages All Units within 1 Tile ~20% to a Limit of 40%
- This can damage your own Units
- Can start fires in Forests, New Forests & Jungles

Rust

- Requires: Channeling 1
- Inflicts Rusted & Removes Weapon Upgrades from Hostile Units within 1 Tile
- Can be Resisted

Sanctify

- Requires: Channeling 1
- Clears Fallout from Tile
- Clears City Ruins from Tile and reduces AC by 1
- Cleanses Hell Terrain from surrounding Tiles
- Can be cast on a Graveyard to Summon a Host of the Einherjar (Permanent)

Scorch

- Requires: Channeling 1
- Changes Plains into Desert & Snow into Tundra

Shadowwalk

- Grants Shadowwalk to Units on the Tile
  - ◆Not Available to Naval or Siege Units

Shield of Faith

- Requires: Divine, Channeling 2
- Grants Shield of Faith to Units on the Tile
  - ◆Not Available to Animal, Beast, Naval or Siege Units

Spring

- Requires: Channeling 1
- Extinguishes Fires in surrounding Tiles
- Changes Desert into Plains
  - ◆Cannot be cast on an Oasis or Flood Plains

Stoneskin

- Grants Stoneskin to Caster

Summon Air Elemental

- Summons an Air Elemental

Summon Aurealis

- Summons an Aurealis

Summon Balor

- Requires: Divine, Channeling 3
- Summons a Balor

Summon Sand Lion

- Requires: Arcane Unit, Channeling 2, Desert
- Summons a Sand Lion

Summon Djinn

- Summons a Djinn

Summon Spectre

- Summons a Spectre

Summon Earth Elemental

- Summons an Earth Elemental

Summon Tiger

- Requires: Divine, Channeling 2
- Summons a Tiger (Permanent)

Summon Fire Elemental

- Summons a Fire Elemental

Summon Treant

- Requires: Divine, Channeling 3, Forest or Ancient Forest
- Summons a Treant (Permanent)

Summon Host of the Einherjar

- Summons a Host of the Einherjar (Duration is extended by Combat)

Summon Water Elemental

- Summons a Water Elemental

Summon Kraken

- Requires: Divine, Channeling 3
- Can only be cast next to the water
- Summons a Kraken (Permanent)

Summon Wraith

- Summons a Wraith

Summon Mistform

- Summons a Mistform

Treetop Defense

- Requires: Channeling 1, Forest or Ancient Forest
- Completely Fortifies all units on the Tile

Summon Pit Beast

- Summons a Pit Beast (Duration is extended by Combat)

Trust

- Permanent bonus to Diplomatic Relations with all Leaders
  - ◆Can only be cast once by each Civilization

Tsunami

- Requires: Divine, Channeling 2
- Can only be cast next to the water
- Damages Units next to Water within 2 Tiles of Caster ~50% Cold Based Damage to a Limit of 75% Damage
- 25% Chance of Destroying Improvements next to Water within 2 Tiles of Caster

Unyielding Order

- Requires: Divine, Channeling 3
- Creates Unyielding Order in a City you Own
- Building is removed at the start of the turn if no units on the City Tile can cast Unyielding Order

Valor

- Grants Valor to Living Units on the Tile
  - Not Available to Animal or Beast Units

Vitalize

- Changes Snow to Tundra, Tundra and Desert to Plains & Plains to Grassland

Wall of Stone

- Requires: Channeling 1
- Creates a Wall of Stone in a City
- Building is removed at the start of the turn if no units on the City Tile have Earth 1

Water Walking

- Grants Water Walking to Caster

Wither

- Requires: Channeling 1
- Damages All Living Hostile Units within 1 Tile ~10% Death Based Damage to a Limit of 40%
- Inflicts Withered on Living Hostile Units within 1 Tile
- Can be Resisted

Wonder

- Casts up to 5 different spells, randomly selected from a list of 63 possible choices
- Possible Spells are:
  - Cast: Blaze, Bless, Blinding Light, Bloom, Blur, Charm Person, Contagion, Courage, Crush, Destroy Undead, Dispel Magic, Earthquake, Enchanted Blade, Entangle, Escape, Fireball, Flaming Arrows, Floating Eye, Haste, Hastur's Razor, Heal, Hide, Loyalty, Maelstrom, Morale, Mutation, Pillar of Fire, Poisoned Blade, Revelation, Ring of Flames, Rust, Sanctify, Scorch, Shadowwalk, Spores, Spring, Stoneskin, Tsunami, Valor, Vitalize, Wither
  - Summon: Air Elemental, Aurealis, Balor, Djinn, Earth Elemental, Host of the Einherjar, Fire Elemental, Kraken, Mistform, Pit Beast, Sand Lion, Spectre, Tiger, Treant, Water Elemental, Wraith
- The Non-Standard Spell Possibilities are:
  - Create a 3x3 square of Hell Terrain centered on the Caster
  - Clear a 3x3 square of tiles centered on the Caster of all Hell Terrain
  - Create Penguins on the Tile (Cannot Happen in a City)
  - Create Mushrooms on the Tile (Cannot Happen in a City)
  - Turn the Caster into a Baboon (Graphical Only, lose Racial Promotion)
  - Summon a Spiderkin

Special Commands

Add to City

Requires:
- Manes
  - ◆Kills Caster
- Must be cast in your own Cities

- +1 Population to City

Add to Flesh Golem

Requires:
- Flesh Golem on Tile
- Kills Caster
- Caster must be a Living Unit, have no Duration Limits and cannot have Immortal, nor be Magic Immune

- If Caster was stronger, the Flesh Golem gains +1
- Grants all Promotions on the Caster to the Flesh Golem
  - ◆Flesh Golem cannot gain Racial Promotions, Spell Spheres, Channelin 1, Channeling 2, Channeling 3 or Divine

Add to Freak Show

Requires:
- Slave
  - ◆Kills Caster
- Freak Show in City

- Orc Slaves create Orc Cage
- Elven Slaves create Elf Cage
- Dwarven Slaves create Dwarf Cage
- Normal Slaves create Human Cage

Arena Battle

Requires:
- Slave
  - OR - Melee Unit
  - OR - Recon Unit
- Arena in City

- 50% Chance to gain 1-7 XP (Slaves will become Warriors)
- 50% Chance of Death

Breathe Fire

Requires:
- Dragon

- Creates a Meteor

Buccaneer Crew

Requires:
- Naval Unit
- In a City, Pirate Bay, Pirate Port or Pirate Harbor

- Removes Skeleton Crew & Longshoremen
- Grants the Vessel Buccaneers

Buy a Slave

Requires:
- Slave Trade Resolution Passed
- 30
- Must be cast in a City

- Generates a Slave
  - ◆10% Chance of a Dwarf
  - ◆10% Chance of an Elf
  - ◆20% Chance of an Orc

Call of the Grave

Requires:
- Ars Moriendi

- Range: 2
- Damages Enemy Units ~40%
- Completely Heals all Allied Undead
- Destroys any Graveyard, creating 3 Wraiths on the Tile

Consume Soul

Requires:
- Eater of Dreams
- Must be cast in your own Cities

- Lowers City Population by 1
- Restores Caster's Ability to Cast Spells for the Turn

Contagion

Requires:
- Mary Morbus

- Damages non-Team, Living Units within 1 Tile ~10% Damage to a Limit of 40% and inflicts Plagued
- Can be Resisted

Convert City

Requires:
- Rantine
  - ◆Rantine must have the highest of any Unit on the Tile
- Barbarian City

- Converts the City to your Empire

Convert City

Requires:
- Basium
- Mercurian Gate

- Converts the City to your Empire
- Adds 300 to the City

Create Battering Ram

Requires:
- Khazad
- Engineering
- Melee Unit
- Forest

- Delay: 3 Turns
- Removes the Forest from the Tile
- Summons a Battering Ram (Permanent)

Create Den

Requires:
- Bear
  - OR - Polar Bear
  - OR - Lion Pride
- Unit must be at Full Health and alone on the Tile, Outisde of all Cultural Borders and more than 4 Tiles away from any Improvement

- Gifts the Unit to the Barbarians
- Creates a Bear Den or Lion Den on the Tile (based on Unit casting)

Create Puppet

Requires:
- Balseraph
- Arcane Unit
  - OR - Loki

- Summons a Puppet
  - ◆Puppet will start with all the same Promotions as the Summoner

Crew Normally

Requires:
- Naval Unit
- In a City, Pirate Bay, Pirate Port or Pirate Harbor

- Removes Skeleton Crew, Longshoremen & Buccaneers

Crush

Requires:
- Dwarven Druid

- Damages all Units in one stack within 2 Tiles of the Caster ~50% to a Limit of 75%
  - ◆Automatically Targets the Tile which contains the most Enemy Units

Declare Nationality

Requires:
- Hidden Nationality

- Removes Hidden Nationality from the Caster

Disrupt

Requires:
- Loki
- Non-Team City

- Decreases Culture in City by up to 3
- Causes 2 turns of
- Converts the City to your Empire if all of the Owner's Culture is removed

Drop Crown of Akharien

Requires:
- Crown of Akharien
- Must be cast in your own Cities

- Removes Crown of Akharien from the Caster
- Creates Crown of Akharien in the City

Drop Dragon's Horde

Requires:
- Dragon's Horde
- Must be cast in your own Cities

- Removes Dragon's Horde from the Caster
- Creates The Dragon's Horde in the City

Drop Syliven's Perfect Lyre

Requires:
- Syliven's Perfect Lyre
- Must be cast in your own Cities

- Removes Syliven's Perfect Lyre from the Caster
- Creates Syliven's Perfect Lyre in the City

Drown

Requires:
- Warrior
- State :
- Tempe of the Overlords
- 60

- Transforms the Caster into a Drown

Entangle

Requires:
- Druid

- Prevents all Hostile, Non-Flying Units within 1 Tile of the Caster from Moving for 2 Turns
- Can be Resisted

Entertain

Requires:
- Loki

- Causes 2 turns of
  - ◆If cast in a City owned by another Player, transfers 1 for every 2 Population from City owner to Caster

Escape

Requires:
- Chanter

- Teleports Unit to his Civilization's Capital

Feast

Requires:
- Calabim
- Vampirism
- Must be cast in your own Cities

- Grants the Caster 1 XP per Population of the City over 3
- Reduces the Population of the City by 1
- Causes 3 turns of

Feed

Requires:
- Vampirism
- Bloodpet on Tile

- Heals the Caster
- Kills the lowest Level Bloodpet on the Tile

Found Aeron's Bounty

Requires:
- Aeron's Chosen
- 25
- Must be cast in your own Cities

- Spreads to City

Found Temple of Kilmorph

Requires:
- Stonewarden
  - ◆Kills Caster
- Must be cast in your own Cities

- Spreads to City
- Creates Temple of Kilmorph in City

Found Temple of Leaves

Requires:
- Priest of Leaves
  - ◆Kills Caster
- Must be cast in your own Cities

- Spreads to City
- Creates Temple of Leaves in City

Found Temple of the Empyrean

Requires:
- Vicar
  - ◆Kills Caster
- Must be cast in your own Cities

- Spreads to City
- Creates Temple of the Empyrean in City

Found Temple of The Order

Requires:
- Confessor
  - ◆Kills Caster
- Must be cast in your own Cities

- Spreads to City
- Creates Temple of The Order in City

Found Temple of the Overlords

Requires:
- Cultist
  - ◆Kills Caster
- Must be cast in your own Cities

- Spreads to City
- Creates Temple of the Overlords in City

Found Temple of the Veil

Requires:
- Ritualist
  - ◆Kills Caster
- Must be cast in your own Cities

- Spreads to City
- Creates Temple of the Veil in City

Gift Vampirism

Requires:
- Vampirism

- Grants Vampirism to all Living Units of Level 6 or greater on the Tile
  - ◆Will grant Vampirism to a Moroi of Level 4 or Greater on the Tile

Give Hammer to Craftsman

Requires:
- Golden Hammer

- Adds a free to the City

Hastur's Razor

Requires:
- Hemah

- Randomly distributes damage among all units within 1 Tile of Caster

Healing Salve

Requires:
- Healing Salve

- Completely Heals the Caster
- Removes Healing Salve from the Caster

Herald's Call

Requires:
- Herald

- Grants your Living Units in the Tile Loyalty, Courage, Valor & Burning Blood
- All affected Units will die at the beginning of your next Turn

Hide

Requires:
- Stealth

- Cannot be cast after attacking for the Turn
- Grants Hidden to Caster

Impersonate Leader

Requires:
- Gibbon Goetia
  - ◆Kills Caster
- Must be Cast in a Rival's City

- Take control of the Civilization owning the City for 5-15 Turns
  - ◆AI player will Control your Civilization for this time period
  - ◆Actions which can be performed as the Leader of the Rival Civilization are limited

Inquisition

Requires:
- Inquisitor
- Must be Cast in a City

- Delay: 3 Turns
- Removes all non-State from the City
  - ◆City's Ownder must share State with the Caster

Ira Unleashed

Requires:
- Avatar of Wrath
- Player Owns less than 4 Ira

- Creates enough Ira to bring the total owned by the Player to 4

Join Commander

Requires:
- Great Commander on Tile

- Grants Great Commander to Caster
- Kills the Great Commander

Kidnap

Requires:
- Svartalfar
- Recon Unit
- Must be Cast in a Rival's City with at least 1 Great Specialist

- Has a chance to remove a settled Great Specialist from the City and Create the corresponding Great Person under Svartalfar Control
  - ◆Chance of success is 8 * Base of Caster, Max 95%
- Declares War if unsuccessful
  - ◆50% chance Unit is killed upon failure. Otherwise Unit is sent to your Capital

Longshoremen Crew

Requires:
- Naval Unit
- In a City, Pirate Bay, Pirate Port or Pirate Harbor

- Removes Skeleton Crew & Buccaneers
- Grants the Vessel Longshoremen

Mask

Requires:
- Unit :
- Deception
- Recon Unit

- Cannot be cast while carrying Cargo, acting as Cargo, or otherwise grouped with other units.
- Grants Hidden Nationality to Caster

Mezmerize Animal

Requires:
- Satyr

- Converts Animal Units within 1 Tile to the Caster's Civilization
  - ◆Must be at War with the Animal's Owner
- Can be Resisted

Mirror

Requires:
- Black Mirror
- Caster must be Living, and cannot be Illusion or Magic Immune

- Creates an Illusionary Duplicate of the Unit
  - ◆Duplicate will expire at the start of your next Turn
  - ◆Duplicate cannot cast spells (unless the creator had Spellstaff)
  - ◆Duplicate will have all the same promotions and attributes as Alazkan, except for Equipment Promotions

Morale

Requires:
- Flagbearer

- Grants Morale to all Living, Team-Controlled Units within 1 Tile

Peace

Requires:
- Corlindale
  - ◆Kills Caster

- Reduces the current AC by 50% and forms a Peace Treaty with all Leaders

Pillar of Fire

Requires:
- Chalid Astrakein

- Damages all Units in one stack within 2 Tiles of the Caster ~50% Fire Based Damage to a Limit of 75% Damage
  - ◆Automatically Targets the Tile which contains the most Enemy Units and no Neutral Units
- May start a Fire if the Tile contained a Forest or Jungle

Pirate Cove

Requires:
- Lanun
- Workboat
  - ◆Kills Caster
- Caster must be next to the Land, on a Tile with no Improvements or Bonuses which does not belong to any other player and not within 3 Tiles of another Pirate Cove, Pirate Harbor or Pirate Port

- Creates Pirate Cove on the Tile

Promote Settlement

Requires:
- Kuriotates
- Must be cast in a Settlement
- Civilization Must have fewer Cities than Mapsize Allows

- Convertss Settlement to a City

Rage

Requires:
- Buboes

- Converts Living Units within 1 Tile to Barbarian and Grants Burning Blood
- Can be Resisted

Read the Grimoire

Requires:
- Infernal Grimoire

- One o f the following will happen:
  - ◆20% Chance Each:
    - Summon Spectre
    - Cast: Wither
    - Grant Reader: Unholy Taint
  - ◆10% Chance Each:
    - Summon Pit Beast
    - Grant Reader: Burning Blood
    - Grant Reader: Demon
    - Kill Reader

Rebuild Barnaxus

Requires:
- Luchuirp
- Pieces of Barnaxus
- Must be cast in your own Cities

- Resurrects Barnaxus with 25% Health

Recruit

Requires:
- Recruiter
  - ◆Kills Caster
  - ◆Donal Lugh stays alive, but loses Recruiter
- Must be cast in your own Cites

- Recruits 1 Unit per 3 Population in the City to your Cause
- Generates twice as many units from a City with Temple of The Order

Recruit Mercenary

Requires:
- 120
- City Guild:

- Creates a Mercenary under your Control
  - ◆Creates a Mounted Mercenary for the Hippus

Roar

Requires:
- Dragon

- Converts all Units with Cult of the Dragon within 1 Tile to your Civilization

Rob Graveyard

Requires:
- Graveyard

- Adds 1 to the AC
- Destroys Graveyard
- Randomly Selects one of the Following to happen:
  - ◆20 - 40
  - ◆20 - 70
  - ◆Free Technology
  - ◆20% chance per Adjacent, Unoccupied Tile to spawn a Skeleton
  - ◆20% chance per Adjacent, Unoccupied Tile to spawn a Spectre

Sacrifice

Requires:
- Demon's Altar
  - ◆Kills Caster
- Caster must be at least Level 2 Living Unit, with no Duration Limits

- Grants toward current Research equal to 10 + (Caster's Level * Caster's Level)
  - ◆ie - 11 for Level 1 Units, 19 for level 3 Units

Sacrifice

Requires:
- Pyre of the Seraphic
- Angel
- No Duration Limit

- Creates a Fire Elemental
  - ◆Creates 7 Fire Elementals if Sacrifice was a World Unit

Sell a Slave

Requires:
- Slave Trade Resolution Passed
- Slave

- Generates 10
  - ◆Kills Caster

Sing

Requires:
- Guybrush Threepwood

- Guybrush sings you a song
  - ◆This ability is purely for amusment, there are 4 songs

Sirona's Touch

Requires:
- Shrine of Sirona owned by Player's Team
- Have not yet Cast Sirona's Touch this Turn
- Caster must be a Living Unit

- Heals Unit 15%

Skeleton Crew

Requires:
- Naval Unit
- In a City, Pirate Bay, Pirate Port or Pirate Harbor

- Removes Buccaneers & Longshoremen
- Grants the Vessel Skeleton Crew

Spellstaff

Requires:
- Spellstaff
- Unit has already Cast a Spell this Turn

- Restores Unit's ability to Cast Spells for the Turn
- Removes Spellstaff from Caster

Split Commander

Requires:
- Great Commander

- Removes Great Commander from Caster
- Creates a Great Commander on Tile

Spores

Requires:
- Myconid

- Prevents all Living, Non-Team Units within 1 Tile of the Caster from Moving for 3 Turns
- Can be Resisted

Spread Council of Esus

Requires:
- Unit :
- 25

- Spreads to City

Sprint

Requires:
- Kuriotates
- Mounted Unit

- Cannot Cast while Fatigued
- Grants Hasted & Fatigued to Caster

Steal

Requires:
- State :
- Unit :
- Recon Unit

- 80% Chance to steal an Equipment Promotion from a Rival Unit on the Tile or an Equipment Building from a Rival City on the Tile
- Declares war if unsuccessful

Train Battlemaster

Requires:
- Axeman
- Battlemaster on Tile

- Transforms Caster into a Battlemaster

Train Blaze

Requires:
- Govannon
- Fire 1

- Grants Channeling 1 & Fire 1 to Living Units on the Tile
  - ◆Not Available Animal or Beast Units

Train Blur

Requires:
- Govannon
- Shadow 1

- Grants Channeling 1 & Shadow 1 to Living Units on the Tile
  - ◆Not Available Animal or Beast Units

Train Dance of Blades

Requires:
- Govannon
- Chaos 1

- Grants Channeling 1 & Chaos 1 to Living Units on the Tile
  - ◆Not Available Animal or Beast Units

Train Haste

Requires:
- Govannon
- Body 1

- Grants Channeling 1 & Body 1 to Living Units on the Tile
  - ◆Not Available Animal or Beast Units

Train Raise Skeleton

Requires:
- Govannon
- Death 1

- Grants Channeling 1 & Death 1 to Living Units on the Tile
  - ◆Not Available Animal or Beast Units

Wane

Requires:
- Sidar
- Living, non- Animal non-Beast Unit of at least Level 6 Unit
- Player owns less than 4 Shades

- Transforms the Caster into a Shade

Promotions

Fall from Heaven II

Accuracy
Aeron's Chosen
Air I
Air II
Air III
Amphibious
Angel
Barrage I
Barrage II
Barrage III
Black Mirror
Blessed
Blitz
Blur
Boarding
Body I
Body II
Body III
Bronze Weapons
Buccaneers
Burning Blood
Cannibalize
Channeling I
Channeling II
Channeling III
Chaos I
Chaos II
Chaos III
Charmed
City Garrison I
City Garrison II
City Garrison III
City Raider I
City Raider II
City Raider III
Combat I
Combat II
Combat III
Combat IV
Combat V
Commant I
Command II
Command III
Command IV
Commando
Courage
Cover I
Cover II
Crazed
Crown of Akharien
Crown of Brilliance
Cult of the Dragon
Dance of Blades
Death I
Death II
Death III
Defensive
Demon
Demon Slaying
Dextrous
Diseased
Divine
Dragon
Dragon Slaying
Dragon's Horde
Drill I
Drill II
Drill III
Drill IV
Dwarven
Earth I
Earth II
Earth III
Elemental
Elven
Empower I
Empower II
Empower III
Empower IV
Empower V
Empty Bier
Enchanted Blade
Enchantment I
Enchantment II
Enchantment III
Enraged
Entropy I
Entropy II
Entropy III
Expanded Hull
Fair Winds
Fatigued
Fear
Fire I
Fire II
Fire III
Flaming Arrows
Flanking I
Flanking II
Flanking III
Flying
Formation I
Formation II
Gela
Golden Hammer
Golem
Great Commander
Guardsman
Guerilla I
Guerilla II
Hasted
Healing Salve
Heavy
Hero
Heroic Defense I
Heroic Defense II
Heroic Strength I
Heroic Strength II
Hidden
Hidden Nationality
Homeland
Horselord
Illusion
Illusionist
Immortal
Immune to Cold
Immune to Disease
Immune to Fire
Immune to Lightning
Infernal Grimoire
Inquisitor
Invisible
Iron Weapons
Jade Torc
Law I
Law II
Law III
Life I
Life II
Life III
Light
Longshoremen
Loyalty
Magic Immune
Magic Resistance
March
Marksman
Medic I
Medic II
Medic III
Metmagic I
Metamagic II
Metamagic III
Mind I
Mind II
Mind III
Mithril Weapons
Mobility I
Mobility II
Morale
Mutated
Nature I
Nature II
Nature III
Navigation I
Navigation II
Nether Blade
Nightmare
Nomad
Orcish
Orthus's Axe
Pieces of Barnaxus
Plague Carrier
Plagued
Poisoned
Poisoned Blade
Potency
Prophecy Mark
Puppet
Recruiter
Regeneration
Resist Cold
Resist Fire
Resist Lightning
Resist Poison
Rod of Winds
Rusted
Scourge
Sentry
Sentry II
Shadow I
Shadow II
Shadow III
Shadowwalk
Shield of Faith
Shock I
Shock II
Sheut Stone
Sinister
Skeleton Crew
Spell Extension I
Spell Extension II
Spellstaff
Spirit Guide
Spirit I
Spirit II
Spirit III
Scorched Staff
Staff of Souls
Starting Settler Bonus
Stealth
Stigmata
Stoneskin
Strong
Subdue Animal
Subdue Beasts
Sun I
Sun II
Sun III
Sundered
Syliven's Perfect Lyre
The Dragon's Horde
Twincast
Undead
Undead Slaying
Unholy Taint
Valor
Vampirism
Vile Touch
Vulnerable to Fire
Warcry
Water I
Water II
Water III
Water Walking
Weak
Werewolf
Winterborn
Withered
Woodsman I
Woodsman II

Effects

Aeron's Chosen		
	Obtained By: •Granted to the first Assassin to reach Level 6 •Granted to all Assassins built in a city with	•Can Cast: Found Aeron's Bounty

Angel

Obtained By:
- Granted to specific Units at creation

- Indicates Non-Living Race
- Immune to Fear
- +50% Resistance to Death Damage
- +20% Resistance to Fire Damage
- Immune to Holy & Poison Damage
- Can Cast: Sacrifice while on the Pyre of the Seraphic to kill Unit and gain a Fire Elemental
  - ◆Provides 7 Fire Elementals if the Unit is a Hero (Sphener, Brigit or Basium)
  - ◆Sacrifice does not provide any for this use of the spell

Black Mirror

Obtained By:
- Alazkan the Assassin's Starting Equipment

- Can cast: Mirror

Blessed

Obtained By:
- Granted to Living Units by the spell Bless

- Removed after Combat
- +1 Holy
- +20% agsinst Demons

Blur

Obtained By:
- Granted by the spell Blur

- 50% Chance to wear off at the start of each turn
- Immune to First Strikes

Boarding

Obtained By:
- Granted to specific Units at creation

- Allows unit to attack Ships
- Can Capture Naval Units in Combat

Bronze Weapons

Obtained By:
- Granted automatically to any unit capable of using Weapon Upgrades in a city with Copper available

- +1
- -25% Resistance to Lightning Damage

Buccaneers

Obtained By:
- Granted by the spell Buccaneer Crew

- -1
- +1

Burning Blood

Obtained By:
- Inflicted by Rage, Herald's Call or a random result of Reading the Grimoire

- 10% Chance of wearing off at the start of each turn
- 10% Chance to become Barbarian at the start of each turn
- Immune to Fear
- +1
- +20%

Channeling I

Obtained By:
- Granted to specific Units at creation

- Enables Arcane Units to Learn new Spellspheres if their Empire has access to the appropriate Mana
- Enables Rank 1 spells
- -25% current when selecting Defender for Stack
- +20% Chance to gain free Experience per turn

Channeling II

Obtained By:
- Granted to specific Units at creation

- Enables Units to Learn Rank 2 of Spellspheres for which Rank 1 is known
- Enables Priest spells with Divine and appropriate Unit
- -25% current when selecting Defender for Stack
- Spells are 10% less likely to be resisted
- +30% Chance to gain free Experience per turn

Channeling III

Obtained By:
- Granted to specific Units at creation

- Enables Units to Learn Rank 3 of Spellspheres for which Rank 2 is known
- Enables High Priest spells with Divine and appropriate Unit
- -25% current when selecting Defender for Stack
- Spells are 10% less likely to be resisted
- +40% Chance to gain free Experience per turn

Charmed

Obtained By:
- Inflicted on Living Units by the spell Charm Person

- 20% Chance to wear off at the start of each turn
- Unit may not Attack
  - ◆Unit may still Defend, Move and Pillage

Courage

Obtained By:
- Granted to Living Units by the spell Courage

- Immune to Fear
- Heals Units on the same Tile an extra 10% per turn

Crazed

Obtained By:
- Inflicted on 10% of the Units built in a City with an Asylum

- Randomly inflicts Enraged on Unit

Crown of Akharien

Obtained By:
- Crown of Akharien

- Can be Stolen
- Immune to Magic
- Can Cast: Drop Crown of Akharien

Crown of Brilliance

Obtained By:
- Granted by the spell Crown of Brilliance

- 25% chance to wear off at the start of each turn
- Damages Hostile Units within 1 Tile ~40% to a Limit of 80% at the start of each turn

Cult of the Dragon

Obtained By:
- Inflicted on 20% of all Units built in a city with

- Unit will change allegiance upon hearing a Dragon's Roar

Dance of Blades

Obtained By:
- Granted by the spell Dance of Blades

- Wears off at the start of your next turn
- +1 First Strike

Demon

Obtained By:
- Racial Promotion for Infernal
- Granted to specific Units at creation

- Indicates Non-Living Race
- Immune to Fear
- Immune to Death, Poison & Unholy Damage
- -25% Resistance to Holy Damage
- +10% in Hell Terrain

Dextrous

Obtained By:
- Granted to Archery Units built in a City with Arcus Field

- +1/0

Diseased

Obtained By:
- Inflicted by combat with another Diseased Unit

- Can be Removed by Cure Disease
- Passes Diseased to Units in Combat
- -30%
- Unit Heals 10% less per turn
- Units on the same Tile heal 10% less per turn

Divine

Obtained By:
- Granted to specific Units at creation

- Allows the caster to use Divine Spells in conjunction with Channeling 2&3 according to the Unit's

Dragon

Obtained By:
- Race of Acheron, Abashi, Drifa and Eurabatres

- Indicates Living Race
- Immune to Fear
- Causes Fear
- Can Cast: Breathe Fire, Roar

Dragon Slaying

Obtained By:
- Granted to Dragon Slayers upon creation

- +40% vs Dragon

Dwarven

Obtained By:
- Racial Promotion for Khazad & Luchuirp

- Indicates Living Race
- Double Movement in Hills
- +25% Resistance to Poison Damage
- +25 to Workrate
- With Enchantment 1, Can Cast: Repair

Promotions

Fall from Heaven II

Elemental

Obtained By:
- Granted to Specific Units at creation

- Indicates Non-Living Race
- Immune to Fear
- Immune to Poison & Death Damage

Elven

Obtained By:
- Racial Promotion for Ljosalfar & Svartalfar

- NOTE: There are 2 cases of this promotion in the Civlopedia because it is used to set the art for the 2 Civilizations seperately.
- Indicates Living Race
- Double Movement in Forests & Ancient Forests
- -25% Resistance to Cold Damage
- -20 Workrate
- +10% Attack & Defense in Forests & Ancient Forests

Empower I

Obtained By:
- Granted to Summons if Caster has Combat I

- +10%

Empower II

Obtained By:
- Granted to Summons if Caster has Combat II

- +10%

Empower III

Obtained By:
- Granted to Summons if Caster has Combat III

- +10%

Empower IV

Obtained By:
- Granted to Summons if Caster has Combat IV

- +10%

Empower V

Obtained By:
- Granted to Summons if Caster has Combat V

- +10%

Empty Bier

Obtained By:
- Donal Lugh's Starting Equipment

- Can be Stolen
- +0/2
- Doubles Fortification Bonus

Enchanted Blade

Obtained By:
- Granted by Enchanted Blade

- +20%

Enraged

Obtained By:
- Inflicted on all Living Units at 90 AC

- Removed after Combat
- +1
- +20%
- 3% Chance per turn to become Barbarian

Fair Winds

Obtained By:
- Granted by Fair Winds

- 5% Chance to wear off at the start of each Turn
- +1
- +25% Withdrawal Chance

Fatigued

Obtained By:
- Inflicted by Sprint

- 50% Chance to wear off at the start of each Turn
- -10%

Flaming Arrows

Obtained By:
- Granted by Flaming Arrows

- +1 Fire

Flying

Obtained By:
- Granted to Specific Units at creation

- +1
- Unit is able to Fly
  - ◆Can pass through all Tiles
  - ◆Movement Cost is 1 per Tile, regardless of Terrain or Road
  - ◆No Penalty for Attacking across Rivers or from the Ocean

Gela

Obtained By:
- Hyborem's Starting Equipment

- Can be Stolen
- +2 Unholy

Fall from Heaven II

Promotions

Fall from Heaven II

Golden Hammer

Obtained By:
- Granted by Luchuirp's Worldspell

- Can be Stolen
- +1

Golem

Obtained By:
- Granted to Specific Units at creation

- Indicates Non-Living Race
- Immune to Fear
- Immune to Poison & Death Damage
- Heals 5% LESS in Neutral Lands
- Heals 10% LESS in Friendly Lands

Great Commander

Obtained By:
- Great Commander

- Can Cast: Split Commander
- +1
- +1 Experience per Combat

Guardsman

Obtained By:
- Granted to Melee Units built in Cities with Barracks

- Unit counts a Double current for selection of Defender
- Counters the abilities of Marksman

Hasted

Obtained By:
- Granted by Haste

- Wears off at the start of your next Turn
- +1

Healing Salve

Obtained By:
- Granted by a random event
  - ◆Triggers on any injured Unit

- Can be Stolen
- Can Cast: Healing Salve

Heavy

Obtained By:
- Can be gained by Mutation

- +1 Terrain Movement Costs
- +30%

Hero

Obtained By:
- Granted to Specific Units at creation

- +20% Resistance to Spells
- +1 XP per turn till 100 XP is reached

Hidden

Obtained By:
- Granted by the Sidar Worldspell

- Wears off after Combat or Using any Spell/Ability
- +1 First Strike
- Grants Invisibility

Hidden Nationality

Obtained By:
- Granted by Mask

- Grants Hidden Nationality to all Summoned Units
- Can Cast: Declare Nationality

Homeland

Obtained By:
- Granted to all Recon, Melee, Mounted, Archery & Disciple Units if Defender

- +10% inside Cultural Borders
- +10% Withdrawal Chance

Horselord

Obtained By:
- Granted to Mounted Units built in Cities with Ranch

- +1
- +10% Withdrawal Chance

Illusion

Obtained By:
- Granted to Summons if Caster has Illusionist

- Indicates a Non-Living Race
- Immune to Poison & Death Damage
- Cannot carry Equipment
- Completely Heals after Battle
- Grants Illusion to all Summoned Units
- Cannot reduce Opponent Life more than 90%

Illusionist

Obtained By:
- Granted to Illusionists upon creation

- Grants Illusion to all creatures Summoned by the Caster

Promotions

Fall from Heaven II

Immortal

Obtained By:
- Granted to Living Units by Blood of the Pheonix

- If Killed, Unit will be returned to the Capital instead, but loses this Promotion

Immune to Cold

Obtained By:
- Granted to Specific Units at creation

- Immune to Cold Damage

Immune to Disease

Obtained By:
- Granted to Specific Units at creation

- Immune to Diseased & Plagued

Immune to Fire

Obtained By:
- Granted to Specific Units at creation

- Immune to Fire Damage

Immune to Lightning

Obtained By:
- Granted to Specific Units at creation

- Immune to Lightning Damage

Infernal Grimoire

Obtained By:
- Infernal Grimoire

- Can be Stolen
- Can Cast: Read the Grimoire

Invisible

Obtained By:
- Granted to Specific Units at creation

- Grants Invisibility

Iron Weapons

Obtained By:
- Granted automatically to any unit capable of using rank 2 Weapon Upgrades in a city with Iron available

- +2
- -25% Resistance to Lightning Damage
- +10% vs Bronze Weapons

Jade Torc

Obtained By:
- Acquired via Event
  - ◆Triggers on any unit with Hero Promotion

- Can be Stolen
- +25% Resistance to Poison Damage
- +20% Resistance to all Spells

Light

Obtained By:
- Can be gained by Mutation

- +1
- +10% Withdrawal Chance
- -20%

Longshoremen

Obtained By:
- Granted by the spell Longshoremen

- +1
- -1 Cargo Space

Loyalty

Obtained By:
- Granted by the spell Loyalty

- Immune to Capture
- +25% Chance to Resist Charm Person

Magic Immune

Obtained By:
- Granted to Specific Units at Creation

- Cannot be the Direct Target of any Spells
- Immune to all Special Damage Types

Medic I

Obtained By:
- Granted to Specific Units at creation

- Heals Units in Same Tile Extra 10% Damage per Turn
  - ◆Augments Healing Rate of the Unit with the Promotion as well
  - ◆Unit still only Heal if they have not Moved, or have March

Medic II

Obtained By:
- Granted to Specific Units at creation

- Heals Units in Same Tile Extra 20% Damage per Turn
  - ◆Augments Healing Rate of the Unit with the Promotion as well
  - ◆Unit still only Heal if they have not Moved, or have March

Fall from Heaven II

Medic III

Obtained By:
- Currently not available in the Game

- Heals Units within 1 Tile Extra 30% Damage per Turn
  - ◆Augments Healing Rate of the Unit with the Promotion as well
  - ◆Unit still only Heal if they have not Moved, or have March

Mithril Weapons

Obtained By:
- Granted automatically to any unit capable of using rank 3 Weapon Upgrades in a city with Mithril available

- +4
- +10% vs Iron Weapons

Morale

Obtained By:
- Granted by the spell Moral

- 10% Chance to wear off at the start of each Turn
- +10%
- +10% City Attack

Mutated

Obtained By:
- Inflicted by the spell Mutation

- Indicates that a Unit has been Mutated and blocks it from being Mutated again

Nether Blade

Obtained By:
- Rathus Denmora's Starting Equipment

- Can be Stolen
- +2 Death
- +80% vs Hero

Nightmare

Obtained By:
- Granted to all Mounted Units if built in a City with access to Nightmares

- +1
- +10% in Hell Terrain

Nomad

Obtained By:
- Racial Promotion for Malakim

- Indicates Living Race
- Double Movement in Deserts
- +20% in Deserts
  - ◆So Net -5% due to natural -25% for the Terrain

Orcish

Obtained By:
- Racial Promotion for Clan of Embers

- Indicates Living Race
- +10% in Jungle
- +25% Resistance to Fire Damage
- -10 to Workrate

Orthus's Axe

Obtained By:
- Orthus's Starting Equipment

- Can be Stolen
- +1 Fire
- Can Attack Multiple Times per Turn

Pieces of Barnaxus

Obtained By:
- Barnaxus's Starting Equipment

- Can be Stolen
  - ◆Cannot be Stolen from Barnaxus
- Can Cast: Rebuild Barnaxus
  - ◆Cannot be cast by Barnaxus

Plague Carrier

Obtained By:
- Mary Morbus starts with this Promotion

- Reduces Natural Healing for Units on the Same Tile by 20%
  - ◆Reduces Healing Rate of the Unit with the Promotion as well
- 50% Chance per Unit to Pass Plagued to Units in Enemy Stack in Combat

Plagued

Obtained By:
- Inflicted after combat with a Plague Carrier

- -60%
- Reduces Natural Healing for Units on the Same Tile by 20%
  - ◆Reduces Healing Rate of the Unit with the Promotion as well
- Reduces Unit's Natural healing Rate an additional 20% (so net 40% Reduction in Healing Rate)

Poisoned

Obtained By:
- Inflicted after combat with a Unit that does Poison Damage

- Removed when Unit is Fully Healed
- -10%
- Reduces Natural Healing Rate of Unit by:
  - 3% in Enemy Lands
  - 5% in Neutral Lands
  - 8% in Friendly Lands

Poisoned Blade

Obtained By:
- Granted by the spell Poisoned Blade

- +1 Poison

Potency

Obtained By:
- Automatically granted to all Arcane units for Arcane Leaders and all Disciple units for Spiritual Leaders

- +20% Chance to gain free Experience per turn
- Spells are 10% less likely to be resisted

Prophecy Mark

Obtained By:
- Granted to Units built in the City with Prophecy of Ragnarok

- Increases the AC by 1 when Unit is Built
- Decreases the AC by 1 when Unit is Killed

Recruiter

Obtained By:
- Donal Lugh & Great Commanders start with this Promotion

- Can Cast: Recruit

Regeneration

Obtained By:
- Granted by the spell Regeneration

- Removed when Unit is Fully Healed
- Can heal While Moving
- +10% to Heal Rate

Rod of Winds

Obtained By:
- Acquired via Event
  - Triggers on any unit with Hero Promotion

- Can be Stolen
- +1 Affinity

Rusted

Obtained By:
- Inflicted by the Spell: Rust

- Removed by Visiting a City with a Forge
- -10%

Scorched Staff

Obtained By:
- Acquired via Event
  - Triggers on a City if the Player has more than 50 in the Treasury

- Can be Stolen
- +1 Affinity

Shadowwalk

Obtained By:
- Granted by the Spell: Shadowwalk

- 25% Chance to wear off at the start of each Turn
- Ignores Terrain Defenses when Attacking

Sheut Stone

Obtained By:
- Granted to all Units built in a City with Access to

- +1 Death
- +25% Resistance to Death Damage
- -10% Resistance to Holy Damage

Shield of Faith

Obtained By:
- Granted by the Spell: Shield of Faith

- +10%

Sinister

Obtained By:
- Granted to Recon Units built in a City with a Den of Shadows

- +1/0

Skeleton Crew

Obtained By:
- Granted by the Spell: Skeleton Crew

- -1
- +1 Cargo Space

Spellstaff

Obtained By:
- Granted by the spell: Enchant Spellstaff

- Can Cast: Spellstaff

Spirit Guide

Obtained By:
- Granted to Confessors and Units built in a City with a Reliquary

- Grants 1/2 of unit's experience to a random unit in the Empire upon death.

Staff of Souls

Obtained By:
- Barbatos's Starting Equipment

- Can be Stolen
- +1 Affinity

Starting Settler Bonus

Obtained By:
- Granted to Free Settler at the start of a non-Advanced Start Game

- +3 Visibility Range
- +2

Stealth

Obtained By:
- Unit :
- Recon Unit

- Can Cast: Hide

Stoneskin

Obtained By:
- Granted by the Spell: Stoneskin

- Removed after Combat
- +0/2
- +3 First Strikes
- +50% Resistance to all Special Damage Types

Strong

Obtained By:
- Can be gained by Mutation

- +1

Syliven's Perfect Lyre

Obtained By:
- Syliven's Perfect Lyre

- Can be Stolen
- Can Cast: Drop Syliven's Perfect Lyre

The Dragon's Horde

Obtained By:
- The Dragon's Horde

- Can be Stolen
- Can Cast: Drop Dragon's Horde

Undead

Obtained By:
- Granted to Specific Units at creation

- Indicates Non-Living Race
- Immune to Fear
- Immune to Death & Poison Damage
- +50% Resistance to Unholy Damage
- -50% Resistance to Holy Damage

Unholy Taint

Obtained By:
- Granted to Ritualists at creation

- -1
- -25%
- +1 Unholy
- +25% Resistance to Unholy Damage
- +10 to Spell Damage
- +10% Chance to gain free Experience per turn

Valor

Obtained By:
- Granted by the Spell: Valor

- +1 Experience per Combat
- +10% Resistance to Magic

Vampirism

Obtained By:
- Granted by the spell: Gift Vampirism

- +10%
- +5% to Heal Rate
- Can Cast: Feast, Feed, Gift Vampirism

Vile Touch

Obtained By:
- Angel of Death, Wraith & Ars Moriendi start with this Promotion

- 50% Chance per Unit to Pass Withered to Units in Enemy Stack in Combat

Vulnerable to Fire

Obtained By:
- Granted to Specific Units at creation

- -50% Resistance to Fire Damage

Warcry

Obtained By:
- Hippus Worldspell

- 5% Chance to wear off each Turn
- +1
- +1
- Unit may attack Multiple Times per Turn

Water Walking

Obtained By:
- Granted by the Spell: Water Walking

- Unit may enter Water Tiles
- No Penalty for Attacking from the Sea or across a River

Weak

Obtained By:
- Can be gained by Mutation

- -1

Werewolf

Obtained By:
- Granted to Ravenous Werewolves upon Creation

- Indicates Living Race

Winterborn

Obtained By:
- Racial Promotion for Doviello & Illian

- +10% in Tundra & Snow
- +20% Resistance to Cold Damage
- -10% Resistance to Fire Damage

Withered

Obtained By:
- Inflicted by the Spell: Wither

- Only affects Living Units
- -20% to Heal Rate
- -10%
- Unit Gains 50% Less XP per Combat (Round Down)

Spell Spheres

*NOTE: Rank 1 of any Sphere requires Arcane Unitcombat and Channeling 1. Rank 2 is available to all Unitcombats but requires Rank 1 and Channeling 2. Likewise, Rank 3 requires Channeling 3 and Rank 2 in the sphere and is available to all Unitcombats.

Air

Rank 1:	Rank 2:	Rank 3:
•Fair Winds - With - Channeling I	•Maelstrom	•Summon Air Elemental

Body

Rank 1:	Rank 2:	Rank 3:
•Haste - With - Channeling I	•Regeneration	•Graft Flesh

Chaos

Rank 1:	Rank 2:	Rank 3:
•Dance of Blades - With - Channeling I	•Mutation	•Wonder

Death

Rank 1:	Rank 2:	Rank 3:
•Raise Skeleton - With - Channeling I	•Summon Spectre	•Summon Wraith •Lichdom

Earth

Rank 1:	Rank 2:	Rank 3:
•Wall of Stone - With - Channeling I	•Stoneskin	•Summon Earth Elemental

Enchantment

Rank 1:	Rank 2:	Rank 3:
•Enchanted Blade - With - Channeling I •Repair - With - Dwarven	•Flaming Arrows	•Spellstaff

Entropy

Rank 1:	Rank 2:	Rank 3:
•Rust - With - Channeling I	•Summon Pit Beast	•Wither

Fire

Rank 1:	Rank 2:	Rank 3:
•Blaze - With - Channeling I	•Fireball	•Summon Fire Elemental

Law

Rank 1:	Rank 2:	Rank 3:
•Loyalty - With - Channeling I	•Summon Host of the Einherjar	•Valor

Life

Rank 1:	Rank 2:	Rank 3:
•Sanctify - With - Channeling I	•Destroy Undead	•Resurrection

Metamagic

Rank 1:	Rank 2:	Rank 3:
•Floating Eye - With - Channeling I **Passive Effect:** •Spells deal an additional 5% Damage •Spells are 5% less likely to be resisted	•Dispel Magic **Passive Effect:** •Spells deal an additional 5% Damage •Spells are 5% less likely to be resisted	•Summon Djinn **Passive Effect:** •Spells deal an additional 5% Damage •Spells are 5% less likely to be resisted

Mind

Rank 1:	Rank 2:	Rank 3:
•Inspiration - With - Channeling I	•Charm Person	•Domination

Nature

Rank 1:	Rank 2:	Rank 3:
•Treetop Defense - With - Channeling I	•Poisoned Blade	•Vitalize

Shadow

Rank 1:	Rank 2:	Rank 3:
•Blur - With - Channeling I	•Shadowwalk	•Summon Mistform

Promotions

Spirit

Rank 1:	Rank 2:	Rank 3:
•Courage - With - Channeling I	•Hope	•Trust

Sun

Rank 1:	Rank 2:	Rank 3:
•Scorch - With - Channeling I	•Blinding Light	•Summon Aurealis

Water

Rank 1:	Rank 2:	Rank 3:
•Spring - With - Channeling I	•Water Walking	•Summon Water Elemental

Standard

Accuracy

Requires:	
•Barrage I	•+20% City Bombard Damage

Amphibious

Requires:	
•Combat II	•No Combat Penalty for Attacking across a River or from the Sea

Barrage I

•+40% Collateral Damage

Barrage II

Requires:	
•Barrage I	•+60% Collateral Damage •+20% vs Melee Units

Barrage III

Requires:	
•Barrage II	•+100% Collateral Damage

Blitz

Requires:	
•Military Strategy •Drill IV	•Can Attack Multiple Times per Turn

Cannibalize

Requires:
- Undead
- Combat II

- Heal 10% after deafeating a Living Unit

City Garrison I

Requires:
- Warfare

- +30% City Defense

City Garrison II

Requires:
- City Garrison I

- +40% City Defense

City Garrison III

Requires:
- City Garrison II

- +50% City Defense
- +20% vs Melee Units

City Raider I

Requires:
- Warfare

- +30% City Attack

City Raider II

Requires:
- City Raider I

- +40% City Attack

City Raider III

Requires:
- City Raider II

- +50% City Attack
- +20% vs Melee Units

Combat I

- +20%
- Spells deal 5% extra Damage
- Grants Empower I to all Summoned Units

Combat II

Requires:
- Combat I

- +20%
- Spells deal 5% extra Damage
- Grants Empower II to all Summoned Units

Combat III

Requires:
- Combat II

- +20%
- Spells deal 5% extra Damage
- Grants Empower III to all Summoned Units

Combat IV

Requires:
- Combat III

- +10% Heal Rate in Neutral Lands
- +20%
- Spells deal 5% extra Damage
- Grants Empower IV to all Summoned Units

Combat V

Requires:
- Combat IV

- +10% Heal Rate in Enemy Lands
- +20%
- Spells deal 5% extra Damage
- Grants Empower V to all Summoned Units

Promotions

Fall from Heaven II

Command I

Obtained By:
- Channeling II

- +10% Chance to Convert deafeated Living Units

Command II

Obtained By:
- Command I
- Channeling III

- +20% Chance to Convert deafeated Living Units

Command III

Obtained By:
- Command II
- Channeling III

- +20% Chance to Convert deafeated Living Units

Command IV

Obtained By:
- Unit :
- Command III
- Channeling III

- +20% Chance to Convert deafeated Living Units

Commando

Requires:
- Combat IV

- Can use Enemy Roads
- +1 First Strike Chance

Cover I

Requires:
- Combat I

- +40% vs Archery Units

Cover II

Requires:
- Cover I

- +40% vs Archery Units

Defensive

Requires:
- Combat II

- Doubles Fortification Bonus

Demon Slaying I

Requires:
- Way of the Wise
- Combat I

- +40% vs Demons

Drill I

- +1 First Strike Chance

Drill II

Requires:
- Drill I

- +1 First Strike

Drill III

Requires:
- Drill II

- +2 First Strike Chances
- Suffer 20% less Collateral Damage

Fall from Heaven II

Drill IV

Requires:
- DrillI III

- +2 First Strikes
- Suffer 20% less Collateral Damage
- +10% vs Mounted Units

Expanded Hull

- +1 Cargo Space

Fear

Requires:
- Combat V
- Demon
  - OR - Undead
  - OR - Nightmare

- Causes Fear
  - Scatters units in stacks when attacking
  - Cannot be attacked unless opponent is immune to Fear

Flanking I

- +20% Withdrawal Chance

Flanking II

Requires:
- Flanking I

- +20% Withdrawal Chance

Flanking III

Requires:
- Flanking II

- Immune to First Strikes
- +10% Withdrawal Chance

Formation I

Requires:
- Combat II

- +40% vs Mounted Units

Formation II

Requires:
- Formation I

- +40% vs Mounted Units

Guerilla I

- +40% Hills Defense

Guerilla II

Requires:
- Arete
- Guerilla I

- Double Movement in Hills
- +60% Hills Defense

Heroic Defense I

Requires:
- Hero

- +0/1

Heroic Defense II

Requires:
- Heroic Defense I

- +0/1

Promotions

Fall from Heaven II

Heroic Strength I

Requires:
- Hero

- +1/0

Heroic Strength II

Requires:
- Heroic Strength I

- +1/0

Inquisitor

Requires:
- Channeling II

- Can Cast: Inquisition

Magic Resistance

Requires:
- Combat III

- +20% Resistance to Cold, Death, Fire & Lightning Damage
- +20% chance to resist spells

March

Requires:
- Combat III
  - OR - Medic I

- Can Heal while Moving
- +10% Heal Rate in Enemy Lands

Marksman

Requires:
- Precision
- Combat IV

- Attacks the Weakest Unit in a stack

Mobility I

Requires:
- Horseback Riding

- +1

Mobility II

Requires:
- Mobility I

- +1

Navigation I

Requires:
- Flanking I

- +1

Navigation II

Requires:
- Navigation I

- +1

Resist Cold

Requires:
- Magic Resistance

- +50% Resistance to Cold Damage

Resist Fire

Requires:
- Magic Resistance

- +50% Resistance to Fire Damage

Fall from Heaven II

Resist Lightning

Requires:
- Magic Resistance

- +50% Resistance to Lightning Damage

Shock II

Requires:
- Shock I

- +40% vs Melee Units

Resist Poison

Requires:
- Magic Resistance

- +50% Resistance to Poison Damage

Spell Extension I

Requires:
- Channeling I

- Grants Mobility I to Summoned Units

Scourge

Requires:
- Way of the Wicked
- Combat I

- +40% vs Disciple Units

Spell Extension II

Requires:
- Arcane Lore
- Spell Extension I

- Grants Mobility II to Summoned Units

Sentry

Requires:
- Tracking
- Combat III

- +1 Sight Range

Stigmata

Requires:
- Combat V
- Demon

- Grants a bonus equal to 50% of the current AC

Sentry II

Requires:
- Sentry I

- +2 Sight Range

Subdue Animal

Requires:
- Animal Husbandry
- Combat I

- Convert Defeated Animal Units
- +25% vs Animal Units

Shock I

Requires:
- Combat I

- +40% vs Melee Units

Subdue Beasts

Requires:
- Animal Mastery
- Hero
- Subdue Animal
- Combat III

- Convert Defeated Beast Units
- +25% vs Beast Units

Sundered

	Requires: •Corruption of Spirit •Demon	•Grants Stigmata to Summoned Units •+25% Resistance to Holy Damage

Twincast

	Requires: •Hero •Combat V	•Summoning Spells produce 2 Units each cast

Undead Slaying

	Requires: •Way of the Wise •Combat I	•+40% vs Undead Units

Woodsman I

	•+30% Attack & Defense in Jungle, Forest & Ancient Forests

Woodsman II

	Requires: •Hidden Paths •Woodsman I	•Double Movement in Jungle, Forest & Ancient Forests •+30% Attack & Defense in Jungle, Forest & Ancient Forests

Air Mana
Air Node
Ancient Forest
Ancient Tower
Banana
Barrow
Bear Den
Body Mana
Body Node
Broken Lands
Broken Sepulcher
Burning Sands
Burnt Forest
Camp
Castle
Chaos Mana
Chaos Node
Clam
Citadel
City Ruins
Coast
Copper
Corn
Cottage
Cotton
Cow
Crab
Death Mana
Death Node
Deer
Desert
Dragon Bones
Dye
Earth Mana
Earth Node
Enchantment Mana
Enchantment Node
Entropy Mana
Entropy Node
Fallout
Farm
Fields of Perdition
Fire Mana
Fire Node
Fish
Fishing Boats
Flames
Flood Plains
Forest
Fort
Fruit of Yggdrasil
Fur
Gems
Gold
Grassland
Graveyard
Guardian of Pristinus Pass
Gulgarm
Gunpowder
Hamlet
Hellfire
Horse
Ice (Land)
Ice (Ocean)
Incense
Iron
Ivory
Jungle
Jungle Altar
Law Mana
Law Node
Letum Frigus
Life Mana
Life Node
Lion Den
Lumbermill
Maelstrom
Mana
Marble
Metamagic Mana
Metamagic Node
Mind Mana
Mind Node
Mine
Mithril
Mirror of Heaven
Mushrooms
Nature Mana
Nature Node
Necrototem
New Forest
Nightmare
Oasis
Obsidian Plains
Ocean
Odio's Prison
Pasture
Pearls
Penguins
Pig
Pirate Cove
Pirate Harbor
Pirate Port
Plains
Plantation
Pool of Tears
Pyre of the Seraphic
Quarry
Razorweed
Reagents
Remnants of Patria
Rice
Ring of Carcer
Ruins
Scrubs
Shadow Mana
Shadow Node
Sheep
Sheut Stone
Silk
Smoke
Snake Pillar
Spirit Mana
Spirit Node
Standing Stones
Sugar
Sun Mana
Sun Node
Toads
Tomb of Sucellus
Town
Tribal Village
Tundra
Village
Volcano
Warning Post
Water Mana
Water Node
Watermill
Whale
Whaling Boats
Wheat
Windmill
Wine
Winery
Workshop
Yggdrasil

Unique Features

**Note: Though referred to in Fall from Heaven as "Unique Features," these Landmarks are in fact Improvements. Thus you can have a Feature on the same tile as them (like a forest on the tile with Yggdrasil), and you must destroy them to build any improvements on the location (Only the Pyre of the Seraphic and the Broken Sepulcher can be destroyed).
***Note 2: There is a 35% Chance per Feature that it will be in the game, determined upon map creation. This only applies if the Mapscript isn't written specifically to override this behavior.

Broken Sepulcher

Locations:
- Grasslands
  - OR - Plains
  - OR - Desert
  - OR - Tundra

Yields:
-

- Spawns Barbatos the Lich when the first non-Barbarian unit enters the Tile

Dragon Bones

Locations:
- Grasslands
  - OR - Plains
  - OR - Desert
  - OR - Tundra

Yields:
-
- +3
  - ◆+2 with Construction
  - ◆+2 with Trade

- +1 to any City if within the City Radius (ie - on a Workable Tile)

Guardian of Pristinus Pass

Locations:
- Mountain

- Spawns 3 Barbarian Gargoyles the first time a Unit gets within 1 Tile range

Letum Frigus

Locations:
- Hill
  - OR - Tundra
  - OR - Snow

- The Illians can gain the Aggressive Trait by being the first to visit the Tile
- The Amurites can gain a Golden Age by being the first to visit the Tile

Maelstrom

Locations:
- Ocean

- 25% chance to kill any unit entering tile
- If unit lives, it is moved to a random Ocean tile elsewhere in the world.
  - ◆Unit may even be relocated into Ice

Mirror of Heaven

Locations:
- Desert

Yields:
-
- +3

- +1 to any City if within the City Radius (ie - on a Workable Tile)
- +6 to Unit Visibility Range
- +25% Tile Defense

Odio's Prison

Locations:
- Flatland
- Grasslands
  - OR - Plains
  - OR - Desert
  - OR - Tundra

- +25% Tile Defense to Tiles in a Radius of 3 Squares from Feature

Pool of Tears

Locations:
- Flatland
- Desert

- +1 to any City if within the City Radius (ie - on a Workable Tile)
- Removes Diseased, Plagued, Poisoned & Withered from units on the tile
- +50% Heal Rate on Tile

Pyre of the Seraphic

Locations:
- Plains
  - OR - Desert

Yields:
-

- Angels may cast Sacrifice on the Tile to create a Permanent Fire Elemental
- When Pillaged, triggers a Golden Age for the Pillaging Player, and spawns 7 Fire Elementals under Barbarian Control

Remnants of Patria

Locations:
- Grasslands
  - OR - Plains
  - OR - Desert
  - OR - Tundra

Yields:
- +3
  - ◆+2 with Education
  - ◆+2 with Feudalism

- +3 to any City if within the City Radius (ie - on a Workable Tile)

Ring of Carcer

Locations:
- Snow

- No Units under level 15 Can enter the Tile
- First Unit to Enter Tile gains Brigit the Shining and destroys the Ring of Carcer

Standing Stones

Locations:
- Flatland
- Grasslands
  - OR - Plains
  - OR - Desert
  - OR - Tundra
  - OR - Snow

Yields:
-

- +1 to any City if within the City Radius (ie - on a Workable Tile)

Tomb of Sucellus

Locations:
- Grasslands
  - OR - Plains
  - OR - Jungle
  - OR - Forest

Yields:
-

- +1 to any City if within the City Radius (ie - on a Workable Tile)
- +25% Heal Rate on Tile

Yggdrasil

Locations:
- Grasslands
  - OR - Tundra
  - OR - Forest

Yields:
-
- +3
  - ◆+2 with Commune with Nature
  - ◆+2 with Way of the Forests

- +1 to any City if within the City Radius (ie - on a Workable Tile)

Lairs

Barrow

Creation:
- 0.75% Chance to appear on any viable Tile during Map generation

Viable Terrain:
- Grasslands, Plains, Desert, Tundra, Broken Lands, Burning Sands, Fields of Perdition

Yields:
- -1 on Tile

Spawns:
- Skeleton

Bear Den

Creation:
- Create Den

Viable Terrain:
- Flatland Tundra

Spawns:
- Bear

Hellfire

Creation:
- Hellfire

Spawns:
- Champion

Lion Den

Creation:
- Create Den

Viable Terrain:
- Flatland Plains

Spawns:
- Lion

Ruins

Creation:
- 0.75% Chance to appear on any viable Tile during Map generation

Viable Terrain:
- Jungle

Spawns:
- Lizardman

Resources

Air Mana

Locations:
-

Revealed By:
-

Yields:
-

Connected By:
-

Banana

Locations:
-

Revealed By:
-

Yields:
-

Connected By:
-

Body Mana

Locations:
-

Revealed By:
-

Yields:
-

Connected By:
-

Chaos Mana

Locations:
-

Revealed By:
-

Yields:
-

Connected By:
-

Clam

Locations:
-

Revealed By:
-

Yields:
-

Connected By:
-

Copper

Locations:
-

Revealed By:
-

Yields:
-

Connected By:
-

Corn

Locations:
-

Revealed By:
-

Yields:
-

Connected By:
-

Cotton

Locations:
-

Revealed By:
-

Yields:
-

Connected By:
-

Landscape

Fall from Heaven II

Cow

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Crab

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Death Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Deer

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Dye

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Earth Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Enchantment Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Entropy Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Fire Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Fish

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Fruit of Yggdrasil

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Fur

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Gems

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Gold

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Gulagarm

Locations:	Revealed By:
• Hell Terrain Version of &	•
Yields:	**Connected By:**
•	•

Gunpowder

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Fall from Heaven II

Horse

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Incense

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Iron

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Ivory

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Law Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

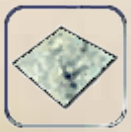
Life Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Mana

Locations:	Connected By:
•	◆Does not Provide any Resource
Yields:	
•	

Marble



Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

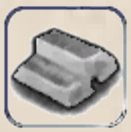
Metamagic Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Mind Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Mithril



Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Nature Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Nightmare

Locations:	Revealed By:
•Hell Terrain Version of &	•
Yields:	**Connected By:**
•	•

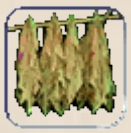
Pearls

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Pig

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Razorweed



Locations:	Revealed By:
•Hell Terrain Version of &	•
Yields:	**Connected By:**
•	•

Reagents

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Rice

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Shadow Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Sheep

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Sheut Stone

Locations:	Revealed By:
• Hell Terrain Version of	•
Yields:	**Connected By:**
•	•

Silk

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Spirit Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Sugar

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Sun Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Toads

Locations:	Revealed By:
• Hell Terrain Version of &	•
Yields:	**Connected By:**
•	•

Water Mana

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Whale

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Wheat

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Wine

Locations:	Revealed By:
•	•
Yields:	**Connected By:**
•	•

Improvements

Ancient Tower

Requires:

•

•

Castle

Requires:

•

•

Citadel

Requires:

•

•

Enclave

Requires:

•Kuriotates
◆Unique Upgrade for Towns (60 Turns)

•Yields: +1, 0, 5
•With Taxation: +0, 0, 1 extra

Fort

Requires:

•

•

Graveyard

Requires:

•Built via Events

•Raise Skeleton produces 3 skeletons instead of 1 when cast here
•Grants a Host of the Einherjar and lowers the AC if Sanctified
•Grants a Champion if Resurrection is cast here
•Can Rob Grave for a random result
•Each of these actions result in the destruction of the Graveyard

Jungle Altar

Requires:

•Only used in Scenarios

Mushrooms

Requires:

•Random Event
•Grassland or Plains

•Yeilds: +2, 0, 0

Necrototem

Requires:

•Only used in Scenarios

•Causes Fear in Units approaching the Tile

Penguins

Requires:

•Random Event
•Only happens on Coastal Tundra Tiles

•+1 if in the Workable Radius of a City

Pirate Cove

Requires:

•Created by the Lanun Workboat-Only Spell Pirate Cove

•+10% Defense Bonus for Tile
•+1 to Sight Range of Naval Units on Tile
•Naval Units may Change Crews on Tile
•Upgrades to Pirate Harbor in 6 turns
•+2 on Tile

Pirate Harbor

Requires:

•Upgraded from Pirate Cove

•+20% Defense Bonus for Tile
•+5% Combat Bonus to all Friendly Units within 1 Tile
•Naval Units on Tile heal faster
•+1 to Sight Range of Naval Units on Tile
•Naval Units may Change Crews on Tile
•Upgrades to Pirate Port in 13 Turns
•+1 , +1 & +4 on Tile

Pirate Port

Requires:

•Upgraded from Pirate Harbor

•+30% Defense Bonus for Tile
•+20% Heal Rate on Tile
•+10% Combat Bonus to all Friendly Units within 2 Tiles
•Naval Units on Tile heal faster
•+1 to Sight Range of Naval Units on Tile
•Naval Units may Change Crews on Tile
•+2 , +2 & +6 on Tile

Smoke	
	Requires: • •

Snake Pillar	
	Requires: •Hell Terrain Replacement for , &
	•

Warning Post	
	Requires: •Only used in Scenarios

Terrain & Features

Ancient Forests	
	•5% Chance to spawn a Treant if an enemy unit enters an unoccupied Ancient Forest Tile in FoL territory •Spawning is 3 times as likely if tile is worked from a city that has a Temple of Leaves

Broken Lands	
	•

Burning Sands	
	•

Burnt Forest	
	•

Fields of Perdition	
	•

Flames	
	•

New Forest	
	•

Obsidian Plains	
	•

Scrub	
	•

Volcano	
	•

Adaptive

Leaders:
- Varn Gosam (Financial) of Malakim
- Cardith Lorda (Philosophical) of Kuriotates
- Cassiel (Industrious) of Grigori

- May periodically change alternate Trait to: Philosophical, Aggressive, Spiritual, Expansive, Industrious, Creative, Financial, Organized, Charismatic, Arcane or Raiders
- Option to change comes 5 turns before every multiple based on gamespeed: (ie - Turns 70 and 145 would be the first changes on Quick)
  - Quick: 75
  - Normal: 100
  - Epic: 150
  - Marathon: 300

Aggressive

Leaders:
- Basium of Mercurian
- Kandros Fir of Khazad
- Tasunke of Hippus
- Charadon of Doviello
- Sheelba of Clan of Embers
- Alexis of Calabim

- Free Combat 1 promotion for Mounted & Melee Units
- Double Production speed of Shipyard & Stable

Agnostic

Leaders:
- Cassiel of Grigori
- Minister Koun (Minor Leader)

- Cannot Adopt Religions nor research Religious Technologies

Arcane

Leaders:
- Thessa of Ljosalfar
- Valledia the Even of Amurite
- Dain the Caswallan of Amurite
- Faeryl Viconia of Svartalfar
- Tebryn Arbandi of Sheaim
- Perpentach (Insane) of Balseraphs

- Free Potency Promotion for all Arcane Units
- 1 Extra free Promotion for all Arcane Units
- Double Production speed of Mage Guild

Barbarian

Leaders:
- Charadon of Doviello
- Jonas Endain of Clan of Embers
- Sheelba of Clan of Embers
- Hyborem of Infernals

- -10%
- Start game at Peace with the Barbarians
- NOTE: Animals and Hill Giants will still attack because they are Hidden Nationality.
- Barbarian State will declare war if Player's score is 50% above Second Place's Score
- Once lost, it is impossible to return to Peace with the Barbarians
- Penalty to continues to apply even when Peace is lost.

Charismatic

Leaders:
- Sabathiel of Bannor
- Falamar of Lanun
- Auric Ulvin of Illian
- Perpentach (Insane) of Balseraphs

- +1 in each City
- -25% XP required for each Unit Level
- Normal Levels come at: 2, 5, 10, 17, 26, 37, 50, 65, 82, 101...
- Your Levels come at: 2, 4, 8, 13, 20, 28, 38, 49, 62, 76, 92, 109...

Creative

Leaders:
- Varn Gosam of Malakim
- Ethne the White of Elohim
- Arendel Phaedra of Ljosalfar
- Perpentach (Insane) of Balseraphs
- Keelyn of Balseraphs

- +2 in each City
- Double Production speed of Monument & Carnival

Defender

Leaders:
- Ethne the White of Elohim
- Einion Logos of Elohim
- Garrim Gyr of Luchuirp
- Amelanchier of Ljosalfar
- Sandalphon of Sidar

- Free Homeland Promotion for Recon, Melee, Mounted, Archery & Disciple Units
- Double Production speed of Palisades, Archery Range & Walls

Traits

Fall from Heaven II

Expansive

Leaders:

- Cardith Lorda of Kuriotates
- Thessa of Ljosalfar
- Falamar of Lanun
- Rhoanna of Hippus
- Jonas Endain of Clan of Embers
- Hyborem of Infernal

- +3 in each City
- No Upkeep Costs for the Compassion Branch of Civics (Basic Care, Protect the Meek, Public Healers)
- Double Production speed of Granary & Harbor

Fallow

Leaders:

- Hyborem of Infernal

- Cities do not Gain nor Lose Population based on

Financial

Leaders:

- Varn Gosam (Adaptive) of Malakim
- Garrim Gyr of Luchuirp
- Kandros Fir of Khazad
- Hannah the Irin of Lanun
- Rhoanna of Hippus
- Flauros of Calabim

- +1 on tiles normally worth 2 or more
- Double production speed of Moneychanger & Market

Industrious

Leaders:

- Capria of Bannor
- Arturus Thorne of Khazad
- Sandalphon of Sidar
- Cassiel (Adaptive) of Grigori

- +50% Wonder Production
- Double Production speed of Forge

Ingenuity

Leaders:

- Basium of Mercurian
- Arturus Thorne of Khazad
- Kandros Fir of Khazad
- Mahala of Doviello

- Empire starts the game with 50
- -50% Cost for Unit Upgrades
  - i.e. - Scout Upgrading to Hunter
  - -75% Cost when combined with Guild of Hammers

Insane

Leaders:

- Perpentach (Creative, Charismatic, Arcane) of Balseraphs

- 2% Chance per turn that all other Traits randomly change

Organized

Leaders:

- Sabathiel of Bannor
- Beeri Bawl of Luchuirp
- Arturus Thorne of Khazad
- Valledia the Even of Amurite
- Sheelba of Clan of Embers
- Flauros of Calabim
- Decius of Bannor, Calabim or Malakim

- -50% Upkeep for all Civics
- Allows Production of Command Posts
- Double Production speed of Courthouse & Lighthouse

Philosophical

Leaders:

- Einion Logos of Elohim
- Cardith Lorda (Adaptive) of Kuriotates
- Cassiel of Grigori
- Dain the Caswallan of Amurite
- Alexis of Calabim
- Minister Koun (Minor Leader)

- +100% in Empire
- Double Production speed of Library & Elder Council

Raiders

Leaders:

- Basium of Mercurian
- Amelanchier of Ljosalfar
- Hannah the Irin of Lanun
- Tasunke of Hippus
- Mahala of Doviello
- Faeryl Viconia of Svartalfar
- Decius of Bannor, Calabim or Malakim

- Free Commando Promotion for Recon, Melee, Archery, Mounted & Disciple Units
- +100% from Pillaging
- +1 XP from each Combat
- Allows XP gain from Barbarians beyond the standard cap of 100
- Stacks with XP boost from attached Great Commander or Valor Spell Effect

Fall from Heaven II

Spiritual

Leaders:

- Capria of Bannor
- Beeri Bawl of Luchuirp
- Arendel Phaedra of Ljosalfar
- Os-Gabella of Sheaim
- Jonas Endain of Clan of Embers
- Auric Ulvin of Illian

- Free Mobility 1 and Potency Promotions for Disciple Units
- No Anarchy
- Double Production Speed of Pagan & Religious Temples

Sprawling

Leaders:

- Cardith Lorda of Kuriotates

- +3 ☺ in each City
- Cities can work the 3rd Ring
- Limited number of Cities based on Map Size
  - Duel - 2 Cities
  - Tiny, Small & Standard - 3 Cities
  - Large - 4 Cities
  - Huge - 5 Cities

Summoner

Leaders:

- Keelyn of Balseraph
- Tebryn Arbandi of Sheaim
- Os-Gabella of Sheaim
- Hyborem of Infernal

- Summoned Creatures last 3 turns instead of 1

Tolerant

Leaders:

- Ethne the White of Elohim
- Einion Logos of Elohim

- Cities taken from other Players are capable of building Unique Buildings and Units of the original Owner's Civilization

Government

Aristocracy

Pre-Req:
•

•

City States

Pre-Req:
•

•

Despotism

Pre-Req:
•

•

God King

Pre-Req:
•

•

Republic

Pre-Req:
•

•

Theocracy

Pre-Req:
•

•

Cultural Values

Consumption

Pre-Req:
•

•

Crusade

Pre-Req:
- Medium Upkeep
- Bannor
- Fanaticism
- Must be involved in a War

- Cannot conduct Diplomacy with any Civilization at War with you
- -75% War Weariness
- +12 Free Military Units
- +25% Unit Production in Cities with State
- +2 in Cities with State
- Not allowed to produce Workboats, Workers or Settlers and may not Build the following Buildings
- Elder Council, Market, Monument, Moneychanger, Theatre, Aqueduct, Public Baths, Herbalist, Carnival, Courthouse, Gambling House, Granary, Smokehouse, Library, Harbor, Alchemy Lab
- 20% Chance each Turn for any Town to spawn a Demagog and demote to a Village

Liberty

Pre-Req:
•

•

Nationhood

Pre-Req:
•

•

Pacifism

Pre-Req:
•

•

Religion

Pre-Req:
•

•

Scholarship

Pre-Req:
•

•

Social Order

Pre-Req:
- Low Upkeep
- State :
- Religious Law

- +1 for each Military Unit fortified in a City
- +1 from Basilica & Courthouse

Labor

Apprenticeship

Pre-Req:
-

-

Arete

Pre-Req:
- Medium Upkeep
- State :
- Arete

- +20% in Cities with
- +1 from Mines
- Can spend to Hurry Production

Caste System

Pre-Req:
-

- Adds 1 Unhappy to all but X # of Largest Cities
  - Reason for Unhappy shows as "We Long for the Open Country"

Guilds

Pre-Req:
-

-

Military State

Pre-Req:
-

-

Slavery

Pre-Req:
-

-

Tribalism

Pre-Req:
-

-

Economy

Agrarianism

Pre-Req:
•

•

Conquest

Pre-Req:
•

•

Decentralization

Pre-Req:
•

•

Foreign Trade

Pre-Req:
•

•

Guardian of Nature

Pre-Req:
•High Upkeep
•State :
•Hidden Paths

•+5 in all Cities
•-10% Military Production
•+2 from Grove
•+1 from Jungle, Forest & Ancient Forest
•If an Enemy Unit enters an Unoccupied Ancient Forest Tile in your Territory there is a 5% chance to spawn a Treant which will last for 3 Turns (15% chance if the Tile is being Worked by a City with Temple of Leaves)

Mercantilism

Pre-Req:
•

•

Compassion

Basic Care

Pre-Req:
•

•

Fend for Themselves

Pre-Req:
•

•

Protect the Weak

Pre-Req:
•

•

Public Healers

Pre-Req:
•

•

Sacrifice the Weak

Pre-Req:
•No Upkeep
•State :
•Infernal Pact

•Each Population Point in your Cities consume only 1 instead of the standard 2
•-20%
•+4 in all Cities
•+10%
•+10%

Membership

No Membership	
	•
Pre-Req: •	
Overcouncil	
	•
Pre-Req: •	
Undercouncil	
	•
Pre-Req: •	

Technologies

Fall from Heaven II

Agriculture
Alteration
Ancient Chants
Animal Handling
Animal Husbandry
Animal Mastery
Arcane Lore
Archery
Arete
Armored Cavalry
Astronomy
Blasting Powder
Bowyers
Bronze Working
Calendar
Cartography
Code of laws
Commune with Nature
Construction
Corruption of Spirit
Crafting
Currency
Deception
Divination
Divine Essence
Drama
Education
Elementalism
Engineering
Exploration
Fanaticism
Feral Bond
Festivals
Feudalism
Fishing
Future Tech
Guilds
Hidden Paths
Honor
Horseback
Hunting
Infernal Pact
Iron Working
Knowledge of the Ether
Machinery
Malevolent Designs
Masonry
Mathematics
Medicine
Mercantilism
Message from the Deep
Military Strategy
Mind Stapling
Mining
Mithril Weapons
Mithril Working
Mysticism
Necromancy
Never
Omniscience
Optics
Orders from Heaven
Pass Through the Ether
Philosophy
Poisons
Precision
Priesthood
Rage
Religious Law
Righteousness
Sailing
Sanitation
Seafaring
Smelting
Sorcery
Stirrups
Strength of Will
Taxation
Theology
Tracking
Trade
Warfare
Warhorses
Way of the Earthmother
Way of the Forests
Way of the Wicked
Way of the Wise
Writing

Agriculture

	Pre-Req:	Leads To:
	•	•
•		

Alteration

	Pre-Req:	Leads To:
	•	•
•		

Ancient Chants

	Pre-Req:	Leads To:
	•	•
•		

Animal Handling

	Pre-Req:	Leads To:
	•	•
•		

Animal Husbandry

	Pre-Req:	Leads To:
	•	•
•		

Animal Mastery

	Pre-Req:	Leads To:
	•	•
•		

Arcane Lore

	Pre-Req:	Leads To:
	•	•
•		

Archery

	Pre-Req:	Leads To:
	•	•
•		

Fall from Heaven II

Arete

800

Pre-Req:

- State :
- Way of the Earthmother

- Enables: Arete, Guerilla 2, Bambur, Mines of Gal'Dur

Armored Cavalry

	Pre-Req:	Leads To:
	•	•

•

Astronomy

	Pre-Req:	Leads To:
	•	•

•

Blasting Powder

	Pre-Req:	Leads To:
	•	•

•

Bowyers

	Pre-Req:	Leads To:
	•	•

•

Bronze Working

	Pre-Req:	Leads To:
	•	•

•

Calendar

	Pre-Req:	Leads To:
	•	•

•

Cartography

	Pre-Req:	Leads To:
	•	•

•

Code of Laws

	Pre-Req:	Leads To:
	•	•

•

Commune with Nature

	Pre-Req:	Leads To:
	•	•

•

Construction

	Pre-Req:	Leads To:
	•	•

•

Corruption of Spirit

	Pre-Req:	Leads To:
	•	•

•

Technologies

Fall from Heaven II

Crafting		
	Pre-Req:	**Leads To:**
	•	•
•		

Drama		
	Pre-Req:	**Leads To:**
	•	•
•		

Currency		
	Pre-Req:	**Leads To:**
	•	•
•		

Education		
	Pre-Req:	**Leads To:**
	•	•
•		

Deception		
	Pre-Req:	**Leads To:**
	•	•
•		

Elementalism		
	Pre-Req:	**Leads To:**
	•	•
•		

Divination		
	Pre-Req:	**Leads To:**
	•	•
•		

Engineering		
	Pre-Req:	**Leads To:**
	•	•
•		

Divine Essence		
	Pre-Req:	**Leads To:**
	•	•
•		

Exploration		
	Pre-Req:	**Leads To:**
	•	•
•		

Divine Right		
	Pre-Req:	**Leads To:**
	•	•
•		

Fanaticism		
	Pre-Req:	**Leads To:**
	•	•
•		

Fall from Heaven II

Feral Bond

Pre-Req:
•

Leads To:
•

•

Festivals

Pre-Req:
•

Leads To:
•

•

Feudalism

Pre-Req:
•

Leads To:
•

•

Fishing

Pre-Req:
•

Leads To:
•

•

Future Tech

Pre-Req:
•

Leads To:
•

•

Guilds

Pre-Req:
•

Leads To:
•

•

Hidden Paths

800

Pre-Req:
•Way of the Forests
•State :

•Enables: Guardian of Nature, Woodsman 2

Honor

Pre-Req:
•

Leads To:
•

•

Horseback Riding

Pre-Req:
•

Leads To:
•

•

Hunting

Pre-Req:
•

Leads To:
•

•

Infernal Pact

1,350

Pre-Req:
•Corruption of Spirit
•State :

•Enables: Sacrifice the Weak, Meshabber of Dis, Infernal Grimoire, Demon's Altar
•Snake Pillar: +1 , +1
•When Discovered, spawns Hyborem and the Infernal Civilization
•Infernals start with 2 Longbowman (With Mobility 1), 2 Champions (With Mobility 1 & Iron Weapons), 1 Worker, 1 Imp (With Mobility 1), 3 Manes & 1 Settler (With Mobility 1, Sentry 1&2)
•Infernal Civilization is granted all Technologies known by the Discovering Civilization
•If Discovered by a Human Player, option is presented to change control from current Civilization to Infernal Civilization

Iron Working

Pre-Req:
•

Leads To:
•

•

Knowledge of the Ether

Pre-Req:
•

Leads To:
•

•

Machinery

Pre-Req:
•

Leads To:
•

•

Malevolent Designs

Pre-Req:
•

Leads To:
•

•

Masonry

Pre-Req:
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Leads To:
•

•

Mathematics

Pre-Req:
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Leads To:
•

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Medicine

Pre-Req:
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Leads To:
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•

Mercantilism

Pre-Req:
•

Leads To:
•

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Message from the Deep

Pre-Req:
•

Leads To:
•

•

Military Strategy

Pre-Req:
•

Leads To:
•

•

Mind Stapling

800

Pre-Req:
•Message from the Deep
•State :

•Enables: Saverous, Lunatic, Asylum, Tower of Complacency

Mining

Pre-Req:
•

Leads To:
•

•

Technologies

Fall from Heaven II

Mithril Weapons

	Pre-Req:	Leads To:
	•	•

•

Orders from Heaven

	Pre-Req:	Leads To:
	•	•

•

Mithril Working

	Pre-Req:	Leads To:
	•	•

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Pass through the Ether

	Pre-Req:	Leads To:
	•	•

•

Mysticism

	Pre-Req:	Leads To:
	•	•

•

Philosophy

	Pre-Req:	Leads To:
	•	•

•

Necromancy

	Pre-Req:	Leads To:
	•	•

•

Poisons

	Pre-Req:	Leads To:
	•	•

•

Never

	Pre-Req:	Leads To:
	•	•

•

Precision

	Pre-Req:	Leads To:
	•	•

•

Omniscience

	Pre-Req:	Leads To:
	•	•

•

Priesthood

	Pre-Req:	Leads To:
	•	•

•

Optics

	Pre-Req:	Leads To:
	•	•

•

Technologies

Fall from Heaven II

Rage

Pre-Req:
•

Leads To:
•

•

Smelting

Pre-Req:
•

Leads To:
•

•

Religious Law

Pre-Req:
•

Leads To:
•

•

Sorcery

Pre-Req:
•

Leads To:
•

•

Righteousness

Pre-Req:
•

Leads To:
•

•

Stirrups

Pre-Req:
•

Leads To:
•

•

Sailing

Pre-Req:
•

Leads To:
•

•

Strength of Will

Pre-Req:
•

Leads To:
•

•

Sanitation

Pre-Req:
•

Leads To:
•

•

Taxation

Pre-Req:
•

Leads To:
•

•

Seafaring

Pre-Req:
•Lanun (Free Starting Technology)

Leads To:
•Fishing

•Cannot be Traded
•Reveals
•+1 for Naval Units and Workboats

Theology

Pre-Req:
•

Leads To:
•

•

Fall from Heaven II

Technologies

Fall from Heaven II

Tracking

	Pre-Req:	Leads To:
	•	•
•		

Way of the Wicked

	Pre-Req:	Leads To:
	•	•
•		

Trade

	Pre-Req:	Leads To:
	•	•
•		

Way of the Wise

	Pre-Req:	Leads To:
	•	•
•		

Warfare

	Pre-Req:	Leads To:
	•	•
•		

Writing

	Pre-Req:	Leads To:
	•	•
•		

Warhorses

	Pre-Req:	Leads To:
	•	•
•		

Way of the Earthmother

	Pre-Req:	Leads To:
	•	•
•		

Way of the Forests

	Pre-Req:	Leads To:
	•	•
•		

Appendix A

Fall from Heaven II

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Game Concepts

Affinity

Some creatures have Affinity for a particular mana type. This means that they gain a strength bonus equal to their Affinity amount for each source of that type of mana you control. So a creature that has Affinity: 1 gets +1 for every nature mana you own. A creature with 2 Affinity gets +2 strength for every Death Mana you control.

Alignment

There are three Alignments in Fall from Heaven, Good, Neutral and Evil. Each leader starts with one and some units and civics can only be used by players of a specific Alignment. It also affects your diplomatic relations with other players, granting you bonuses to players of the same Alignment and negatives to players of other Alignments.

Decius is able to select his alignment on Turn 1, but other than that, the only way to change your Alignment is by adopting a State Religion. The Order makes any player who adopts it Good, The Empyrean and The Runes of Kilmorph make Evil players Neutral, the Council of Esus and the Octopus Overlords make Good players Neutral and the Ashen Veil makes the player Evil.

Armageddon Counter

The Armageddon Counter goes up when bad things happen (cities are razed, the Ashen Veil is founded, an entropy node is built, etc) and down when good things happen (Mardero dies, The Ashen Veil holy city is razed, etc). Depending on the civs in the game the Armageddon Counter either rises slowly over the course of the game, or tends to grow to about 20-40 and then levels off (assuming the player doesn't do anything to influence it).

NOTE: The displayed AC is a percentage based off of a calculation for what the maximum AC in the game shall be. Thus +5 may only result in the AC counter going up by 1 point. The maximum AC in any game is 15 per player + 50. So for a 4 player game that means 110 is the max AC, thus all changes to the AC will be just barely less than the indicated value. For 10 players the maxumum counter is 200, so all changes will seem to be halved.

It affects many things. Hell Terrain will only spread to Ashen Veil players lands until the counter hits 25, then it will start to spread to unowned tiles. At 50 it will start to spread to other Evil players lands and at 75 it will start to spread to Neutral lands.

So if Hell is beginning to creep into your lands you have a few options to respond. Sending out some units to sack the Ashen Veil holy city would be an excellent way to get the Armageddon Counter under control and to keep Hell out of your lands. You could also gift a few powerful units to a player that is at war with the Infernals if you wanted to contribute without getting into the war directly.

The Armageddon Counter also influences the chance that fire spreads to nearby tiles and the attitude modifier between Good and Evil civs. There is a promotion called Stigmata that gives the unit a percentage bonus equal to half the Armageddon Counter as well as other mechanics that reward some players (especially the Sheaim) for having a high Armageddon count.

Since the Alignment attitudes are influenced by the Armageddon count (Good and Evil suffering 1/10th of the AC as a penalty in relations with one another) when the Armageddon count gets high huge Good vs. Evil battles tend to break out.

Elimination of a Good Civilization adds 5 to AC, Elimination of an Evil Civilization subtracts 5

The Armageddon Effects are:

- AC=10: Warning, but no effect.
- AC=40: Blight: Causes Temporary large Disease Penalties in every city in the world and does 25% Death Based Damage to all Living Units. Disease is mitigated by Health provided from Buildings (not Forests), and will last 1 to 15 turns, starting with up to 15 more disease than your current population in each city.

  As long as the AC remains above 40, Pestilence can continue to strike at any time. This will also cause disease in every city in the world, but not do any Death damage. Disease will last up to 9 turns and should be up to 9 points higher than 1 disease for every 4 population in your city (minus any health from buildings)
- AC=60: Stephanos appears in the world.
- AC=63: Buboes appears in the world.
- AC=66: Yersinia appears in the world.

- AC=69: Ars Moriendi appears in the world.
- AC=70: Hellfire Spawns: This creates the Hellfire improvement on random tiles in the world, and creates a Demonic Champion (belonging to the Infernals if they are in the game, and to the barbarian state otherwise) on these tiles to defend them. More such units will continue to spawn here if the AC remains high enough.
- AC=90: Wrath: The Avatar of Wrath appears in the world.
- AC=100: Apocalypse: kills 60% of the living units in the world, and halves the populations of all cities of leader without the Fallow trait (anyone but Hyborem)

Kael's Notes: Functionally the AC serves to bring additional conflict to the end game. In Beyond the Sword Firaxis added espionage and corporations to address late game stagnancy. We were trying to solve the same problem but did it with the AC to try to bring conflict and a sense of urgency to the late game.

Crime Rate

Crime events require a minimum Crime Rate in a city before it will trigger. Certain buildings raise the Crime Rate, certain buildings lower the Crime Rate. So you are less likely to get a theft in a city with a lot of law buildings than you are in a city with a gambling house, market, smugglers port, etc.

There is global Crime Rate which is applied to the entire world, and each city has a random initial Crime Rate when it is built (which can be modified by buildings). The global Crime Rate is affected by some Undercouncil resolutions.

Kael's Notes: The Crime Rate was created so that Crime events are more likely to occur in places players would expect to see them. To make the specific situation influence the events instead of having them be purely random. It is a flavor mechanic and isn't expected to play a strong strategic role in the game (players shouldn't feel forced to make anti-Crime buildings just to get the Crime Rate down).

Delay

The Delay cost of a spell forces the Caster to become immobile, and unable to cast, for the specified number of turns. When that time expires, the effects of the spell will occur.

Equipment

Equipment is a special object type in Fall from Heaven. It can be presented as a promotion on a unit that is carrying it, or as a non-moveable unit itself when it is sitting in a tile. Some pieces of Equipment can also be used as a building in a city.

The chief difference between Equipment and other promotions is that if a unit with a piece of Equipment is killed that Equipment is dropped into the time the unit died in, rather than being lost.

Kael's Notes: Although the Equipment system allows modders to manufacture entire arsenal's of swords, shields and bows for their armies our goal with Equipment is to use it only for rare powerful artifacts with significant strategic impact. We do this to avoid micromanagement and to maintain the special allure of capturing a piece of Equipment.

Fear

Any unit with Dragon or Fear can inflict Fear on other Living units. This means that Living units must have Courage or some other Promotion granting Immunity to Fear to be capable of attacking the Unit, or standing to defend against it. Any Living Unit without Immunity to Fear in a stack attacked by a Dragon of Fear Unit will scatter.

Non-Living Units are completely unaffected by Fear.

Forts

We have an entirely new design for Forts. Now they begin as Forts, then grow into castles and eventually citadels. The effects of each upgrade are as follows:

- Fort- gives +10% defense to anyone in the tile and +5% defense to allies within a 1 plot range
- Castle- gives +25% defense and +10% heal rate to anyone in the tile and a +10% defense to allies within a 2 plot range
- Citadel- gives +40% defense, +20% heal rate and +1 visibility to anyone in the tile and a +15% defense to allies within a 3 plot range

Given enough time ancient towers now upgrade to castles. These defensive range bonuses are disabled if an enemy unit occupies the fort.

Kael's Notes: The AI has been adjusted to scatter the occasional Fort around, but never clump them together (this was the hardest part of setting up this system). Since we link into the terrain defense modifier system (the same system that says hills and forests grant defense bonuses) the AI does a good job of preferring to move through tiles that have "fort cover". We also tweaked the AI so that in times of war it will station units in Forts to maintain the bonus.

Hell Terrain

Started with the birth of Hyborem and the Infernal civilization, Hell Terrain will spread as allowed by the Armageddon Counter (AC). It will always spread into Ashen Veil lands, but if the AC is over 25 it will also spread into unowned lands. If the AC is over 50 it can spread into other Evil lands and if it is over 75 it can spread into Neutral lands. It can never spread into the lands of Good players.

Hell Terrain is less productive than most land and the bonus types are often replaced with Hell versions. For example Cows or Horses on a normal terrain type will be converted to Nightmares if the tile switches to Hell Terrain.

Heroes

Heroes are unique characters that can only appear once per game. If they are killed, they can not be rebuilt. They can be gained through a variety of means, some become available with certain religions, some are available only to certain civilizations, and some are available to the first civilization that achieves the required tech and builds them.

They tend to be more powerful than normal units and most have the Hero promotion, which grants them 1 expereince point per turn until they reach 100 xp, allowing them to level quickly and without the risk of combat.

Immortality

There are two types of Immortality in Fall from Heaven. There is a "second Chance" version, which is implemented via the Promotion: Immortal. Then there is true Immortality, which shows no Promotion, but simply happens.

The Promotion can be gained in various ways. Some units start with it, like Hyborem, other units can acquire it, like Losha Valas, but absolutely any Living unit can wind up with it through the Ritual Blood of the Pheonix. Typically, only the Immortal units (and their unique counterparts) however will have true immortality bestowed upon them.

Invisible

There are two classes of invisibility in FfH2. The most common are Invisible Animals, which most Recon units are able to see, but all others are unable to. Much harder to see are Invisible Land or Hidden units. Shadows and some other exceptionally gifted individuals are only able to be seen by a few very talented individuals, or with the aid of powerful magics.

In addition to a unit being naturally Invisible, which is a permanent effect and cannot ever be disabled, a unit may also gain Invisibility through the Promotion: Hidden. This promotion however is lost upon casting a spell or being involved

in Combat.

Lairs

Lairs are randomly distributed when a map is created. They spawn barbarian creatures until they are destroyed. Which can be done by moving any unit onto the tile as long as you are at war with the barbarians.

Living Units

In Erebus the term "Living Unit" means much more than "Hasn't been killed yet." Each unit is either Alive, or Not-Alive. In some cases this is a means of identifying which aspect of the unit is actually the most relevant: a Galley probably has a very large crew of Living individuals, but is not considered to be Alive because that crew can be changed at any given moment, and their condition is not as important to the unit as the condition of the ship itself, which is quite well Not-Alive. But in other cases the effect is MUCH more important, because this is a world in which the Dead crawl back from their graves to plague the living, and Demons twist the souls from mortal men. Promotions can result in a unit being considered Not-Alive (such as Demon), and are available to some units upon creation to indicate their state between the worlds, or can be gained through events in the course of the game as distasters befall your people.

Mana

You cannot build a city on top of a Mana Node.

Each civilization starts with 2-3 mana types provided by its palace. The mana you have access to controls what Spells your adepts can learn. For example the Svartalfar start with Shadow, Nature and Mind mana. So their adepts can only learn Spells from those spheres. To learn Spells of other spheres the player will have to do one of the following to get access to those mana types:

1. Some Wonders grant mana

2. Some Unique Features grant mana

3. You can trade mana from other players through diplomacy

4. The most common method to get access to more mana types is to upgrade raw mana nodes to the mana types you want. You need to use adepts to do this and you need the required technology. So to upgrade a raw mana node to a Death mana node (which would give you access to Death mana) you would need to have researched necromancy.

Although 1 source of mana is required to learn Spells of that sphere if you have 2 sources of mana type your adepts start with rank 1 in that Spell sphere for free. If you have 3 sources of that mana type your adepts start with rank 1 and rank 2 in that Spell sphere for free. And with 4 sources of a single Mana Type you will gain all 3 ranks of the spell promotions for free. Free ranks of promotions are also gained upon upgrading a unit (for example - upgrade from Adept to Mage)

Many types of Mana have a passive effect. This is essentially the same as acquiring a standard Resource, but in general these effects are cummulative. Thus it can be worthwhile to have numerous Nodes of a single Type.

1. Body: +5% to heal rate of friendly units within your borders
2. Chaos: +2% to mutation chance
3. Death: -1 Diplomacy with most Civilizations (non-Cumulative)
4. Earth: Increases the chance of discovering new resources from Mines
5. Enchantment: 1 happy
6. Entropy: -5% to heal rate of enemy units within your borders (Cannot cause Damage, just Prevent Healing)
   -2 to AI relations (non-Cumulative)

7. Law: -5% to maintenance costs
8. Life: +1 health
9. Mind: +3% to research
10. Spirit: +5% to Great Person Growth

Naval Crews

Naval units can choose one of four possible ways to crew their ships.

1. Normal Crew- The ship retains its normal stats.

2. Skeleton Crew- The ship gains +1 cargo capacity and -1 strength.

3. Buccaneers- The ship gains -1 movement and +1 strength.

4. Longshoremen- The ship gains +1 movement and -1 cargo capacity.

Crews on ships can be changed in any city or Pirate Cove.

Overcouncil

Any Good or neutral player that has researched the Honor tech can join The Overcouncil. It is founded when two or more Civilizations have done so. Being a member of The Overcouncil grants a significant diplomacy bonus with other members. It also forces members to comply with any decrees that The Overcouncil has voted and agreed on (unless the player wants to defy and leave The Overcouncil). These decrees can enforce a defensive pact between all the members, force war or stop trade with another player, outlaw death, entropy or shadow mana, etc. Overall these laws can be powerful and restrictive. Players that expect to remain members of The Overcouncil should expect to enjoy the advantages of the friendships it allows, but also be subject to its control. That is unless they maintain the relationships required to be voted the head of the council and get to pick the decrees themselves. Resolutions may be voted on every 10 turns.

The Empyreans unique Hero is Chalid Astrakein and he is a councilor, giving the player that controls him an additional vote in The Overcouncil. The Malakim Hero Teutorix is also a councilor.

The Overcouncil can vote on the following resolutions:

- Head Councilor- The head councilor selects all other resolutions
- Force War- Force war on a non-member
- Assign City- Return control of a city to a member
- Single Currency- +1 Trade Route in all cities
- Open Markets- Trade Routes with all Foreign cities
- Global Civic Public Healers- All members must adopt the Public Healers civic
- Global Civic Liberty- All members must adopt the Liberty civic
- Defensive Pact with all members- All members enter into a defensive pact
- Outlaw Death mana- No members can use Death mana
- Outlaw Entropy mana- No members can use Entropy mana
- Outlaw Shadow mana- No members can use Shadow mana

Settlements

The Kuriotates can only have a few real cities (the exact number depends on the map size), all the rest of their cities are Settlements. Settlements are unable to produce gold, research or culture and nothing can be built in a Settlement. They don't cost any maintenance.

Kael's Notes: Originally we designed the Kuriotates to only have their limited number of huge super cities. But being unable to expand and claim more resources was to limiting for them so we created Settlements as a way to still allow the Kuriotates to expand their borders without adding to the production capacity, or significantly to their population.

Starting Settler Bonus

This is a Promotion granted to your Settler on Turn 1 to allow you to see and move much farther. It is expected that a player scout around for a little while before finally deciding upon a location for his first City.

Spells

Magic can turn the tide of battle and push even peaceful civilizations to greater glory.

Magic can be divided into Divine and Arcane. Divine magic-using units include Priests and High Priests, Priests able to be built directly, but High Priests requiring a minimum Level of Priest to upgrade, in each case the State Religion is the only Priest which can be constructed, and if the State Religion changes, Priests can be kept, but High Priests are lost. Arcane units include Mages & Archmages, each must be upgraded from Adepts who have attained high enough levels. Don't worry, your Spellcasting units don't have to get their staves dirty, for they gain experience over time, slower than, but similar to, Hero units.

For the Arcane, to cast a spell, a unit needs a magic sphere promotion, and a "magic contol" promotion (Channeling), the latter coming automatically when a unit is built or upgraded. Magic sphere promotions can be given upon level gain. Divine units have a limited, but quite useful, selection of spells to choose from, depending on what creed they espouse (their religion). Arcane units are more versatile, being able to choose from any of the sphere upgrades on promotion. Further, every mana node you control when an adept is trained will give the corresponding Spell sphere promotion. Since Adepts will not gain experience forever, owning mana nodes will allow you to create much more powerful Spell casters.

Arcane magic is quite varied. Experiment with different Spell spheres to find all the Spells. Some examples: adepts with body 1 can cast Haste, which will give all Living Units in their stack one extra movement point for a turn. Mages with fire 2 can cast Fireball, which can attack stacks to inflict minor collateral damage.

A couple more important points--Unless your leader has the Summoner trait, summoned creatures last only one turn before they must return to the ether. Combat promotions given to Spell casters apply to their Spells, so a firemage with combat 2 will have more fire-power. Similarly, Spell extension promotions allow a mage's Spells an extra movement point, allow him to stay a safe distance from danger.

Summoned Units

Units Summoned by Mage or Archmage are temporary additions to your military might. Unless your leader has the Summoner Trait, they will disappear before the start of your next turn, so nothing is lost by throwing them up against outrageous odds, though caution must be observed so that you do not just grant the assailed unit Experience to spend on promotions so that it is even harder for you to conquer him.

For Leaders with the Summoner Trait, the summons will live for 3 turns instead of just 1. Your Mage may still conjure a new Summon to join it the next turn, and thus they are as disposable for you as for the other Leaders, however now you are able to lead sustained attacks, so it is occasionally in your best interests to maintain some health on the units after

combat. Typically however, the 3 turn duration is utilized to keep a reserve unit to defend the Mage and have 2 attacking units per Mage instead of the standard 1 (or if not concerned with Defense you can utilize 3 attacking summons of course). One vital thing to think about as a Summoning Leader is whether or not your summoned units have a Unitcombat, because if they do then the unit is able to gain Promotions. While there is no long-term gain from promoting the unit carefully, the automatic healing granted to a unit when it takes a promotion is invaluable.

A very few summons are special though in that they are Permanent. This means the unit will act just like any standard unit which you built in a city and stay with you until you disband it or an opponent kills it. However, it is not a ticket to a free army of unlimited size: You may only have 1 Permanent Summon for each Mage capable of summoning a new one. Thus, if you have 5 Mages with Death 1 then you are able to summon 5 skeletons (it doesn't matter which Mage summons them), but once you have 5 Skeletons you will be unable to cast Raise Skeleton with any of your units. Should one of the Skeletons die, or a new unit gain the Death 1 promotion, then the option to summon a skeleton once again becomes available to all units (and of course will become unavailable as soon as you summon a sixth skeleton...) One final difference between a Permanent Summon and normal ones is that a nomral summon comes into existence ready to move, attack and even cast in some cases; a permanent summon however comes into existence with its movement exhausted for the turn and must wait to attack or relocate.

And finally, there are a very few summons who will have their Duration extended by Combat. This means that any turn in which they kill a unit does not count against the time for which they may remain in Erebus.

Undercouncil

The Undercouncil serves a similar purpose to The Overcouncil. It is founded when two or more players follow the Undercouncil Civic. It can only be joined by Neutral or Evil players (though if Neutral they can't also be members of The Overcouncil). Resolutions may be voted on every 15 turns.

The Undercouncil is run by money, nearly all of its resolutions cost gold from its members. They can vote to declare war on a common enemy, and open borders to each other. There are no restrictive resolutions on The Undercouncil, they never vote to enforce a civic or outlaw anything. The Undercouncil also has several special resolutions:

- Enlist the Nightwatch- all players to pay for the resolution gain a few Nightwatch units.
- Develop Secret Codes- Grants a free Great Sage to each player. Additionally, technologies can only be traded with other Undercouncil members.
- Fund Dissidents- 50% to create 1-3 Turns of Unrest in cities owned by Overcouncil Members.
- Gambling Ring- reduces the production cost of gambling houses in all your cities.
- Slave Trade- All Undercouncil members can buy and sell slaves.
- Smuggling Ring- Allows members to build Smugglers Ports in their coastal cities.
- Force War- Force war on a non-member
- Open Borders- All members open borders to each other

Unique Features

Unique Features are randomly generated when the map is created. There can only be one of each on any map, with a 35% chance for each feature to be included (checked individually). The potential Unique Features are: Broken Sepulcher, Dragon Bones, Letum Frigus, Maelstrom, Mirror of Heaven, Odio's Prison, Pool of Tears, Pyre of the Seraphic, Remnants of Patria, Tomb of Sucellus and Yggdrasil.

Kael's Notes: Unique Features were added to make each map more interesting. Plus some of the wonders we have had in the mod since the begining (like Yggdrasil and the Tomb of Sucellus) never really made much sense as buildable wonders, better to be things the player would find.

Victory Conditions

Altar of the Luonnotar - If a great prophet is sacrificed the Altar of the Luonnotar can be built. Each further Great Prophet sacrificed improves the Altar and if the altar is improved to its final form (requiring 6 great prophets and construction time for the 7th) the player wins the game.

Tower of Mastery - This victory condition requires that the player first build the four lesser towers; the Tower of Alteration, Tower of Divination, Tower of Necromancy and the Tower of the Elements. Each of these towers require multiple mana types to be built and all the games mana types must be controlled to build all of them. Once they are all built the player can begin building the Tower of Mastery. If that is completed the player wins the game.

Kael's Notes: This victory condition is a homage to the amazing Master of Magic game. When it was initially added it was nearly impossible to achieve without practically winning a domination victory first, and even then it was only possible on the largest map sizes. The plan was always to introduce more ways to get the mana required to create the lesser towers rather than to make the victory condition easier and with the introduction of Vassals (or more importantly the access that gives to their palace mana) we achieved that goal. Making this a reasonable victory condition that can be achieved through expansion, conquest or diplomacy (or, most effectively, a combination of the three).

Weapon Upgrades

Some units can have their strength upgraded by certain weapon types. Units capable of using Bronze weapons get +1 strength if you have access to Copper (Available at Bronze Working). Units capable of using Iron weapons get +2 strength if you have access to Iron (Available at Iron Working, or via Mines of Gal'Dur) and units capable of using Mithril weapons get +4 strength if you have access to Mithril (Available at Mithril Working). Multiple weapon types aren't cumulative (a unit can't have both Iron and Mithril weapons) and units have to enter one of your cities to upgrade their weapons.

One Important thing to remember with Bronze & Iron is that they appear on the map 1 technology before they will be able to be utilized as a resource. So at Mining you can start to see Bronze, and even build a mine on it to gain better yields on the tile, but you cannot have Copper show up in your city until you research Bronze Working, at which point the road + Mine will grant you bronze in your city and automatically upgrade all units capable of using bronze weapons. Access to Iron comes with Iron Working.

Werewolves

The creation of the Hero Baron Duin Halfmorn introduces the first werewolf to the world. Any living unit he creates has a chance to be raised as a newborn Ravenous Werewolf. These units are dangerous and unpredictable. If they don't kill another unit quickly many will turn on you and become barbarian units. However, if you do manage to kill a living unit with a Ravenous Werewolf it will satiate their hunger and they will become the stronger and more loyal Werewolf. Each living unit a Werewolf defeat gives them a small chance to upgrade yet again into the powerful Greater Werewolves. With all werewolves they can pass their lycanthropy on to living units they defeat in battle.

Kael's Notes: This is a double-win mechanic. Meaning that it rewards players who are already winning, increasing the gap between winning and losing players. Although they are difficult to balance, double-win mechanics are useful because they reduce the dull grind of chewing through the players that remain in a game if the player has already won, allowing him to steamroll and achieve victory.

World Spells

Each civilization was a World Spell they can use. These Spells have a huge effect but can only be used once per game so consider carefully before you use them.

Kael's Notes: We added these for two reasons. Of course they help us differentiate each of the civilizations. But we also wanted to add a strategic option where the player was forced to decide when was the best moment to use the ability. As such all of the World Spells generally grow more powerful over time,

rewarding players who don't profit from their use early on.

New Game Options

Why isn't there a "No Random Events" Option?

Barbarian World

Wildlands

Blessing of Armathaon

Living World

Last Days

Hallowed Ground

Compact Enforced

No Lairs

No Hell Terrain

No Settlers

Slower XP

End of Winter:

After the map is generated, all Tundra Tiles are converted to Snow; Plains & Grassland tiles are converted to Tundra; and Desert Tiles are converted to Plains. Each tile will revert back to the appropriate Tile after 10-100 turns (precise time length is randomly determined per Tile)

No Unique Features

Remove Religion: ____

No World Spells

No Acheron, Duin, Orthus:

AI No Building Requirements

Blue Marble Terrain

Unit Categories

None - Though not often thought about, this is perhaps one of the most important UnitCombats in the game. If a unit does not posess a true UnitCombat, that means they are incapable of spending experience to gain Promotions and Levels. It also means that the majority of the spells which grant promotions to a unit will not work on them.

Animal

Arcane

Archery

Beast

Disciple

Melee

Mounted

Naval

Recon

Siege

Specialists

Citizen

Angry Citizen

Bard

Great Bard

Engineer

Great Engineer

Merchant

Great Merchant

Priest

Great Prophet

Sage

Great Sage

Lightbulbing Order

Great Bard

1. Drama
2. Festivals
3. Education
4. Astronomy
5. Sanitation
6. Tracking
7. Writing
8. Animal Husbandry
9. Animal Mastery
10. Exploration
11. Fishing
12. Agriculture
13. Medicine
14. Mysticism
15. Philosophy
16. Omniscience
17. Sorcery
18. Alteration
19. Calendar
20. Hunting
21. Pass Through the Ether
22. Ancient Chants
23. Knowledge of the Ether
24. Animal Handling
25. Arcane Lore
26. Construction
27. Feral Bond
28. Feudalism
29. Sailing
30. Strength of Will
31. Divination
32. Elementalism
33. Necromancy
34. Code of Laws
35. Optics
36. Guilds
37. Masonry
38. Archery
39. Poisons
40. Priesthood
41. Religious Law
42. Commune with Nature
43. Hidden Paths
44. Message from the Deep
45. Way of the Wise
46. Cartography
47. Mithril Working
48. Precision
49. Way of the Forests
50. Bowyers
51. Deception
52. Divine Essence
53. Honor
54. Malevolent Designs
55. Military Strategy
56. Mind Stapling
57. Righteousness
58. Trade
59. Currency
60. Engineering
61. Infernal Pact
62. Mathematics
63. Mercantilism
64. Mithril Weapons
65. Orders from Heaven
66. Smelting
67. Stirrups
68. Taxation
69. Theology
70. Warhorses
71. Way of the Wicked
72. Corruption of Spirit
73. Future Tech

Great Engineer

1. Engineering
2. Mithril Working
3. Machinery
4. Smelting
5. Blasting Powder
6. Bowyers
7. Iron Working
8. Armored Cavalry
9. Bronze Working
10. Crafting
11. Feudalism
12. Masonry
13. Warfare
14. Archery
15. Military Strategy

16. Mithril Weapons
17. Rage
18. Construction
19. Mining
20. Cartography
21. Guilds
22. Precision
23. Animal Handling
24. Feral Bond
25. Optics
26. Poisons
27. Animal Husbandry
28. Divine Essence
29. Agriculture
30. Code of Laws
31. Medicine
32. Animal Mastery
33. Calendar
34. Fishing
35. Hunting
36. Stirrups
37. Tracking
38. Arete
39. Exploration
40. Mind Stapling
41. Sanitation
42. Fanaticism
43. Astronomy
44. Horseback Riding
45. Sailing
46. Warhorses
47. Mercantilism
48. Orders from Heaven
49. Theology
50. Way of the Earthmother
51. Way of the Wicked
52. Currency
53. Education
54. Mathematics
55. Righteousness
56. Strength of Will
57. Taxation
58. Trade
59. Writing
60. Alteration
61. Elementalism
62. Knowledge of the Ether
63. Necromancy
64. Pass Through the Ether
65. Way of the Forests
66. Ancient Chants
67. Commune with Nature
68. Drama
69. Festivals
70. Hidden Paths
71. Message from the Deep
72. Mysticism
73. Omniscience
74. Philosophy
75. Sorcery
76. Way of the Wise
77. Future Tech

Great Merchant

1. Currency
2. Mathematics
3. Taxation
4. Mercantilism
5. Trade
6. Warhorses
7. Calendar
8. Agriculture
9. Horseback Riding
10. Medicine
11. Animal Husbandry
12. Cartography
13. Code of Laws
14. Fishing
15. Optics
16. Sanitation
17. Animal Mastery
18. Exploration
19. Guilds
20. Hunting
21. Stirrups
22. Tracking
23. Mithril Working
24. Sailing
25. Writing
26. Machinery
27. Animal Handling
28. Astronomy
29. Engineering
30. Feral Bond
31. Masonry
32. Poisons
33. Smelting
34. Construction
35. Education
36. Feudalism
37. Mining
38. Precision
39. Deception
40. Honor
41. Ancient Chants
42. Bowyers
43. Festivals
44. Message from the Deep
45. Mysticism
46. Way of the Wise
47. Alteration
48. Archery
49. Orders from Heaven
50. Pass Through the Ether
51. Theology
52. Way of the Forests
53. Arete
54. Blasting Powder
55. Iron Working
56. Malevolent Designs
57. Mind Stapling
58. Mithril Weapons
59. Righteousness
60. Strength of Will
61. Way of the Wicked
62. Armored Cavalry
63. Bronze Working
64. Commune with Nature
65. Crafting
66. Drama
67. Hidden Paths
68. Military Strategy
69. Omniscience
70. Philosophy
71. Sorcery
72. Way of the Earthmother
73. Warfare
74. Future Tech

Great Prophet

1. Corruption of Spirit
2. Priesthood
3. Religious Law
4. Commune with Nature
5. Hidden Paths
6. Infernal Pact
7. Malevolent Designs
8. Way of the Earthmother
9. Way of the Forests
10. Deception
11. Honor
12. Message from the Deep
13. Philosophy
14. Way of the Wise
15. Ancient Chants
16. Orders from Heaven
17. Theology
18. Way of the Wicked
19. Mysticism
20. Righteousness
21. Drama
22. Arete
23. Mind Stapling
24. Festivals
25. Fanaticism
26. Divination
27. Arcane Lore
28. Education
29. Knowledge of the Ether
30. Omniscience
31. Sorcery
32. Elementalism
33. Necromancy
34. Alteration
35. Divine Essence
36. Pass Through the Ether
37. Strength of Will
38. Writing
39. Astronomy
40. Archery
41. Construction
42. Feudalism
43. Sailing
44. Code of Laws
45. Bowyers
46. Exploration
47. Fishing
48. Guilds
49. Masonry
50. Military Strategy
51. Sanitation
52. Tracking
53. Trade
54. Future Tech

Great Sage

1. Arcane Lore
2. Alteration
3. Pass Through the Ether
4. Divination
5. Elementalism
6. Necromancy
7. Omniscience
8. Sorcery
9. Strength of Will
10. Knowledge of the Ether
11. Animal Husbandry
12. Animal Mastery
13. Sanitation
14. Agriculture
15. Medicine
16. Calendar
17. Education
18. Tracking
19. Writing
20. Exploration
21. Fishing
22. Hunting
23. Animal Handling
24. Astronomy
25. Code of Laws
26. Currency
27. Feral Bond
28. Mathematics
29. Optics
30. Taxation
31. Mercantilism
32. Trade
33. Warhorses
34. Cartography
35. Poisons
36. Sailing
37. Guilds
38. Horseback Riding
39. Infernal Pact
40. Stirrups
41. Mithril Working
42. Precision
43. Construction
44. Feudalism
45. Masonry
46. Way of the Forests
47. Ancient Chants
48. Corruption of Spirit
49. Festivals
50. Message from the Deep
51. Mysticism
52. Way of the Wise
53. Commune with Nature
54. Deception
55. Drama
56. Engineering
57. Hidden Paths
58. Honor
59. Mining
60. Mithril Weapons
61. Orders from Heaven
62. Philosophy
63. Smelting
64. Theology
65. Way of the Wicked
66. Machinery
67. Malevolent Designs
68. Righteousness
69. Future Tech

Somnium

Somnium is a cardgame developed by Sto for entertainment while awaiting your opponents during a Multiplayer game, or just as an alternative to Fall from Heaven when playing on your own.

Somnium allows you to play cards against any AI whom you have met and are not at War with for a chance to gain a small change in relations with that leader. This change is minor and is not meant to be significant in any manner.

To play the game, you simply draw cards from the deck numbered 3 to 7. Should you draw a card matching the suit of a cardd you already possess, all drawn cards are discarded and your turn ends. At any time you may decide to stop drawing and save your cards to the bank. There are 10 Suits total with 5 cards per suit and 4 special cards.

Play continues until all 54 Cards in the deck have been drawn.

Drawing the Fool card allows you to steal 1 banked card from you opponent, but that card is added to your current draw pile, so also increases the chances of gaining a duplicated suit and having to discard your recent draw.

Drawing the Death card will cause you to lose all cards drawn for this turn and immediately pass the turn to the other player.

Score at the end of the game is determined by the highest ranking card in each different suit. These are added together and the highest total is the winner.