

MAGIC ENHANCED

Vanilla Changes	Magic Items		DIVINE
FIRE	AIR	WATER	EARTH
ASTRAL	DEATH	NATURE	BLOOD
Early Era	Middle Era		Late Era
Arcoscephale, Golden Era	Arcoscephale, The Old Kingdom		Arcoscephale, Sibylline Guidance
Ermor, New Faith	Ermor, Ashen Empire		Pythium, Serpent Cult
Ulm, Enigma of Steel	Sceleria, The Reformed Empire		Lemuria, Soul Gates
Marvern, Time of Druids	Pythium, Emerald Empire		Man, Towers of Chelms
Sauromatia, Amazon Queens	Man, Tower of Avalon		Ulm, Black Forest
T'ien Ch'i, Spring & Autumn	Eriu, Last of the Tuatha		Marignon, Conquerors of the Sea
Machaka, Lion Kings	Ulm, Forges of Ulm		Mictlan, Blood and Rain
Mictlan, Reign of Blood	Marignon, Fiery Justice		T'ien Ch'i, Barbarian Kings
Abysia, Children of Flame	Mictlan, Reign of the Lawgiver		Jomon, Human Daimyos
Caelum, Eagle Kings	T'ien Ch'i, Imperial Bureaucracy		Agartha, Ktonian Dead
C'tis, Lizard Kings	Machaka, Reign of Sorcerers		Abysia, Blood of Humans
Pangaea, Age of Revelry	Agartha, Golem Cult		Caelum, Return of the Raptors
Agartha, Pale Ones	Abysia, Blood and Fire		C'tis, Desert Tombs
Tir'Na'nOg, Land of Ever Young	Caelum, Reign of the Seraphim		Pangaea, New Era
Fomoria, The Cursed Ones	C'tis, Miasma		Midgard, Age of Men
Vanheim, Age of Vanir	Pangaea, Age of Bronze		Utgard, Well of Urd
Helheim, Dusk & Death	Asphodel, Carrion Woods		Bogarus, Age of Heroes
Niefelheim, Sons of Winter	Vanheim, Arrival of Man		Patala, Reign of the Nagas
Kailasa, Rise of the Ape Kings	Jotunheim, Iron Woods		Gath, Last of the Giants
Rus, Sons of Heaven	Vanarus, Land of the Chudes		Ragha, Dual Kingdom
Lanka, Land of Demons	Bandar Log, Land of the Apes		Xibalba, Return of the Zotz
Yomi, Oni Kings	Shinuyama, Land of the Bakemono		Phlegra, Sleeping Giants
Hinnom, Sons of the Fallen	Ashdod, Reign of the Anakim		Vaettiheim, Wolf-Kin Jarldom
Ur, The First City	Uruk, City States		Atlantis, Frozen Sea
Berytos, The Phoenix Empire	Nazca, Kingdom of the Sun		R'lyeh, Dreamlands
Xibalba, Vigil of the Sun	Xibalba, Flooded Caves		Erytheia, Kingdom of Two Worlds
Mekone, Brazen Giants	Phlegra, Deformed Giants		
Atlantis, Emerge of Deep Ones	Phaeacia, Isle of Dark Ships		
R'lyeh, Time of Aboleths	Ind, Magnificent Kingdom		
Pelagia, Pearl Kings	Na'Ba, Queens of the Desert		
Oceania, Coming of Capricorns	Atlantis, Kings of the Deep		
Therodos, Telkhine Spectre	R'lyeh, Fallen Star		
	Pelagia, Triton Kings		
	Oceania, Mermidons		
	Ys, Morgen Queens		

Dominions

ENHANCED

Early Era	Middle Era	Late Era
Chaco, The Fourth World	Ryugo-jo, The Dragon Courts	Ongtupqa, Cleansing Flame
Nahullo, White Giants	Ongtupqa, Parched Land	Rotterland, The Flooded Country
Albion, Tattooed Giants	Shambhala, The Hidden City	Great Arrada, Bloody Kingdom
Zion, Seals of the Prophet King	Tartary, The Golden Horde	Iram, Age of Reason
Bhod, Terton Kings	Sawaiiki, Eternal Sea	Nihuala, Spirits of Darkness
Fennoscandia, Souls of the Land	Iram, City of Brass	Venedia, Merchant Princes
Alchera, Out of the Dreamtime	Nihuala, Earth and Sky	Gondwana, Shrouded Land
Juhera, the Emerald Mountain		
Nihuala, The First People		

Vanilla Changes

ITEMS

LEVEL 0

LEVEL 2

LEVEL 4

LEVEL 6

LEVEL 8 – ARTIFACTS

SPELLS

FIRE

AIR

WATER

EARTH

ASTRAL

DEATH

NATURE

BLOOD

Vanilla Item Changes

CONSTRUCTION LEVEL 0

Fire Sword 5 gems > 1 gem	Burning Blade 5 gems, Const2 > 3 gems, Const0
Ice Sword 5 gems > 1 gem	Stinger 5 gems, Const2 > 3 gems, Const0
Ice Lance 5 gems > 2 gems	Bane Blade 5 gems, Const2 > 3 gems, Const0
Sling of Accuracy 5 gems > 2 gems	Bane Blade 5 gems, Const2 > 3 gems, Const0
Blacksteel Sword 5 gems > 1 gems	Lightweight Scale Mail 5 gems, Const2 > 3 gems, Const0
Enchanted Sword 5 gems > 1 gem	Boots of Giant Strength 5 gems, Const2 > 2 gems, Const0
Enchanted Spear 5 gems > 2 gems	Birch Boots 5 gems, Const2 > 2 gems, Const0
Enchanted Pike 5 gems > 3 gems	Burning Pearl 5 gems, Const2 > 2 gems, Const0
Hardwood Club 5 gems > 1 gem	Ring of Water Breathing 5 gems, Const2 > 3 gems, Const0
Blacksteel Tower Shield 5 gems > 3 gems	Ring of the Warrior Const2 > Const0
Blacksteel Kite Shield 5 gems > 3 gems	Ice Helmet 5 gems, Const2 > 2 gems, Const0
Enchanted Shield 5 gems > 2 gems	Amulet of Mis. Prot. 10 gems > 5 gems, Const2 > Const0
Raw Hide Shield 5 gems > 1 gem	
Blacksteel Helmet 5 gems > 1 gem	
Enchanted Helmet 5 gems > 1 gem	
Blacksteel Plate 5 gems > 4 gems	
Blacksteel Full Plate 10 gems > 5 gems	
Berserker Pelt 5 gems > 3 gems	
Enchanted Ring Mail 5 gems > 3 gems	
Bear Claw Talisman 5/5 gems > 1/1 gems	
Rabbit Foot Charm 5 gems > 3 gems	
Skull Talisman 5 gems > 2 gems	
Slave Collar 5 slaves > 3 slaves	
Boots of Water Walking 5 gems > 3 gems	

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Vanilla Item Changes

CONSTRUCTION LEVEL 2

Mace of Eruption 10 gems > 7 gems	Robe of Mis. Protection 10 gems > 6 gems
Spear of the Morrigan 5/5 gems > 3/3 gems	Mirror Armor 5/5 gems > 3/3 gems
Mercybrand 10 gems > 7 gems	Weightless Scale Mail 10 gems > 5 gems
Ice Brand Scimitar 5/5 gems > 2/2 gems	Dire Wolf Pelt 5 gems > 3 gems
Black Halberd 5 gems > 3 gems	Rangers Cloak 5 gems > 3 gems
Sword of Sharpness 5 gems > 4 gems	Chi Shoes 5 gems > 3 gems
Axe of Sharpness 5 gems > 2 gems	Ring of Warning 5 gems > 3 gems
Bracers of Protection 5 gems > 3 gems	Brimstone Boots 5/5 gems, Const4 > 2/2 gems, Const2
Main Gauche of Parrying 5 gems > 3 gems	Amulet of Breathing 10 gems > 5 gems
Halberd of Might 5 gems > 3 gems	Gossamer Cloth 10/5 gems > 4/4 gems
Smasher 10 gems > 3 gems	Crown of Lead 5 gems > 3 gems
Hammer of the Mountains 5 gems > 3 gems	Lodestone Amulet 5 gems > 3 gems
Star of Heroes 10 gems > 3 gems	Woundfend Amulet 5/5 gems > 2/2 gems
Eyecatcher 5/5 gems > 4/4 gems	Pebble Pouch 5 gems > 2 gems
Faithful 5/5 gems > 2/2 gems	Stone Bird 5/5 gems > 2/2 gems
Doom Glaive 5/5 gems > 2/2 gems	Cats Eye Amulet 5 gems > 2 gems
Hunters knife 5 gems > 1 gem	Pendant of Luck 5 gems > 3 gems
Thorn Spear 5 gems > 3 gems	Champions Skull 5 gems > 3 gems
Thorn Staff 5 gems > 3 gems	Effigy of War 5/5 gems > 3/3 gems
Shillelagh 5 gems > 4 gems	Handful of Acorns 5 gems > 4 gems
Gloves of the Gladiator 10 gems > 5 gems	Cat Charm 10 gems > 3 gems
Knife of the Damned 5/5 gems > 2/2 gems	Soul Contract 90/5 gems > 60/5 gems
Anemone Mace 5 gems > 2 gems	Ice Aegis 10 gems > 5 gems
Thunder Whip 5 gems > 3 gems	Sword of Swiftess W2, 10 gems, Const 4 > W1, 5 gems, Const 2
Ice Pebble Staff 15 gems > 9 gems	Midget Masher 5 gems, Const4 > 3 gems, Const2
Piercer 5/5 gems > 2/2 gems	Fire Bola Const4 > Const2
Weightless Tower Shield 10 gems > 5 gems	Vine Bow Const4 > Const 2
Wightless Kite Shield 10 gems > 5 gems	Lucky Coin 10 gems, Const4 > 6 gems, Const2
Lead Shield 10 gems > 5 gems	Totem Shield 5/5 gems, Const4 > 3/2 gems, Const2
Shield of Valor 5/5 gems > 3/3 gems	Mistletoe Garland 5 gems, Const4 > 3 gems, Const2
Eye Shield N2, 10 gems > F1N1, 4/3 gems	Holy Scourge x3 damage vs Undead/Demons > Now deals 6AP damage on hit, x3 vs Undead & Demons
Dragon Helmet 5 gems > 3 gems	

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Vanilla Item Changes

CONSTRUCTION LEVEL 4

God Slayer Spear 5 gems > 3 gems	Bane Venom Charm 10% popkill > 5% popkill, cursed, nofind
Flambeau 15 gems > 12 gems	Lychantropos Amluet 10 gems > 8 gems
Elf Bane 5/5 gems > 3/3 gems	Astral Serpent 5/5 gems > 3/3 gems
Implementor Axe 5/5 gems > 4/4 gems	Crown of Bones 10 gems > 6 gems
Skull Standard 10/5 gems > 5/5 gems	Star of Thraldom 5 gems, Const6 > 3 gems, Const4
Wand of Wild Fire 15 gems > 10 gems	Jellyberd 5/5 gems, Const6 > 3/3 gems, Const4
Lightning Spear 5 gems > 3 gems	Marble Armor Const6 > Const4
Thunder Bow 10 gems > 7 gems	Hydra Skin Armor Const6 > Const4
Golden Arbalest 5/5 gems, 3/3 gems	Blood Pendant Const6 > Const4
Visions Foe 5/5 gems > 3/3 gems	Pills of Water Breath. 10 gems > 5 gems, 20 > 100 Size Points
Staff of Corrosion 10/5 gems > 5/5 gems	Cauldron of Elven Halls 15 gems > 10 gems
Starfire Staff 10 gems > 8 gems	Amulet of the Fish 5/5 gems > 2/2 gems
Golden Hoplon 10 gems > 6 gems	Manual of Water Breath 15/5 gems > 5/5 gems 50 > 250 Size Points
Charcoal Shield 10/5 gems > 5/5 gems	Slave Matrix E1S1 > S1
Shield of the Accursed 10/5 gems > 5/5 gems	Chainmail of Displ. 10 gems > 6 gems
Flame Helmet 25 gems > 20 gems	Silver Hauberk 10/5 gems > 4/4 gems
Spirit Mask 10/5 gems > 5/5 gems	Brightmail Haubergeon 5/5 gems > 3/3 gems
Red Dragon Mail 10 gems > 7 gems	Elemental Armor 10/5 gems > 7/5 gems
Blue Dragon Mail 10 gems > 7 gems	Green Dragon Mail 10 gems > 7 gems

CONSTRUCTION LEVEL 6

Rime Hammer 10/5 gems > 3/3 gems	Wraith Crown 40 gems > 26 gems
Axe of Hate 10 gems > 7 gems	Stymphalian Wings 25 gems > 15 gems
Rod of the Phoenix 25 gems > 15 gems	Robe of Invulnerability 25 gems > 15 gems
Carmine Cleaver 10/5 gems > 3/3 gems	Bone Armor 25 gems > 20 gems
Evening Star 5/5 gems > 4/3 gems	Barrel of Air 25 gems > 15 gems, 150 > 750 Size Points, Autospell: Tritons Grace
Demon Bane 10 gems > 6 gems	Mirror of False Imp. 25 gems > 10 gems
Ivory Bow 15/5 gems > 5/5 gems	Sea Kings Goblet 15 gems > 10 gems, 100 > 500 Size Points, Autospell: Tritons Grace
Standard of the Damned 25 gems > 15 gems	Copper Arm 15/5 gems > 10/5 gems
Hell Sword 10/10 gems > 5/5 gems	Crystal Heart 10/10 gems > 5/5 gems
Lantern Shield 10/5 gems > 5/5 gems	Elixir of Life 10/10 gems > 10/5 gems
Iron Face 25 gems > 15 gems	Unquenched Sword 40 gems > 24 gems
Crown of the Titans 10/5 gems > 5/5 gems	Dragon Sceptre Const6 > Const4

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Vanilla Item Changes

CONSTRUCTION LEVEL 8

Artifacts level 4: Harvest Blade, Infernal Sword, Holger the Head, Percival the Pocket Knight, Midget's Revenge

Artifacts level 6: O'al Kan's Sceptre, Winter Bringer, Dawn Fang, The Summit, Twin Spear, Rod of Death, Ember, Sword of Injustice, Picus's Axe of Rulership, Procas's Axe of Rulership, The Sharpest Tooth, Sword of Justice, Hammer of the Forge Lord, The Oath Rod of Kurgi, Immaculate Shield, Barrier, Shield of the Dawn, Aseftik's Armor, Armor of the Dawn, Robe of Calius the Druid, Helmet of the Dawn, Crown of the Ivy King, The Crown of Despair, Crown of the Fire King, Crown of the Frost King, Sandals of the Crane, The Boots of Calius the Druid, Fever Fetish, Igor Könhelm's Tome, Krupp's Bracers, Draupnir, Alchemist's Stone, Bell of Cleansing, Nethgul, Carcator the Pocket Lich, Disease Grinder, The Green Eye, Wondrous Box of Monsters, Fountain of Youth, The Manual of Cross Breeding, Ardmon's Soul Trap

Ember 10/10 gems > 5/5 gems	Armor of the Dawn 15/10 gems > 5/5 gems
Sword of Justice 15/15 gems > 10/5 gems	Robe of Calius 15 gems > 10 gems
Tempest 40 gems > 30 gems	Fenris Pelt 25 gems > 15 gems
Trident from Beyond 15/10 gems > 10/10 gems	Boots of Antaeus 25/5 gems > 10/5 gems
The Summit 25 gems > 10 gems	Boots of the Planes 40 gems > 30 gems
Stone Sword 40 gems > 20 gems	Boots of Calius 25 gems > 15 gems
Mage Bane 60 gems > 30 gems	The Ark 40/40 gems > 20/20 gems
Hammer of t. Forge Lor 40/15 gems > 10/10 gems	Igor Konhelms Tome 10/10 gems > 5/5 gems
Tartarian Chains 25/10 gems > 10/10 gems	Magic Lamp 40/25 gems > 24/25 gems
Sword of Many Colours 25/15 gems > 15/15 gems	Krupps Bracers 10 gems > 5 gems
Flailing Hands 10 gems > 5 gems	Draupnir 40 gems > 10 gems
Sickle Whos Crop is Pain 60 gems > 40 gems	First Anvil 60 gems > 30 gems
Sceptre of Dark Regency 60 gems > 40 gems	Percival 10/5 gems > 5/5 gems
Sword of Injustice 25 gems > 15 gems	Atlas of Creation 40/40 gems > 20/20 gems
Woundflame 25 gems > 20 gems	Old Brackets 25/5 gems > 10/5 gems, 200+ 555 Size Points, Autosperm Tritons Grace
Sun Slayer 60 gems > 30 gems	Astral Harpoon 40/5 gems > 10/5 gems
Picus Axe 10/5 gems > 5/5 gems	Forbidden Light 40/40 gems > 30/30 gems
Sharpest Tooth 10/5 gems > 5/5 gems	Nethgul 15/10 gems > 10/10 gems
Sceptre of Corruption 25 slaves > 10 gems	Black Mirror 25/10 gems > 10/10 gems
Procas Axe 10/5 gems > 5/5 gems	Horror Harmonica 40/25 gems > 24/25 gems
Harvest Blade 15/5 gems > 5/5 gems	Carcator 25 gems > 15 gems
Staff From the Sun 40/5 gems > 20/5 gems	The Ankh 40 gems > 20 gems
Immacualte Shield 15/10 gems > 5/5 gems	Wondrous Box of Monsters 25 gems > 10 gems
Barrier 25 gems > 15 gems	Fountain of Youth 15/15 gems > 10/10 gems
The Aegis 40 gems > 30 gems	Soulstone of the Wolves 60/5 gems > 30/5 gems
Shield of the Dawn 15/10 gems > 5/5 gems	Chalice 40/15 gems > 20/15 gems
Crown of Overmight 40/15 gems > 20/15 gems	Manual of Crossbreeding 15/15 gems > 5/5 gems
Amon Hotep 40/25 gems > 20/10 gems	Ardmon's Soul Trap 15/5 gems > 5/5 gems
Helmet of Perfection 15/15 gems > 10/5 gems	Crown of the Fire King 25 gems > 15 gems
Helmet of the Dawn 10/5 gems > 5/5 gems	Crown of the Frost King 25 gems > 15 gems
Jade Mask 60/15 gems > 30/15 gems	First Crown 25/25 gems > 15/15 gems
Aseftiks Armor 25 gems > 15 gems	Tome of First Masons 40/5 gems > 20/5 gems
Monolith Armor 25 gems > 20 gems	

Vanilla Spell Changes

FIRE

Summon Fire Drake 6 gems > 5 gems	Dome of Flaming Death Ench 7, 8+ gems > Ench 5, 5+ gems
Summer Lions 20 gems, summons 5+ > 24 gems, summons 6++	Rage AoE 1 unit > AoE 1 square
Boil Evo 6, F3W1 > Evo4, F2W1	Fire Storm 5 gems, 500 Fatigue > 4 gems, 400 Fatigue
Breath of the Desert F3A1 > F3	Fires from Afar > Cannot target Caves
Hidden in Sand 75 gems > 60 gems, E3D1 > F3D1, Dust Priest E1D2 > F1D2	Flames from the Sky > Cannot target Caves
Fireball Evo3 > Evo2, Prec 1, Dmg 16++ > Prec 5, Dmg 20++	Flare Removed
Falling Fires 15AP Dam, AoE 3+ > 20++AP Dam, AoE 5+	All Heat Shock AoE 6 > AoE 6++
Burning Hands Evo1 > Evo0	Second Sun discounts commanders listed here

AIR

Summon Amphiptere A2N1 > A1N1	Summon Yetis 13 gems > 12 gems
Summon Spring Hawks Summons 5+ > Summons 7++	Ice Drake 7 gems > 5 gems
Raven Feast A4 > A3	Storm > Cannot be cast in a Cave
	Cloud Trapeze > Cannot be cast in caves, Cannot target Caves
Chain Lightning Evo 9 > Evo 8	Trade Wind > Cannot be cast in caves
Fata Morgana Alt 8, A7, 90 gems > Alt7, A5, 75 gems	Hurricane > Cannot target Caves

WATER

Winter Wolves 8 gems > 10 gems, Summons 5+ > Summons 6++	Wave Warriors aoe 5 > aoe 6++
Sea Trolls Conj 5, 15 gems > Conj 4, 10 gems	Celestial Rainbow Evo 9, W7N5, 80 gems > Evo 8, W5N5, 65 gems
Naiad 35 gems > 25 gems	Claymen Summons 5+ > Summons 6+++
Falling Frost aoe 5+, Dmg 17+ > aoe 6++, Dmg 20++	Vile Water 4 gems, Summons 1 size 4 > 1 gem, Summons 1 size 3 Gelatinous cubes in a province now combine to become larger
Sea kings Court 55 gems > 45 gems	Hidden in Snow 75 gems > 60 gems
Streams from Hades 40 gems > 30 gems	Quickening Ench8 > Ench7
Asp Turtle 13 gems > 8 gems	Frost Dome Ench 6, W5, 15 gems > Ench 5, W4, 8 gems
Catoblepas 15 gems > 10 gems	Ghost Ship Armada Ench 7, 60 gems > Ench 6, 50 gems
Guardians of the Deep Conj 8, W6, 60 gems > Conj 6, W5, 50 gems	Wrath of the Sea Ench 8, 70 gems > Ench 6, 60 gems
Numbness aoe 1 > aoe 2+	Curse of the Desert W3, MR Neg > W2, MR Hard-Neg
Slow aoe 1 > aoe 2+	Lure of the Deep Ench 8, 70 gems > Ench 6, 50 gems
Rain removed	Summon Water Elemental > Lost some UWRGen and crush attacks
Acid Bolt Prec 3, Dmg 16+ > Prec 5, Dmg 20++	Acid Rain Dmg 12 > Dmg 16++

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EARTH	
Ogres E1, summons 5+ 1/2 > E2, summons 10+	Siege Golem > Summons Commander, Can now destroy Thrones through Shapechange
Cave Drake 4 gems > 3 gems	Mechanical Militia Const 9, 80 gems > Const 7 > 60 gems
Summon Trolls 15 gems > 12 gems	Enliven Statues 20 gems > 15 gems
Fall Bears 12 gems Summons 5+ > 15 gems, Summons 6++	Hidden in Sand 75 gems > 60 gems, E3D1 > F3D1, Dust Priest E1D2 > F1D2
Hill Giant Conj 6 > Conj 4	Hidden Underneath 75 gems > 60 gems
Shatter Range 15 > Range 15 +5/level	Lion Sentinels 30 gems > 20 gems
Clockwork Soldiers Summons 5+ > Summons 5++	Gifts from Heaven Cannot be cast in caves
Crusher Construction 15 gems > 10 gems	Rain of Stones Cannot be cast in caves
Mechanical Men Const7 > Const 5	Meteor Shower Cannot be cast in caves
ASTRAL	
Acashic Knowledge 25 gems > 20 gems	Unravelling 6 gems > 3 gems
Ether Gate 90 gems > 65 gems, Ether Lord can summon 1 Ether Warrior/turn	Astral Window S2, 3+ gems, range 6 provs > S3, 4+ gems, range 4 provs
Eater of the Dead 50 gems > 35 gems	Divine Name 25 gems > 20 gems
Astral Projection 2+ gems > 1+ gem	Star Fires Cannot be cast in caves
Astral Fires S3F1 > S2F1	Light of the North Star Cannot be cast in caves
Battle Fortune aoe 5 > aoe 10+++	Stellar Cascades 25Fat dmg > 35Fat dmg, Cannot be cast in caves
Strand of Arcane Power Evo 9 > Evo 7	Solar Eclipse Cannot be cast in caves
Dome of Arcane Warding Ench 6 > Ench 5	Stellar Focus Cannot be cast in caves
DEATH	
Black Servant 5 gems > 3 gems	Create Revenant Land Only > UW OK
Dark Knowledge 4 gems > 3 gems	Behemoth 7 gems > 5 gems
Revive Bane 7 gems > 5 gems	Twiceborn gained new shapes – Wight Beast, Necrophidian, Wight Giant, Wight Titan, Ziz, Dracowight, Leviathan
Bane Lord 12 gems > 10 gems	Leviathan 12 gems > 10 gems
Poison Golem 35 gems > 25 gems	Ziz Ench 6, A3D2 > Ench 5, A2D1
Lichcraft 30 gems > 40 gems	Call Wraith Lord 40 gems > 50 gems
Skeletal Legion loses MR Neg disease to friendlies, gains MR Neg 10AN Stun damage (Undead/Lifeless immune)	Bane Fire Dart Prec 4, Dmg 15+ > Prec 5, Dmg 20++

Vanilla Spell Changes

NATURE

Sea Dogs 2 gems, summons 5+ 1/2 > 5 gems, summons 10+++	Animal Horde Conj 7 > Conj 5
Summon Animals 10 gems > 8 gems	Manikins 9 gems > 8 gems
Horned Serpents Summons 5+ > Summons 6++	Mandragora Summons 5++ > Summons 8++
Sea Lions 10 gems > 5 gems	Lumber Construct Const 5 > Const 3
Bog Beasts 7 gems, Summons 5+ > Swamp Only, 5 gems, Summons 10++, Bog Beast spit gains MRN slime effect	Forest Dome Ench 6, N5 > Ench 4, N4
Swamp Drake 7 gems > 5 gems	Dragon Master Ench 8, 30gems > Ench 6, 10 gems
Kithaironic Lion 5 gems > 3 gems	Gift of Natures Bounty N7 > N6
Forest Trolls Conj 5 > Conj 4	Haunted Forest > Asphodel Black Dryads -50 gold (listed here)
Forest Troll Tribe Conj 6 > Conj 5, Summons 6 x Forest Giants	Gift of Reason N4, 20 gems > N3, 15 gems
Call the Worm that Walks 30 gems > 40 gems	The Kindly Ones > 20% chance per month in each province a blood hunter will gain Feeblemind, 10% chance a B mage will gain mute.
Contact Forest Giant Conj 5 > Conj 3	Foul Vapours Ench 5, 1 gem, 100 fatigue > Ench 6, 2 gems, 200 Fatigue

BLOOD

Improved Cross Breeding Summons 40+++ cross breeds > Summons 40+++ cross breeds + 4 Good Cross Breeds	Blood Rite 11 slaves, Summons 1 > 22 slaves, summons 2
Cross breeding 15 slaves > 10 slaves	Astral Corruption Blood 7, 166 slaves > Blood 8, 199 slaves, caster may gain Horror Mark
Serpent Fiend Blood 4 > Blood 3	Curse of Blood 77 slaves > 99 slaves
Bind Succubus 66 slaves > 44 slaves	Awaken Dark Vines > Dark Vines swaps 1 Tentacle for Life Drain Tentacle
The Looming Hell Blood 9, > Blood 8, 3-10 Demonic units & 1 Demonic commander appear in PG's province each turn. 2% x Dom chance for Devil and units to attack enemy provinces in your Dominion	Curse of Blood 77 slaves > 99 slaves

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Summon Hellhounds	F3	2	-	3	Summon 3 x Hellhounds
Conj4	Summon Seitaad	F1A1	2	-	1	Summon 1 x Seitaad, Waste Only
Conj4	Summon Flying Ants	F2N1	10	-	10++	Summon 10++ Flying Ants
Conj5	Heroes Beacon	F3	10	-	1	Summons 1 x Random Adventurer Commander
Conj5	The Solar Ram	F3S2	25	-	1	Summons Aries Unique Commander
Conj7	Awaken Fire Dragon	F5	45	-	1	Summons 1 x Fire Dragon Commander
Conj7	Unleash Fury	F4N3	15	4 Prov	1	Summons remote Eryines assassin
Conj8	Horde of Scorpions	F4E2	25	-	24+++	Cave Only, Summons 24++++ Scorpion Beasts
Conj8	Crown of Pyriphlogos	F5	75	-	1	Your blessing grants 10 fireres. Enemy commanders in your dominion will be attacked by Fire Elementals at random. Heat scales increase the chance of an attack and the size of the elementals, up to a 50% chance and size 4 in Heat 2+. 10% chance per month of gaining a Flame Spirit commander in capital. Pyriphlogos may leave your control and / or join an enemy nation for free.
Conj9	Summon Sunbird	F5A1	65	-	1	Summons 1 Sunbird Commander
Alt6	Glory of the Sun	F3	2*size	-	-	Caster gains permanent Awe 2
Alt7	Become Dragon	F4	25	-	-	Caster permanently becomes a Red Dragon, must pass MR check after transformation or die
Alt7	Manifest Rubedo	F2E1	4	-	1	Summons 1 Red Rooster
Evo7	Elemental Barrage	F3S1	15	3 Prov	15+	Acts as Flames from Afar, however there are 15+ bolts dealing 15 AP Fire damage. Survivors will be attacked by 1D6+2 Size 2 & Size 3 Fire Elementals
Const5	Erect Graven Idol	F3N1	25	-	1	Summons 1 x Graven Idol Commander
Const5	Mechanical Fire Ants	F2	15	-	5	Summons 5 Mechanical Fire Ants
Ench6	Pyre of the Frozen Flame	F3W3	3	-	1	Lowers Heat scale by 1 per turn. At Cold 1+ generates 1D3 Water gems per turn
Ench6	Bonfire of the Phoenix	F3	15	-	1	Caster is reborn in current province if dies
Ench7	Tower of the Heavens	F5A1	60+	-	1	Generates around 500 gold and 5 Temple Checks / turn Friendly provinces lose around 15 unrest / turn
Thaum7	Pyre of Rebirth	F4	10	-	1	Caster heals all afflictions
Thaum7	Apotheosis	F1H3	25	-	1	Capital Only, Divine Garland created Bearer gains Pretender powers (Grants Incarnate Bless, Dominion bonuses/penalties, autoblessed in Dominion, Bless sacreds in battle, Immune to Charm, Can be called back if dies with pathloss)

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Fuel the Fire	F2	100	0	0	0	-	1	NUW Removes 200 fatigue from caster
Conj4	Summon Smoke Warriors	F2A1	100	2	0	0	-	5	NUW Summons 5 x Smoke Warrior units
Conj6	Spirits of the Desert	F2	100	2	0	0	-	3+	NUW, Waste Only Summons 3+ Flame Spirit units
Alt2	Unforging	F1	20	30	1	100	-	1	NUW Targets armor and weapons are rusted if iron
Alt3	Desert Winds	F2A1	100	20+	25	5	-	1	NUW Friendly units gain +5 Precision and Flaming Arrows
Alt4	Unforge Iron Armaments	F2	30	30	6	5	-	1	NUW Targets armor and weapons are rusted if iron

FIRE – Cont.

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt4	Tropical Currents	F3	60	0	25	0	-	1	UW Only
		Friendly units gain 2 Reinvigoration							
Alt5	Body of Flames	F2	20	0	0	0	-	1	NUW
		Caster gains Ethereal, Fire Shield and Heat Aura							
Alt6	Boiling Waters	F3W1	30	30	3+	100	9+AN	1	UW Only
		Deals 9+ AN Fire damage							
Alt7	Blinding Flash	F2	40	20	4+	100	-	1	MR
		Targets are permanently blinded							
Alt8	Detonate	F4	40	30	-	100	999	1	MR, NUW
		If target fails MR they explode, dealing 10AP fire damage over aoe 50							
Alt8	Boiling Seas	F4W1	40	30	5+	100	10+AN	1	UW Only
		Deals 10+ AN Fire damage							
Evo4	Magma Burst	F2	50	30	2+	0	22+	1	Cave Only
		Deals 22+ Fire/Bludgeoning damage							
Evo4	Flaming Meteor	F2S1	40	100	1	-3	50	1	Not in Caves
		Deals 50 Bludgeoning Damage, +Large Area Heat Shock where lands							
Evo5	Hail of Fire	F3	100	45+	1	-1	20++AP	4+	NUW
		Each Fireball explodes dealing 12AP Fire Damage to aoe 4							
Evo6	Fire Stones	F2E1	30	35+	-	3	10AP	4+	
		Each stone deals 10 damage and creates an aoe 3 Fire Cloud that deals 6AP Fire Damage for 4 rounds							
Const1	Create Flaming Missiles	F1	20	10	3++	100	-	1	NUW
		Targets gain Flaming Missiles							
Ench4	Skill of Heroes	F2	50	10	5	0	-	1	MI
		Targets gain +4 Att, +4AP							
Ench7	Inferno Warriors	F3	100	10	25	0	-	1	NUW
		Friendly units gain Fire Shield and Cold Resistance							
Ench8	Weapons of Shiva	F2D2	30	-	-	-	-	1	
		Caster gains Astral Weapons (All attacks are AN)							
Ench8	Ignite Souls	F4	200	-	BF	-	-	1	MI, Friends Only
		All friendly non-mindless units gain Fire Shield 8							
Ench9	Army of Heroes	F4S2	300	-	BF	-	-	1	MI, Friends Only
		All friendly non-mindless units gain +4Att and +4AP							
Thaum3	Intoxicating Smoke	F1N1	20	25	1	3	-	1	NUW, MI, UI, MR
		MR Negates Confusion							
Thaum4	Call the Wastes	F2	40	30	5	5	35Fat	1	AN, MR, UI, LI
		In a Waste province targets also suffer Dessication							
Thaum8	Pandemonium	F6	300	-	BF	-	-	1	EO, MRE, MI, LI
		All enemies must resist or succumb to Rage which may cause them to attack friends							

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AIR

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj2	Electric Eels	A1	3	-	8+	UW Only, Summons 8 Electric Eels
Conj2	Summon Night-gaunt	A2D1	2	-	1	Cave Only, Summon 1 Night-gaunt
Conj3	Summon Zephyr	A3	5	1	1	Summon Zephyr commander
Conj5	Call Selkie	A2W2	25	-	1	UW only, Summon Selkie Commander
Conj5	Summon Air Spirit	A3	12	-	1	Flyers Only, Summon Sylph Commander
Conj5	The White Stag	A3N2	25	-	1	Summon Cernunnos Unique Commander
Conj6	Send Moirai	A3E3	10	3 Prov	1	Summons Moirai Remote Assassin
Conj7	Send Flocks of Birds	A3F1	8	4 Prov	13+++	Remote summons 13+++ Ababils
Conj7	Summon Boread	A3W2	40	-	1	Summon Boread Commander
Conj7	Flight of Wyverns	A5	25	-	15+++	Mountain Only, Summons 15+++ Wyverns
Conj8	Flight of Night-gaunts	A5D2	20	-	10+	Cave Only, Summons 10+ Night-gaunts
Alt5	Become Eagle	A3	10	-	1	Caster permanently becomes a Great Eagle
Alt6	Whispering Winds	A6	50	-	1	Provinces containing researching Mages gain Magic scales. Friendly Air mages may gain +1A. Unrest decreases around 15pts/turn. Sylph commanders may appear hidden in enemy provinces with your Dom.
Ench6	Rain of Gemstones	A6S2	75	-	1	Each turn gain approx. 250 gold, 1D3 F gems, 1D3 D gems, 1D6 N gems, 1D6 W gems, 2D6 A gems & 2D6 S Pearls. 10% of friendly provinces suffer +15 unrest & 5% pop killed.
Const7	Iron Flies	A2E1	15	-	10++	Summons 10++ Iron Flies
Thaum6	Release Throne Power	A4	20	-	1	Gain benefits dependent on Throne used for Ritual. Benefits are listed here.

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Conj4	Summon Mist Warriors	A2W1	100	-	-	-	-	5	NUW Summons 5 x Mist Warrior units
Conj6	Spirits of the Clouds	A2	100	-	-	-	-	4+	NUW, Mountain Only Summons 4+ Sylph units
Alt7	Windwalkers	A3	100	10	10+	0	-	1	NUW Friendly units gain Flying and Mistform
Evo3	The Bends	A2	30	20	1	100	10AN	1	UW Only, MR, LI, UI Targets that fail to resist suffer 10AN damage and are Paralyzed for a few rounds
Evo5	Gas Pocket	A3	40	30	3+	-1	10Fat	1	NUW, Cave Only, UI, LI Creates a cloud that deals 10Fat damage to airbreathers, also 1 Poison damage
Evo7	Forked Lightning	A2	20	40+	-	4	14+AN	1	NUW, Not in Caves Deals 14+ AN Shock damage to 1 target, then 5 AN Shock damage arcs to 5 nearby targets
Evo9	Curse of Lightning	A9	200	0	BF	0	-	1	Every enemy on the battlefield gains Charged Body
Ench3	Ballad of Ancient Heroes	A1	30	0	15	0	-	1	NUW, LI, UI, MI, SpellSinger Only Lasts for 1 round, friendly units in area gain +5 Morale for 1-2 rounds and Tattoos are activated
Ench4	Melody of the Winds	A1	60	0	15	0	-	1	NUW, LI, UI, MI, SpellSinger Only Lasts for 1 round, friendly units in area gain Airshield
Ench5	Air Stride	A2N1	50	15	10	4	-	1	NUW, LI Friendly units gain Haste
Thaum4	Call the Peaks	A2	30	30	4+	5	35Fat	1	NUW, LI, UI, MR Targets suffer 30 AN Fatigue unless resisted. In a Mountain province also must resist Confusion
Thaum6	Waking Nightmare	A4	100	-	-	-	-	4+	Summons 4+ False Horror units
Thaum8	Magic of the Fey	A4N2	200	-	BE	-	-	1	Increases magic scales by 2, Enemies get -2MR

WATER

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Sahuagin	W2	10	-	12	UW Only, Summons 12 x Sahuagin Warriors
Conj2	Water Weird	W2	1	-	1	Summons 1 x Water Weird
Conj3	Call Sea-Devils	W2	12	-	11+	Coast Only, Summons 10+ Sahuagin Warriors & 1 Sahuagin Warrior Commander
Conj3	Giant Crab	W2	2	-	1	UW Only, Summons 1 x Giant Crab
Conj4	Summon Crabs	W2	5	-	10+	Coast Only, Summons 10+ Large Crabs
Conj4	Reef Giant	W3	3	-	1	Coast Only, Summons 1 x Reef Giant
Conj4	Children of Tiamat	W4	8	-	2	UW Only, Summons 2 x Children of Tiamat
Conj4	Summon Deepwater Spirit	W3	8	-	1	Deep Sea Only, Summons 1 Undine Commander
Conj4	Summon Water Sprite	W3	10	-	1	Summon Water Sprite commander
Conj6	Tribe of Yetis	W3A2	45	-	17++	Mountains Only, Summons 17++ Yetis and 1 Yeti Shaman Commander
Conj7	Call Karkinos	W4	15	-	1	UW Only, Summons 1 x Karkinos
Conj8	Father of Winters	W4A1	40	-	1	NUW, Summons Father of Winters commander
Conj8	Unleash Horde of Tiamat	W5	30	-	15	UW Only, Summons 15 Children of Tiamat
Alt3	Thalassa's Blessing	W2	5	-	1	Caster gains permanent Gift of Waterbreathing 40
Alt5	Become Octopus	W3	10	-	1	UW Only, Caster permanently becomes Kraken
Alt7	Fortress of Ice	W4	40	4 Prov	1	Creates an Ice Fortress in the targeted province
Alt8	Acid Seas	W5F1	80	-	1	Underwater provinces gain Death scales each turn and suffer 1% pop killed. At Death 1+ UW provinces suffer taxloss and permanent Gold and Resource loss. At Death 3 popkill increases to 3% and military units will suffer 3 damage each turn. Coastal provinces have 50% chance of 1/2 tax each turn.
Const5	Ice Golem Construction	W3	8	-	1	Summon 1 x Ice Golem
Ench2	Rainmaking	W2	1+	-	1	Province generates +10% tax, +20% if Wasteland (non capital). -1 Heat scale in Summer
Ench4	Power of Healing Water	W3	8	-	1	UW Only, Caster gains permanent UW Regen 10%
Ench4	Create Seeking Ichor	W3D1	9	-	1	Summon 1 Seeking Ichor commander
Ench8	Thaw the Ancient Ones	W5D2	75	-	1	Unfrozen and Unfrozen warriors will spawn in friendly Cold provinces (Chance based on Dominion). More warriors will spawn in lands with Turmoil scales. In Cold 2+ there is a lesser chance of a Lord or a Mage
Thaum2	Direct the Waves	W2	1	3 Prov	1	UW Only, Cloud Trapeze to UW provinces only.
Thaum4	Living Tide	W3	8	3 Prov	1	UW Only, Gateway to UW provinces only.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Mud Warriors	W2E1	100	-	-	-	-	5	NUW Summons 5 x Mud Warrior units
Conj5	Power of Water	W4	200	-	BF	-	-	1	NUW All Water mages at the battle gain +1W, Rain is in effect
Conj6	Spirits of the Deep	W2	100	-	-	-	-	4+	Deep Sea Only Summons 4+ Undine units
Alt3	Grip of the Marshlands	W1E1	40	25	3++	3	-	1	NUW Units in the area are Slimed. If cast in a Swamp province targets also suffer the effects of Earth Grip
Alt5	Riptide	W2	30	25+	5	5	20+Fat	1	UW Only Deals 20AP +5/level Fatigue damage

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WATER										
School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special	
Alt5	Aspect of the Sea	W3	80	-	15	-	-	1	UW Only	
		Targets gain Liquid Body								
Alt5	Acidic Water	W3F1	30	25	4+	3	6AP	1	UW Only, AP, Acid	
		Deals 6AP Acid damage, remains for 2 rounds								
Alt5	Coral Warriors	W2E1	80	10	5	0	0	1	UW Only	
		Targets gain Stoneskin.								
Alt6	Purify Water	W2	20	25	6++	2	3AN	1	UW Only, UO	
		Deals 3AN damage to Demons and Undead, remains for 1 round								
Alt6	Torpor	W2	100	30	10+	100	-	1	MR	
		Targets are slowed unless they resist								
Alt6	Protection of Sedna	W3A1	100	-	25	-	-	1	UW Only	
		Targets gain Ice Shield								
Alt6	Melting Flesh	W3N2	30	20	4+	2	-	1	MR-	
		Targets suffer -4Str, -4AP and must resist being Crippled								
Alt7	Frozen Warriors	W3	100	15	15+	3	-	1		
		Friendly units gain Stoneskin, Cold resist 5 and Cold Aura								
Alt9	Slow Motion	W5	300	-	BF	-	-	1	MR	
		All enemies must resist or become Slowed								
Evo3	Ice Darts	W1A1	20	30	-	2	16+AP	3		
		Targets suffer 16+AP damage and are numbed								
Evo3	Waters of Acheron	W2	50	30	4++	2	1AN	1	Caves Only, NUW, MR, LI, UI	
		Living targets suffer 1AN damage and Major Fear								
Evo4	Waters of Lethe	W2D1	20	30	4+	-	5+AP	1	NUW	
		Deals 5+AP damage, Stuns for 1 round & Feebleminds unless resisted								
Evo6	Torrent of Vitriol	W2F1	100	30	0	3	17+AP	4+	NUW	
		Bolts deal 17+AP Acid Damage and any that strike a target create a Living Acid unit								
Const3	Rust Armaments	W3	40	25	15+	3	-	1	NUW	
		Targets suffer rusted ferrous equipment								
Const7	Hephaestus Bane	W4E2	200	-	BF	-	-	1	MR	
		All enemies must resist with MR or their armor is broken (1/2 Prot)								
Const9	Weapons of Ice and Flame	W3F3	300	-	BF	-	-	1		
		All friendly units gain Armor Piercing Weapons, 5% gain Astral Weapons (Magic & Ignore Armour)								
Ench3	Summer Rain	W2	30	25	15	3	-	1	NUW	
		Friendly units lose 8 Fatigue and gain 2 Reinvigoration								
Ench5	Healing Rain	W3	100	-	BF	-	-	1	NUW, LI, UI	
		Friendly units are healed for 2, Rain is in effect								
Ench9	Celerity	W6	400	-	BF	-	-	1		
		All friendly units gain Quickness								
Thaum5	Water Vortex	W3	30	25	4+	-	12Fat	1	NUW	
		Targets must negate with Def or suffer 12AP Fatigue damage and be moved to a random square								

EARTH

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng.</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Kobolds	E1	5	-	10	Cave Only, Summon 10 x Kobolds
Conj3	Contact Bluecap	E3	10	-	1	Cave Only, Summon Bluecap Commander
Conj4	Summon Sea Killer	E2	3	-	1	UW Only, Summon 1 x Sea Killer
Conj4	Army of Kobolds	E3	28	-	41	Cave Only, Summon 20 x Kobolds, 10 x Elite Kobolds, 10 x Kobold Riders & 1 Kobold Shaman Commander
Conj4	Summon Stone Guardian	E3	3	-	1	Summon 1 x Stone Guardian
Conj4	Summon Chthonic Spirit	E3	10	-	1	Cave Only, Summon 1 Earth Gnome Commander
Conj5	The Enchanted Boar	E3N2	25	-	1	Summon Twrch Tyrwth Unique Commander
Conj8	The Soul Taker	E4A1	40	-	1	Cave Only, Summon Hamartabal Unique Commander
Coni9	Call Gorgon	E3N2	30	-	1	Summon 1 Gorgon Commander
Alt5	Manifest Nigredo	E2D1	2	-	1	Summon 1 Black Drake
Alt8	Poison Earth	E5D5	90	-	1	Land provinces gain 1 Death and suffer 1% pop kill per turn. Land provinces will suffer attacks by Earth Elementals and Assassinations by random Earth-aligned units
Evo8	Falling Stars	E4S3	25	4 Prov	1	Target province suffers 20% pop killed, +20 unrest, Laboratory and Temple have 50% chance of destruction, Meteor Shower enchantment in any battles
Evo9	Doom from the Heavens	E6S3	50	3 Prov	1	Unrest increases worldwide by 15 when cast and target province revealed to the world. 1 turn after casting target province will suffer 50% emigration and 25 Unrest. 2 turns after casting target province will suffer 60% pop killed, military units suffer 24 damage and any lab and temple are destroyed. Huge Crater site created (1E1S)
Const3	Clockwork Spiders	E2	10	-	6+	Summon 6+ Clockwork Spiders
Const5	Clockwork Smith	E1F1	15	-	1	Summon 1 Clockwork Smith commander
Const5	Imp. Clockwork Soldiers	E2	10	-	10+++	Summon 10+++ Improved Clockwork Soldiers
Const5	Mechanical Monster	E3	10	-	1	Summon 1 x Mechanical Monster
Const5	Mechanical Giant	E4	15	-	1	Summon 1 Mechanical Giant commander
Const7	Become Golem	E4	20	-	1	Caster permanently becomes a Stone Golem, after transformation must pass MR check or die
Const7	Standing Stone	E4S2	45	-	1	Summons 1 x Standing Stone commander
Const9	Mishra's Workshop	E5	60	-	6+	Each turn increase Prod scales in province and creates 2D6 Clockwork Soldiers, 1D6 Mechanical Men, 1D3 Crushers, 1 random high level Construct unit and 1 Mechanical commander. Also creates 1 random magic item (not Artifact).
Const9	Mechanical Army	E5	35	-	48++	Summons 38++ Mech. Men and 10 Mech. Giants
Ench5	Reanimate Fossil Beast	E1D1	7	-	1	Summon 1 x Fossil Beast
Ench7	Chthonic Awakening	E5	40	-	1	Summons 1 x Cyclops commander
Ench8	Divine Fortifications	E6N3	70	-	1	10% chance per candle in province to claim unclaimed Thrones each month. Owned Throne provinces with no fort in friendly Dominion gain free Fortress (50% chance) or Bramble
Ench8	Stone Awakening	E4A2	35	-	34+++	Summons 18+++ Gargyoles, 15 Enlivened Statues and 1 Stone Monstra commander
Thaum8	Release Throne Power	E4	20	-	1	Gain benefits dependent on Throne used for Ritual. Benefits are listed here.
Thaum9	Magia Mortuus	E6S3	50	-	1	Worldwide Drain scales increase by 1 per month. In Drain 1+ Mages researching or any Mage with a path at 4+ may gain Feeblemind affliction.

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EARTH

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Summon Magma Warriors	E2F1	100	-	-	-	-	5	NUW
	Summons 5 x Magma Warrior units								
Conj6	Spirits of the Earth	E2	100	-	-	-	-	4+	Cave Only, NUW
	Summons 4+ Earth Gnome units								
Alt6	Elemental Form	E3N2	100	10	25	0	-	1	
	Living units gain Stoneskin, Enlarged, Fire, Cold & Lightning Resistance. Armor is broken (1/2 Prot).								
Alt7	Swallowing Earth	E6	200	-	BF	-	-	1	NUW
	All non-flying units are trapped as per Earth Meld unless they resist with Str/Size								
Alt8	Magmaskin	E3F1	100	10	25	0	-	1	NUW
	Friendly units gain Stoneskin & Heat Aura								
Evo5	Falling Rocks	E3	20	30	5+	1	20AP	1	Cave Only, NUW
	Targets take 20AP damage unless they resist with Def								
Evo7	Blade Storm	E5	100	30	-	-3	14AP	99	NUW
	Targets take 14AP Slashing Damage								
Const1	Temper Armor	E1	10	-	-	-	-	1	NUW
	Casters armor gains +3 Prot								
Const3	Weaken Joints	E2	20	20	-	-	-	1	MR
	Lifeless targets that fail to resist suffer 6++AN damage and are Slowed								
Const5	Keen Blades	E4	100	15	10	-	-	1	
	Friendly units gain Armor Piercing Weapons								
Thaum8	Drain Arcana	E4S2	200	BF	-	-	-	1	MR-
	Magic Beings must resist or be slowed, spellcasting is interrupted								

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Displacer Beast	S1A1	3	-	1	Summon 1 x Displacer Beast
Conj4	Create Floating Eye	S3	7	-	1	Summon 1 x Floating Eye
Conj5	Breach the Ether	S2D1	13	-	3	Summon 3 x Ether Warriors
Conj5	The Divine Bull	S3E2	25	-	1	Summons Apis Unique Commander
Conj6	Contact Leng Spider	S3N1	20	-	1	Summons 1 Leng Spider commander
Conj8	Grey Riders	S4A2	10	4 Prov	15	Remote temp summons 15 Grey Knights
Conj8	The Spinner in Darkness	S3D3	40	-	1	Summons Atlach-Nacha Unique Commander
Conj9	Guardian Spirit	S5A2	40	-	1	Summons 1 x Urmahlullu commander
Alt6	Manifest Albedo	S2W1	2	-	2	Summons 1 White Eagle
Alt7	Thief of Fortune	S4N3	50	-	1	Friendly Provinces with positive Dominion gain Luck scales each month. Enemy provinces gain Misfortune scales each month. Summons 1 x Accursed Idol commander
Const5	Erect Accursed Idol	S3D1	25	-	1	
Ench7	Lunar Potency	S6	60	-	1	Commander listed here are given a 50 gold rebate. Each month a Moon Mage may appear in a friendly province. Darkness as per Solar Eclipse occurs worldwide. Werewolves attack enemy provinces (more likely in Forest provinces). Friendly humanoid commanders may transform into a werewolf. The Annunaki and Neter of the Moon will generate Astral gems and gold each month. If cast by Uruk they gain 1 pearl/month and their bless gains Darkvision 50%
Thaum4	Heal Mind	S3N1	10	-	1	1 target is cured of Mute, Feeblemind & Dementia
Thaum4	Wisdom of the Void	S3	10	-	1	Caster gains Adept Researcher 18, however also gains Insanity 20 unless they have any Void Sanity
Thaum5	Dimensional Instability	S4	13	-	1	Creates a Dimensional Instability site in the province which disappears if a fort is ever built
Thaum6	Awaken Magical Being	S3N1	10	-	1	One Magical Being gains commander status
Thaum6	Release Throne Power	S4	20	-	1	Gain benefits dependent on Throne used for Ritual. Benefits are listed here.
Thaum6	Celestial Lights	S5	25	1 Prov	1	Magic scales in the province increased by 2 whilst enchantment remains.
Thaum6	Reform Magic Being	S4N2	15	-	1	One Magical Being is healed of all afflictions
Thaum7	Apotheosis	S1H3	25	-	1	Capital Only, Divine Garland created Bearer gains Pretender powers (Grants Incarnate Bless, Dominion bonuses/penalties, autoblessed in Dominion, Bless sacreds in battle, Immune to Charm, Can be called back if dies with pathloss)
Thaum7	Ether Drain	S3E3	10	3 Prov	1	Targeted province gains 2 Drain scales.
Thaum7	Music of the Spheres	S4	25	-	1	Caster gains Innate Caster if a Magic Being
Thaum7	Rain of Cleansing Fire	S4F2	18	3 Prov	1	Half of Demons & Undead in targeted province suffer 14+ AP damage
Thaum7	Suppress Dissent	S4	18	-	1	Province unrest reduced by 100, worldwide unrest reduced by 10
Thaum8	Mysteries of the Astral	S4F3	35	-	1	Unique ritual, Commander in the province with a Ring of Returning gains 1 Master Ritualist
Thaum8	Solomon's Demise	S5	90	-	1	Any province containing creatures summoned via Binding spells may have one break free (5% chance per turn, additional 5% if 5 or more are in the province). Units will attack a random commander in the province, whilst Unique commanders will simply escape.
Thaum9	Reach Through Dimensions	S5	50	-	1	Summons a Unique Dimensional Hero commander

ASTRAL

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj7	Summon Nether Things	S3W2	200	0	0	0	-	2	
		Summons 2 Nether Thing units to the battle							
Alt7	Ether Warp	S3	100	10	10+	0	-	1	
		Friendly units gain Ethereal and may gain horror marks							
Thaum3	Empower Magic Beings	S3	40	15	25	0	-	1	
		Friendly magic beings gain +4 Strength and +1 morale							
Thaum5	Moment of Clarity	S3E1	100	-	BF	-	999AN	1	MR
		All illusionary creatures that fail to resist are destroyed							
Thaum7	Astral Barrier	S4	200	-	BF	-	-	1	
		All Demons & Undead take 2d8 stun dmg/round until they pass a check of MR + DRN that beats 22.							
Thaum7	Immaterial Army	S5	300	-	BF	-	-	1	
		All friendly magic beings become Ethereal							
Alt9	Astral Warp	S9	200	0	BF	0	-	1	
		All units on the battlefield are displaced to a random location							

DEATH

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj5	Contact Nawidnehr	D2W1	25	-	1	UW Only, Summons Nawidnehr Commander
Conj5	The Water Serpent	D3W2	25	-	1	Summons Apep Unique Commander
Conj6	Summon Handmaiden	D4	18	-	1	Summons 1 Handmaiden of Death Commander
Conj7	Raise the Grey Host	D6	60	-	18	Summons 15 x Ghosts, 1 x Ghost Champion commander, 1 x Ghost Mage commander, 1 x Ghost King commander
Conj8	Call the Wendigo	D4W2	45	-	1	Summons Ithaqua Unique Commander
Conj8	Red Death	D5B3	50	4 Prov	1	Target province suffers 50% pop killed, Red Death Unique commander is remote summoned into the province.
Alt7	The Long Night	D5	25	-	1	Increases unrest by 10 worldwide and adds +1 Cold and Turmoil scale to every province. The turn after the spell is cast all battles worldwide will be fought in darkness, as per Solar Eclipse.
Ench2	Revive Boatswain	D1	3	-	1	UW Only, Summon Damned Boatswain Commander
Ench5	Vessel of the Damned	D3	10	-	41 + 5/lvl	UW Only, Summons 40+5/lvl Damned Buccaneers & 1 Damned Captain Commander
Ench6	Journey to the Styx	D3	3*size	-	1	Caster permanently gains Invulnerable 20
Ench6	Visit Dis	D3E1	10	-	1	Cave Only, produces around 400 gold and province gains 200 resources for use next turn only.
Ench6	Undead Guardians	D3F2	10	-	1	Fort provinces only, fort gains Longdead Archer Wall Defenders & commander
Ench7	Flock of Ziz	D3A2	12	-	3+	Summons 3+ Ziz
Ench7	Vessel of Misery	D4N2	40	-	1	Remains until start of next year. Each month summons 2D6 Diseased Soulless, 1D6 Apparitions, 1D3 Disease Demons and 1 Divine Mummy. 20% chance of Harvester of Sorrow commander. Each month also heals 5% of permanent injuries
Ench8	Become Lich	D5	30	-	1	Caster permanently becomes an immortal Lich, after transformation must pass an MR check or die
Ench8	Release the Nosoi	D5	60	-	1	Summons a Nosoi Commander, Initiates the "Plague is spreading" event chain in land provinces. Higher population provinces are more likely to be affected. Does not occur in winter.

DEATH

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj8	Rite of AshkEnte	D5	400	-	-	-	-	1	
		Summons 1 x Avatar of Death unit							
Alt3	Fearsome Visage	D1N1	20	-	-	-	-	1	
		Caster gains Fear 5							
Alt4	Dead Water	D2	20	20	3	0	1Para	1	UW Only, MR, UI, LI
		Living targets suffer 1 Paralyze damage							
Alt5	Fearsome Apparitions	D2N2	100	10	10	0	-	1	
		Targets gain Fear 5							
Alt5	Ghostform	D1S1	20	-	-	-	-	1	UW Ok
		Caster becomes ethereal, gains Cold aura, Cold resistance and Fear 5							
Alt7	Leech the Living	D4	100	1	1	0	-	1	
		Friendly undead units gain Soul Vortex							
Alt7	Dead Sea	D3	30	25	7++	0	1Para	1	UW Only, MR, UI, LI
		Living targets suffer 1 Paralyze damage							
Alt8	Sever Soul	D2S1	40	30	-	100	999AN	1	MR, MI
		Target is killed and loses immortality unless they resist the effect							
Ench4	Fearful Dirge	D1	40	0	15	0	-	1	NUW, LI, UI, MI, EO, MR, SpellSinger Only
		Lasts for 1 round, Enemy units in area suffer a Fear attack unless resist with MR							
Ench5	Wail of Despair	D1	60	0	15	0	-	1	NUW, LI, UI, MI, EO, MR, SpellSinger Only
		Lasts for 1 round, Enemy units in area suffer Confusion unless resist with MR							
Ench5	Animate Fossil	D3	100	-	-	-	-	1	Cave Only, NUW
		Summons 1 x Fossil Beast unit							
Thaum9	Visions of Horror	D9	200	0	BF	0	-	1	
		All living units suffer a Fear +10 attack							

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NATURE

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Call Eudaimon	N3	2	-	1	Summons 1 x Eudaimon
Conj3	Enlarge Urchins	N2	7	-	3	UW Only, Summons 3 x Spiny Urchins
Conj4	Pack of Wolf Spiders	N1D1	5	-	7+	Summons 7+ Wolf Spiders
Conj5	The Ancient Spider	N3D2	25	-	1	Summons Anansi Unique Commander
Conj5	Summon Tikbalang	N2E1	2	-	1	Forest Only, Summon 1 x Tikbalang
Conj6	Summon Faery	N2A2	18	-	1	Forest Only, Summon 1 x Faery Commander
Conj6	Chosen of Gaea	N4E3	20	-	1	Unique ritual, Commander in the province with a Necklace of Acorns gains Regeneration 20%
Conj7	Call the Beast Within	N4	25	-	7	Must Target Forest, Remote summons 6 Werewolves and 1 Werefolf Lord commander
Conj8	Lord of the Seasons	N4F2	50	-	1	Summons Ruamoko Unique Commander
Conj8	Swamp Spawning	N4W2	20	-	1	Swamp Only, Summons 30++ Bog Beasts
Conj8	Day of Terror	N5	20	3 Prov	1	Causes an independent Tarrasque to attack the province in the events phase. This Tarrasque will remain if it defeats the defenders and in subsequent turns may move (50%) or return to its slumber (10%)
Conj8	End the Deep Slumber	N6	75	-	1	Friendly forest provinces with no death scales may produce vine creatures each month. Higher growth scales increase the chance and quantity of creatures. Up to 1 Vine King may join in a Growth 3 forest. Caster gains Ivy Lord 3
Conj9	Reach through Aeons	N5S3	20	-	1	Summons 1 x Random unit: Demon Macaw, Titan Eagle, First Jaguar, Ancient Manticore, Carrion Crow, Earth Serpent, Hellhound, Criosphix, Great Green Serpent, Ormr, Terrible Lizard or Yithian Commander
Alt6	Dendroism	N3	6	-	1	Forest Only, Caster permanently becomes an Ancient Tree
Alt6	Become Giant	N4	15	-	1	Caster permanently becomes a Giant
Alt7	Rise of the Insects	N5F2	65	-	1	Provinces across the world will suffer +unrest, -gold and pop killed. More likely in provinces with Growth scales, less in those with Death scales. Over time attacks by giant ants will occur and nests may appear lead by Ant Queens.
Const1	Scarecrows	N1	3	-	8+++	Summons 8+++ Scarecrows
Const5	Construct Carrion Beasts	N2D1	10	-	10++	Summons 10++ Carrion Beasts
Const7	Erect Altar of Sacrifice	N4B1	35	-	1	Summon 1 x Bloody Altar commander
Ench2	Create Familiar	N1	2	-	1	Summon 1 Familiar commander
Ench5	Manna from the Heavens	N5	40	-	1	Friendly provinces containing any Priests gain +1 growth scale per month. Priests preaching have a 5% chance per holy level to find 1D6 nature gems and 1D3 astral gems each turn.
Ench5	Cleanse Well of Pestilence	N1H3	1	-	1	Cast at Well of Pestilence Only, Well is removed and 2D6 Death gems are created, however caster is killed
Alt3	Enchant Algae	N2	5	-	1	Caster gains permanent Gift of Waterbreathing 40
Thaum3	Transfer Mind	N1	3	-	1	As Gift of Reason but may only target animals. Caster dies after the spell is cast.
Thaum5	Remove Curse	N3D1	8	-	1	Curse affecting target unit is removed
Thaum7	Apotheosis	N1H3	25	-	1	Capital Only, Divine Garland created Bearer gains Pretender powers (Grants Incarnate Bless, Dominion bonuses/penalties, autoblessed in Dominion, Bless sacreds in battle, Immune to Charm, Can be called back if dies with pathloss)
Thaum8	Become Worm that Walks	N5	30	-	1	Caster permanently becomes a Worm that Walks, after transformation must pass an MR check or die
Thaum8	Brew Panacea	N5	20	-	1	One target is cured of all afflictions
Thaum8	Fate of the Corruptor	N4S4	45	-	1	Nation with Astral Corruption active gains Horror marks & suffer Horror Assassinations, some provinces may be attacked by Horrors

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NATURE

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Conj2	Grasping Kelp	N1W1	20	25	3+	2	-	1	UW Only
		Entangles targets							
Conj5	Call the Forest	N3	40	30	4+	2	-	1	NUW
		Targets are entangled, if cast in a forest they also suffer 4AN Poison damage							
Conj6	The Heart Worm	N2D1	30	25	-	3	30AN	1	AN, MR, LI, UI
		Target takes 30AN non-magical damage dealt over time, MR check for ½, unless resisted with Defence							
Conj9	Nature's Claim	N9	200	0	BF	0	-	1	MR
		All enemy units become entangled unless resist with MR							
Alt2	Boarskin	N1E1	20	-	-	-	-	1	LI
		Caster gains +5 Natural Protection & Slashing resistance							
Alt2	Cat's Fortune	N1	30	15	5+	0	-	1	
		Friendly animals in the area gain Twist Fate							
Alt4	Carnivorous Plants	N3	100	5	0	0	-	10+	Forest Only, NUW
		Summons 10+ Carnivorous Plants to the battlefield							
Alt5	Giant Insects	N3F1	100	5	0	0	-	7+	NUW
		Summons 7+ Giant Insects to the battlefield							
Alt5	Warp Armor	N3E1	80	30	25	3	-	1	MR
		Targets must resist or their armor is damaged, or broken if affected again							
Alt7	Curse of Limos	N4D2	200	-	BF	-	-	1	MR
		All enemies must resist or become Starving (-4 Morale) and lose 3 Strength							
Alt7	Gaia's Warding	N5	200	0	BF	0	-	1	
		All friendly animals gain barkskin & regeneration							
Ench1	Animate Kelp Man	N1	30	-	-	-	-	1	UW Only
		Summons 1 x Kelp Man unit							
Ench2	Savage Strength	N1	20	15	3+	0	-	1	AN
		Friendly animals gain +4 Strength							
Ench3	Beasthide Warriors	N2E1	40	20	5	0	-	1	LI
		Targets gain +5 Natural Protection and Slashing resistance							
Ench3	Enchanted Lullaby	N1	40	0	15	0	-	1	NUW, LI, UI, MI, MR, SpellSinger Only
		Lasts for 1 round, enemy units in area must pass MR or fall asleep							
Ench3	Raise Kelp Hulk	N2	30	-	-	-	-	1	UW Only
		Sumons 1 x Kelp Hulk unit							
Ench4	Healing Refrain	N1	40	0	15	0	-	1	NUW, LI, UI, MI, FO SpellSinger Only
		Lasts for 1 round, friendly units in area recover hp and fatigue							
Ench4	Primal Resilience	N3	100	-	-	-	-	1	MI
		All friendly animals gain +4 MR							
Ench4	Fungal Mass	N2D1	100	-	-	-	-	1	NUW
		Summons 1 x Fungal Mass unit							
Ench4	Animate Kelp Field	N2	40	20+	1	5	-	1	UW Only
		Entangles targets, summons 1 Kelp Man for each target entangled							
Ench6	Fungal Swarm	N3D2	200	-	-	-	-	1	NUW
		Summons 4+ Fungal Mass units							
Ench7	Animate Kelp Lord	N3	100	-	-	-	-	1	UW Only
		Summons 1 x Kelp Lord commander							
Ench7	Clouds of Smoke	N4F3	300	0	BF	0	-	1	NUW, MI, UI, MR
		Obscures battlefield as Mist, all units suffer MR negates Confusion							
Ench8	Fungal Abomination	N4D2	200	-	-	-	-	1	NUW
		Summons 1 x Fungal Abomination unit							
Thaum7	Purge Undead	N2F1	30	30	-	100	999AN	1	MR, Undead Only
		Target undead is killed and loses immortality unless they resist the effect							
Thaum7	Stoke the Blood	N3	100	-	BF	-	-	1	MI, Friendlies Only
		Many friendly units that are wounded or have Berserk and a small fraction of others go Berserk							

BLOOD

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Blood2	Pact of Reinvigoration	B3	25	-	1	Caster gains permanent Reinvigoration 4
Blood4	Infernal Promotion	B3	20	-	1	Gift of Reason however can only target Demons
Blood4	Pact of Protection	B4	40	-	1	Caster gains permanent Protective Force 20
Blood5	Demonic Whispers	B3F1	15+	3 Prov	1	Province will gain unrest each turn, if over 100 may suffer popkill events. At 200 unrest province may revolt.
Blood6	Create Sanguine Horror	B3	18	-	1	Summon 1 Sanguine Horror
Blood6	Infernal Horde	B4	30	-	10+	Summons 10 x Spine Devils
Blood6	Focused Cross Breeding	B3N3	45	-	1	Summon 1 Good Cross Breed commander
Blood7	Infernal Vipers	B5	30	-	10+	Summons 10 x Serpent Fiends
Blood7	Blood Harvest	B5N5	100	-	1	Friendly provinces may gain +1 Growth and Turmoil, faster increase in Spring. Blood mages may gain +1 Blood, chance of taxboost events – higher in Autumn. At growth 1+ Foul Spawn appear in provinces under friendly Dominion
Blood7	Bind Abyzou	B4N3	88		1	Summon Abyzou Unique Commander
Blood9	Blasphemy	B7F5	133	-	1	Dominion in every province drops by 1 per turn. Priests may suffer assassination by Demons, higher chance if Preaching or constructing Temple.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Blood8	Body Warping of Gorgoroth	B3N1	200	25	10++	5	1	1	MR, MI, LI, UI

Targets that fail to resist are polymorphed into Foul Spawn

DIVINE

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Divine	Meditation	H1	-	-	-	-	-	1	
		Caster becomes blessed							
Divine	Anoint with Oils	H4	-	5	1	100	-	1	
		Friendly units are blessed, even if not Sacred							
Divine	Divine Wrath	H5	50	-	BF	-	-	1	
		Several random non-sacred units and enemy sacreds must take an MR check vs Blind/Death/ Disease							

GODPATH: FIRE

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Divine	Prayer of Fire	H1	-	-	-	-	-	-	
		Caster gains 99 Fire Resistance							
Divine	Channel Divine Fire	H1F1	10	30+	1	1	14++AP	1	
		Targets suffer 14++AP Fire damage, also deals 10 Fatigue damage in aoe 6							
Divine	Bonds of Apostasy	H2	25	25	2+	5	-	1	Replaces Holy Word, MR-Hard Neg
		Sacred targets are affected with Bonds of Fire							
Divine	Flaming Scourge	H2	-	30+	-	100	15+5/lvl	1	MR-, Replaces Smite Demon
		Target demon suffers 15+ damage and is set on fire unless passes hard MR checks							

GODPATH: AIR

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Divine	Prayer of Air	H1	-	-	-	-	-	-	
		Caster gains 99 Shock Resistance							
Divine	Channel Divine Lightning	H1A1	10	35+	-	4	13+AN	1	
		Target suffers 13+AN Shock damage, also deals 1AN Shock damage in aoe 1							
Divine	Fetter the Faithless	H2	25	25	2+	5	-	1	Replaces Holy Word, MR-Hard Neg
		Sacred targets are affected with False Fetters							
Divine	Shocking Scourge	H2	-	30+	-	100	15+5/lvl	1	MR-, Replaces Smite Demon
		Target demon suffers 15+ damage and 5 Shock damage unless passes hard MR checks							

GODPATH: WATER

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Divine	Prayer of Water	H1	-	-	-	-	-	-	
		Caster gains 99 Cold Resistance							
Divine	Channel Divine Ice	H1W1	10	30+	1	1	18	1	
		Targets suffer 18 Slashing damage							
Divine	Thirst of the Heathens	H2	25	25	2+	5	-	1	Replaces Holy Word, MR-Hard Neg
		Sacred targets are affected with Dehydration							
Divine	Slowing Scourge	H2	-	30+	-	100	15+5/lvl	1	MR-, Replaces Smite Demon
		Target demon suffers 15+ damage and is slowed unless passes hard MR checks							

GODPATH: EARTH

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Divine	Prayer of Earth	H1	-	-	-	-	-	-	
		Caster gains 2 Reinvigoration							
Divine	Channel Divine Blades	H1E1	10	25+	-	-	14	10	
		Targets suffer 14 non-magical Slashing damage							
Divine	Bury Unbelievers	H2	25	25	2+	5	-	1	Replaces Holy Word, MR-Hard Neg
		Non-flying Sacred targets are affected with Earth Meld							
Divine	Crushing Scourge	H2	-	30+	-	100	15+5/lvl	1	MR-, Replaces Smite Demon
		Target demon suffers 15+ damage and Curse of Stones unless passes hard MR checks							

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DIVINE

GODPATH: ASTRAL

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Divine	Prayer of the Void	H1	-	-	-	-	-	-	
		Caster gains +4MR							
Divine	Channel Divine Starfire	H1S1	10	35	-	2	5+AN	3	
		Targets suffer 5+AN damage							
Divine	Punish Idolatry	H2	25	25	2+	5	2Para	1	Replaces Holy Word, MR-Hard Neg
		Sacred targets are paralyzed for around 2 rounds							
Divine	Paralyzing Scourge	H2	-	30+	-	100	15+5/lvl	1	MR-, Replaces Smite Demon
		Target demon suffers 15+ damage and 5 Paralyze damage unless passes hard MR checks							

GODPATH: DEATH

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Divine	Prayer of Death	H1	-	-	-	-	-	-	
		Caster gains pierce resistance							
Divine	Channel Divine Shadow	H1D1	10	30+	-	3	9+AN	1	MR, UI
		Target suffers 9+AN damage, also 1 Paralysis damage in aoe 1							
Divine	Fear of God	H2	25	25	2+	5	-	1	Replaces Holy Word, MR-Hard Neg
		Sacred targets suffer a Fear 5 attack							
Divine	Withering Scourge	H2	-	30+	-	100	15+5/lvl	1	MR-, Replaces Smite Demon
		Target demon suffers 15+ damage and 4 Weakness damage unless passes hard MR checks							

GODPATH: NATURE

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Divine	Prayer of Nature	H1	-	-	-	-	-	-	
		Caster gains Poison Resistance 99							
Divine	Channel Divine Poison	H1N1	10	15+	3	2	3++AN	1	
		Targets suffer 3++AN Poison damage							
Divine	Entangle Heretics	H2	25	25	2+	5	-	1	Replaces Holy Word, MR-Hard Neg
		Sacred targets are entangled							
Divine	Nature's Scourge	H2	-	30+	-	100	15+5/lvl	1	MR-, Replaces Smite Demon
		Target demon suffers 15+ damage and Sleep unless passes hard MR checks							

GODPATH: BLOOD

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Divine	Prayer of Blood	H1	-	-	-	-	-	-	
		Caster gains +4Str, if has Blood Surge bless applied it becomes activated							
Divine	Channel Divine Agony	H1B1	10	30	1	2	1AN	1	MR
		Targets that fail to resist suffer 1AN damage and Major Fear 4							
Divine	Blood of the Infidels	H2	25	25	2+	5	-	1	Replaces Holy Word, MR-Hard Neg
		Sacred targets that fail to resist suffer the Bleeding affliction							
Divine	Scourge Demon	H2	-	30+	-	100	15+5/lvl	1	MR-, Replaces Smite Demon
		Target demon suffers 15+ damage or is banished unless passes MR checks							

BESTOW THRONE POWER EFFECTS

Shattered Throne	Pretender gains Stealthy 80 & 100xp, may gain +1S and/or +1B. Gain Shattered Sphere item in treasury – casts Send Lesser Horror Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Throne of Abundance	Pretender gains Regeneration 20% & 100xp, may gain +1N Summons 10-60 Vine Men & 5-30 Vine Ogres (UW: 10-60 Kelp Men & 5-30 Algae Men) Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Throne of Creation	Pretender gains Mastersmith 2 & 100xp, may gain +1E Summons 5-30 Mechanical Men, 3-18 Mechanical Giants & 1-6 Mechanical Monsters Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Throne of Destiny	Pretender gains Bringer of Fortune 100% & 100xp, may gain +1S Gain 3 Shadow Seer mage commanders (UW: 2 Ether Lord commanders) Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Throne of Elements	Pretender gains Reinvig 10 & 100xp, may gain +1F, +1A, +1W and/or +1E Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Throne of Eternal Suffering	Pretender gains Healer 5 & 100xp, may gain +1B Summons 5-30 Fiends of Darkness inc. 1 Commander (UW: 5-30 Elder Things inc. 1 Commander) Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Throne of Sorcery	Pretender gains Master Ritualist 1 & 100xp Summons 2 Sorcerers & 1 Blackrose Sorceress (UW: 3 Kokythiad Commanders) Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Throne of Splendour	Pretender gains Awe 5 & 100xp Summons 10-60 Flagellants & 1 High Priest (UW: 10-60 Fanatic Deep Ones & 1 Bishop Fish) Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Throne of the Pantokrator	Pretender gains Inspirational 4 & 100xp Summons 1 Juggernaut Commander (UW: 3 Bishop Fish commanders) Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Throne of the Sun	Pretender gains Fireshield 20 & 100xp, may gain +1F and/or +1S Summons 5-30 Summer Lions (UW: 5-30 Flame Jellies) Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender
Any level 1 or 2 Throne	Pretender gains 100xp Gain 1,000 gold, 8d6 gems of Elemental/Sorcery paths, +3 Dom in province Creates site that increases Magic scales, spreads Dominion & aids in recalling Pretender

GLOBAL ENCHANTMENT GOLD REBATES

Haunted Forest	Asphodel: Black Dryad (50g), Dryad Hag (50g), Black Centaur (25%)
Lunar Potency	Independent: Moon Mage (50g), Wizard of the Crescent Moon (50g), Elludian Moon Mage (50g) EA/MA/LA Mictlan: Moon Priest (50g), Moon Warrior (50%) MA Nazca: Coya (50g) MA Uruk: Ereshdingir (50g), Entu (50g)
Second Sun	EA/MA/LA Abysia: Anathemant Dragon (50g) EA/MA Mictlan: Sun Warrior (50%)
Wrath of the Sea	Independent: Newt Soldier (50%)

MAGIC ITEMS

1-Handed Weapons

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Const2	Scythe of Unlife	D1	0	2	3	0	7Unlife	0	Reanimates as soulless those slain by it
Const2	Hand of Destruction	D1	0	-1	-1	0	0	0	Spell: Hand of Death, Cursed, Never Healing Wound
Const4	Axe of the Berserker	N1	0	2	1	0	9	0	Quickness, Auto Berserk
Const4	Wand of Insects	N3	0	1	0	0	0	0	Spell: Five Insects
Const4	Thunderhammer	A1E1	0	3	1	0	12	0	Aoe 6 Thundershock on attack
Const4	Clockwork Tool	E3, 10	0	-1	0	0	2	0	Summon: 2 Clockwork Soldiers
Const4	Serpent Staff	N1D1	0	4	0	0	9AP	0	No Str, Death Poison on hit, +2 Lamia Lord
Const4	Bane Fire Blade	D1F1	0	1	2	0	16	0	Fear 5, Small Area Decay on attack
Const4	Bane Fire Wand	D1F1	0	-2	0	0	-2	0	Spell: Bane Fire Dart
Const4	Blessed Chisel (<i>Unique</i>)	E3	0	-1	0	0	2	0	Summon: 1 Marble Lion, Battlesum: 2 Living Statues
Const6	Cutlass of Piercing	W1E1	0	1	4	0	6AP	0	2 Attacks
Const6	Astral Sceptre	S1	0	1	0	0	4	0	Astral Geyser on attack
Const6	Mind Whip	S2N1	0	3	0	-	1Cap	0	MR +2, Small Area Enslave on attack
Const6	Trident of Petrification	E2N1	0	1	2	0	10	0	Small Area Petrify on attack
Const6	Sceptre of Cleansing Flame	F1S1	0	1	0	0	12	0	Fireshield 8, Eyeloss, Small Area Holyfire on attack
Const6	Mortal Blade	F2	0	3	1	0	10	0	Removes Immortality on wound
Const8	Rod of Falling Stars	S3E1	0	-2	0	0	-2	0	Spell: Gifts from Heaven

2-Handed Weapons

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Const2	Gloves of Far Striking	E1S1	0	-1	-1	0	17	0	Spell: Farstrike
Const2	Dragonheart Banner	F1E1	0	-2	-3	0	1	0	Autospell: Banner Courage
Const2	Rust Censer	E1W1	0	-1	-1	0	1	0	Autospell: Censer Rust
Const4	Staff of Gaia	N3	0	3	5	0	5	0	Battle spell: Primal Power, Strong Poison on hit
Const4	Staff of the Sea	W3	0	2	4	0	3	0	Sailing – 1 province, Max size 4, 200 size points
Const6	Banner of Phantasmal Host	A3S1	0	-2	-3	0	1	0	Battle spell: Phantasmal Host, Bearer loses stealth
Const6	Banner of the Warrior	F2E2	0	-2	-3	0	1	0	Autospell: Banner Skill
Const6	Staff of Annihilation	S2D1	0	2	4	0	3	0	Spell: Disintegrate, Tainted 8
Const8	Staff of the Fire King	F6	0	2	4	0	3	0	Homesick 25%, Fireres 15, Coldres -10, 2 Temporary Fire Gems, Spell: Flames from the Sky
Const8	Staff of the Frost King	W6	0	2	4	0	3	0	Homesick 25%, Coldres 15, Fireres -10, 2 Temporary Water Gems, Spell: Murdering Winter
Const8	Crosier of the Underworld	D3W3	0	2	4	0	3	0	Battle spell: Stygian Blessing
Const8	Hammer of Flesh Forging	E4B4	0	1	0	0	20	0	Battle spell: Forging of Flesh, Small Area Fire

Armor

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Const2	Fish Scale Mail	W2	0	0	-1	0	15	2	Start battle spell: Liquid Body
Const2	Barbed Coat	N1W1	0	0	-1	0	0	1	Poisonres 5, Poison barbs 5
Const4	Bog Soaked Armor	N1W1	0	0	0	0	8	0	Poisonres 15, Poisoncloud 8
Const4	Demonic Rune of Iron	B1E1	0	0	0	0	0	0	Cursed, Demons Only, Ironskin
Const4	Robe of the Sun	F2S2	0	0	0	0	4	0	Flying, Sunawe 3, Battlespell: Phoenix Power
Const4	Cloud Cuirass	A2	0	0	-1	0	14	2	Battle spell: Mistform, Stormpower 3
Const4	Mirage Suit	F1A1	0	0	-1	0	15	2	Battle spell: Mirror Image. Fireshield 8, Fireres 5
Const4	Horror Plate	B2S1	0	0	-1	0	16	1	Fear 5, Autospell: Damage Minds
Const6	Ethereal Breastplate	S1E1	0	0	-1	0	14	2	Ethereal, -5 Fireres, -5 Shockres, -5Coldres
Const6	Plate armor of Earthpower	E2	0	0	-1	0	17	2	+4 Str, Reinvig 3
Const6	Magesmiths Apron	F1E1	0	0	0	0	8	0	Fire res 5, Blunt/Slash/Pierce resistance

Boots

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Const6	Boots of Leaping	A3N2	0	0	0	0	0	0	Spell: Leap of Clouds, Battle spell: Flight, +1MM
Const6	Sandals of the Conqueror	E3	0	0	0	0	0	0	Battle spell: Enlarge Self, Fear +5, Trample
Const8	Treestride Boots	N2	0	0	0	0	0	0	Spell: Treestride, Reinvig 2, Forest Survival, Stealth +20

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MAGIC ITEMS

Misc

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Const2	Enchanted Harp	A1N1	0	0	0	0	0	0	Autospell: Sleep Ray, Spellsinger
Const2	Ring of the Victor	F1	0	0	0	0	0	0	+4HP, +2Att, +2Def
Const4	Flask of Vitriol	F1W1	0	0	0	0	0	0	Alchemists Only, Summon Allies 1 Gelatinous Cube
Const4	Amulet of Health	N1F1	0	0	0	0	0	0	+8HP, 2 Reinvig, Woundfend 1, Disease Resist 100%
Const4	Demonic Rune of Terror	B1D1	0	0	0	0	0	0	Cursed, Demons Only, Fear 5
Const4	Healing Herbs	N2W1	0	0	0	0	0	0	Cursed, No Undead/Inanimate, Recuperation
Const4	Amulet of Solid Air	A1	0	0	0	0	0	0	Retinue 1 x Sylph, 80% Airshield
Const4	Ring of Ensnaring Flames	F1	0	0	0	0	0	0	Autospell: Ensnaring Flames, +10 Fire res
Const4	Leyline Collector	S2N2	0	0	0	0	0	0	+1 Ritual Magicboost, -20 Research, Inanimate immobiles only, Cursed
Const4	Phoenix Feather	F2	0	0	0	0	0	0	Woundfend 99, Reform(Explode): 100%, Fireres 15
Const4	Bowl of Prophecy (<i>Unique</i>)	W3	0	0	0	0	0	0	Researchbonus: 25, Fortune Teller: 25%
Const4	Obscuro's Ring (<i>Unique</i>)	A3	0	0	0	0	0	0	Shockres 15, Battlespell: Mirror Image, Creates 1D3 Air Gems/month when bearer is at a Mountain
Const4	Simbeline (<i>Unique</i>)	N3	0	0	0	0	0	0	Reinvigoration 5, Creates 1D3 Nature Gems/month when bearer is at a Forest
Const4	Mother Pearl (<i>Unique</i>)	S2A1	0	0	0	0	0	0	MR +4, Waterbreathing, Airbreathing, Creates 1D3 Water Gems/month when bearer is underwater
Const6	Potion of Regrowth	N3W2	0	0	0	0	0	0	No Undead/Inanimate, Recuperation
Const6	Keystone	E2S2	0	0	0	0	0	0	Cursed, Inanimates Only, Regeneration 10%
Const6	Ring of Invisibility	A4S1	0	0	0	0	0	0	Invisibility, Stealthy 50
Const6	Demonic Rune of Acid	B1W1	13	0	0	0	16AP	0	Cursed, Demons Only, Vitriol Breath, Acidshield 12
Const6	Demonic Rune of Fire	B1F1	0	0	0	0	0	0	Cursed, Demons Only, Fireshield 12, Heat 8, Fireres 15
Const6	Amulet of Ruby & Sapphire	F1W1	0	0	0	0	0	0	Water Breathing, +10 Fire res, +10 Cold res
Const6	Berries of Gaia	N3	0	0	0	0	0	0	Communion Master
Const6	Flower Charm	N2S1	0	0	0	0	0	0	Retinue 2 x Nymph of Gaia
Const6	Moon Bowl	A3S3	0	0	0	0	0	0	Battle spell: Moon Glamour, -75 scout report
Const6	Silver Ring	W2	0	0	0	0	0	0	Autospell: Cold Blast, +10 Cold res
Const6	The Heartstone (<i>Unique</i>)	F4	0	0	0	0	0	0	Awe: 1, Fireres 5, Autospell: Will o' the Wisp
Const6	Wraithskull	D2S1	0	0	0	0	0	0	Retinue 1 x Wraith Mage commander, +5 Coldres
Const6	Gem of Elemental Power	F3E3	0	0	0	0	0	0	+1 Elemental Magicboost, -60hp, Inanimate immobiles only, Cursed
Const6	Dimensional Anchor	S3D3	0	0	0	0	0	0	+1 Sorcery Magicboost, Cannot Teleport, Inanimate immobiles only, Cursed
Const8	Magilum Boat	D5W4	0	0	0	0	0	0	Spell: Stygian Paths
Const8	Instant Laboratory	S5E5	0	0	0	0	0	0	Creates temporary Laboratory in province
Const8	Amulet of Power	S4	0	0	0	0	0	0	MR +4, Penetration bonus 4, Halt Heretic 5
Const8	Ring of Power	N3S3	0	0	0	0	0	0	Fireres 15, Coldres 15, Poisonres 15, Shockres 15, Wearer always blessed, Spread Dominion: 1
Const8	Necklace of Power	E3S3	0	0	0	0	0	0	Leadership 100, Inspirational +1, Unrest -25/month, Battlespell: Divine Blessing, Autoclaim Thrones
Const8	Token of the Deep	W4A1	0	0	0	0	0	0	Sailing 12 provinces, Max size 4, 200 size points, Gift of Waterbreathing: 200 points
Const8	Skull Orb	D5	0	0	0	0	0	0	Undead Leadership +100, Bearer loses stealth, Battlesummon: 9-52 Shadow Soldiers, 8-46 Shades, 5-30 Ghosts, 3-18 Dispossessed Spirits, 1-6 Shade Beasts & 5 Ghost Champions
Const8	Arach Amulet	N4D1	0	0	0	0	0	0	Cursed, Darkvision 100, Scale Walls, Poisonres 15, Unsurr. 3, Spell: Summon Arach, Spider assassins
Const8	Pashupatastra	S4F2	0	0	0	0	0	0	Siege bonus: 350
Const8	The Corner Stone	E5	0	0	0	0	0	0	Spell: Stone Construction
Const8	Sky Diamond	A6	0	0	0	0	0	0	Spell: Summon Spring Hawks
Const8	Gem of Creation	S6	0	0	0	0	0	0	+1 All Paths magicboost, +1 Pen. bonus
Const8	The One Ring	S3D3	0	0	0	0	0	0	Cursed, Tainted 10, Invisible, Ethereal, Spiritsight, Spell: Enslave Mind
Const8	The Seal of Solomon	S5F2	0	0	0	0	0	0	Autospell: Smite Demon, Spell: Ritual of the Five Gates, Tainted 15

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MAGIC ITEMS

Misc – Cont

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Const8	Oil of Sharpness	E5W1	0	0	0	0	0	0	Battlespell: Oil Sharpness
Const8	Shard of Solomoriah	S5N2	0	0	0	0	0	0	Cursed, Ethereal, Spell: Summon Solomoriah, Bearer may be cast into the void
Const8	Hyborian Gem	D5S1	0	0	0	0	0	0	Cursed, Researchbonus: 25, Fear 10, Tainted 15, Spell: Summon Khamul, Spreads insanity
Const8	Stone Tablet of Osiris	D3W2	0	0	0	0	0	0	Elegist 100

Helms

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Const2	Shadow Helm	D1	0	0	-1	0	24	0	Darkvis. 100, Darkpower 4, Battlesummon 1 Shadow
Const2	Helmet of Premonition	S1	0	0	0	0	24	0	Battle spell: Twist Fate, +10Patrol/Bodyguards, Unsurroundable 2
Const2	Crown of Eyes	A1S1	0	0	0	0	9	0	Unsurroundable: 5, Spirit Sight
Const4	Helm of Acid Breath	W1F1	0	0	-1	0	20	0	Autospell: Acid Spray
Const4	Diadem of the Void	S2	0	0	0	0	9	0	Void Sanity: 5, MR +1
Const4	Silver Crown	W1S1	0	0	0	0	9	0	Invulnerable: 10, +4HP
Const6	Cowl of the Necromancer	D4	0	0	0	0	6	0	50% chance to reanimate enemies killed as soulless
Const6	Crown of the Warrior King	E1F1	0	0	0	0	9	0	Awe: 1
Const6	Mask of the Vampire	B2D2	0	0	0	0	23	0	Autospell: Vampiric Touch
Const6	Crown of Majesty	F3E2	0	0	0	0	9	0	Autospell: Crown Charm, Insp +1, +50 Leadership
Const6	Crystal Mask	S2E2	0	0	0	0	20	0	Battle spell: Power of the Spheres
Const8	Helm of Klysandral	F4S2	0	0	0	0	25	0	Autospell: Demon Rage, +4 Mor, Insp +2

Shields

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Const2	Slime Shield	W2	0	0	-1	4	16	1	Slimer 1
Const2	Mind Shield	S1	0	0	-1	5	16	1	MR +2, Battle Spell: Astral Shield
Const4	Shield of Soft Earth	E1W1	0	0	-1	7	17	1	Autospell: Earth Soften
Const4	Shield of Fate	S2	0	0	0	2	14	0	Autospell: Twist Fate
Const4	Shield of Many Colours	F1A1	0	0	-1	6	23	1	Autospell: Fascinating Lights
Const4	Muttering Shield	A1D1	0	0	-1	4	13	1	Autospell: Confusion Shield
Const8	Shield of Flaming Death	F4E1	0	0	-1	5	26	1	Fireres 5, Spell: Dome of Flaming Death

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Vanilla Spell Changes

Awaken Hamadryad N4, 25 gems > N3, 15 gems

Forge Brass Bull 30 gems > 20 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Headless Men	E2	8	0	7+	Summons 7+ Blemmyes
Conj4	Contact Karyatid	N3	20	0	1	Forest Only, Summons 1x Karyatid Commander
Conj5	Contact Oceanid	W3	25	0	1	UW Only, Summons 1 x Oceanid Commander
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj6	Contact Oreiad	N4	30	0	1	Mountains Only, Summons 1 x Oreiad Commander
Conj6	Contact Eleionomae	W3	35	0	1	Swamp Only, Summons 1 x Eleionomae Commander
Conj7	Summon Divine Hero	S5	40	0	1	Summons random Unique Divine Hero
Conj7	Contact Nephelae	W3A1	30	0	1	Summons 1 x Nephelae Commander
Conj8	Titan of War & Wisdom	S4E2	40	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj8	Titan of the Underworld	D5	40	0	1	Summons Hades Unique Commander
Conj8	Daughter of the Evening	S4	38	0	1	Summons 1 x Daughter of Evening Commander
Conj9	Scourge of the Deepes	W5N3	60	0	1	UW Only, Summons Cetus Unique Commander
Evo6	Wrath of the Titans	S5A3	70	0	1	As Wrath of God plus up to 2 Hero Commanders join each turn – stats as per Call to Adventure
Const0	Creations of the Lykeion	E2	5	0	5+	Capital Only, Summon 5+ Bronze Clockwork Soldiers
Const3	Construct Talos	E3	12	0	1	Summons 1 x Talos
Const5	Men of Bronze	E2	10	0	10++	Summons 10++ Men of Bronze
Const5	Mechanical Icarids	E1A1	12	0	10++	Summons 10++ Mechanical Icarid
Const5	Defences of Daidalos	E3A1	10+	0	1	As Iron Walls
Const7	Defenders of the Lykeion	E5	50	0	1	As Mechanical Militia
Ench4	Call to Adventure	S4	15	0	4	Summons 4 x random Hero Commanders

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj7	Summon Daimones	S4	300	0	BF	0	-	-	
25% of troops gain Luck, 12 Daimones appear at edge of the battle									
Alt8	Illusion of Motion	S7	300	0	BF	0	14++	1	AN, MRE
All enemies suffer 14++ Paralyze damage (MR Negates easily)									
Thaum7	Dissolve into Atoms	S3	40	100	1	100	999	1	AN, MR
Deals 999 damage, MR negates, hard to hit ethereal									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Mechanical Owl	A1E1	-	0	0	-	13	-	50% chance to block each attack, Length 6 attack
Misc4	Bag of Dragons Teeth	E2	-	-	-	-	-	-	Battle retinue: 3 Spartae
Armor4	Icarian Harness	A1E1	-	-	0	-	13	0	Flying
Misc8	The Apple of Discord	F4	-	-	-	-	-	-	+50 Unrest/turn, Cursed, Twist Fate

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Summon Apostle	D3H2	18	0	1	Capital Only, Summons 1 Apostle Commander
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj6	Anoint Equites	F3H2	10	0	4	Capital Only, Summon 4 x Equite of the Eternal Shroud
Conj7	Egeria	S5	50	0	1	Summon Egeria Unique Commander
Conj7	Summon the First Apostle	D4H2	25	0	1	Capital Only, Summon Saul Unique Commander
Conj8	Titan of War & Wisdom	S4E2	40	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj8	Titan of the Underworld	D5	40	0	1	Summons Hades Unique Commander
Alt3	Reject the New Faith	F1	3	0	1	Pontifex Only, Caster permanently becomes Numinous Pontifex
Ench0	Protection of the Numina	F1H2	10	0	1	Lasts until end of year, as Dome of Arcane Warding
Ench3	Raise Longdead Century	D1	15	0	60	Summons 60 Longdead Legionnaires
Ench3	Raise Longdead Centurion	D1	2	0	1	Summons Longdead Centurion commander
Ench5	Raise Longdead Legate	D2	10	0	1	Summons Longdead Legate commander
Ench9	Raise Longdead Legion	D5	100	0	1000	Summons 400 x Longdead Legionnaires, 200 x Longdead Velites, 200 x Longdead Principes, 120 x Longdead Triarii & 80 x Longdead Horsemen
Thaum0	Ermorian Augury	F1	2	5 Prov	1	Reveals all F sites in the province
Thaum0	Secrets of the Numina	F1H3	13	0	1	Reveals all magical sites in the province
Thaum5	Greater Augury	F3S2	8	2 Prov	1	Reveals all F, A, W & E sites in the province
Thaum7	Gates of Death	D6	55	0	1	Death scales increase in friendly provinces and pop slowly decreases. Creates 3D6 Death gems per turn. 10% chance per Dom point of 1D3 longdead velite & principe in each friendly province, extra chance of each per death scale. Chance of Unholy Knights in D3

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Div0	Blessings of the Numina	H1F1	0	5	3	100	-	1	NUW
		Twist Fate							
Div0	Healing Hands	H1	0	1	1	1	30+++	1	
		Heals 30+10/level damage to friendly units							
Div0	Faith Healing	H2	0	25+	1	100	40+++	1	
		Heals 40+10/level damage to friendly units							
Div0	Halt Demon	H2	0	10	0	100	60+++	1	AN, MR, MI
		Deals 60+ paralyze damage to an enemy demon							
Div0	Divine Healing	H3	50	0	BF	0	2	1	
		Heals 2 damage to friendly sacred units							
Div0	Conversion	H3	0	5	0	100	-	1	AN, MR, MI
		Charm, MR Negates							

Vanilla Nation Changes

Priests of Ulm may gain a Fylgja Spirit guardian in battles – chance is 40% per Priest level

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj4	Warrior Spirit	D2	10	0	1	Summons 1 x Spirit Warrior Commander
Conj6	Shaman Spirit	D3	22	0	1	Summons 1 x Spirit Shaman Commander
Conj6	Daughters of the Rhine	W3E1	50	0	3	Summons 3 x Daughter of the Rhine Commanders
Conj8	Call the Aesir	A4E1	50	0	1	Summons 1 x Aesir Commander
Const3	Magma Forge	F2E2	5+	0	1	Provides 75 resources whilst the spell remains
Ench3	Consult Ancestors	D2	1	0	1	Unrest is reduced in the province by 30
Ench5	Summon Ancestor Spirits	D4	10+	0	1	Capital Only, Each turn 25% chance for Warrior Spirits to appear in cap, 10% for Shaman. Commanders in the province may gain xp, +death magic, rarely a Smith may gain Master Smith or Shaman may gain Master Ritualist

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj7	Summon Spirit Warriors	D3	200	5	0	0	-	5+	
Summons 5+ Spirit Warrior units to the battlefield									
Alt0	Protection of the Smithy	E1F1	20	0	0	0	-	1	
Caster gains Tempered Flesh									
Evo1	Ring of the Forge	E2	20	20+	2+	5	-	1	AN, MI
Targets are stunned, unable to act for one round									
Const1	Temper Steel	E1F1	20	10	3+	5	-	1	
Each armor "part" worn by a unit gains +3 Protection									
Const1	Sharpen Steel	E1F1	20	10	1	5	-	1	
Units weapons gain Armor Piercing									
Const7	Inferior Armaments	E3	200	0	BF	0	-	1	AN
All ferrous items used by enemy units become rusty									
Const7	Temper Army	E4F1	300	0	BF	0	-	1	
All friendly units gain strengthened Armor									
Const9	Strength of Steel	E4F2	200	0	BF	0	-	1	
All friendly units gain strengthened Armor and Armor Piercing weapons									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1Hand6	Hammer of the Master Smith	E3F1	-	0	-1	-	8	-	Warrior Smith Only, 25% Forgebonus
1Hand8	The First Hammer	E4F4	-	1	0	-	20	-	Small Area Fire, 50% Forgebonus
Misc2	Rune Stone Fehu	E2	-	-	-	-	-	-	Shamans only, Fortune Teller 25%
Misc4	Rune Stone Ansuz	N4	-	-	-	-	-	-	Shamans only, Healer 3
Misc4	Rune Stone Uruz	D2/30	-	-	-	-	-	-	Shamans only, Summon Allies: 1 Spirit Warrior
Misc6	Rune Stone Purisaz	N3E3	-	-	-	-	-	-	Shamans Only, Battle Spell: Mass Averted Fate

MARVERNI, TIME OF DRUIDS

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj1	Summon Merrow	W1	5	0	10	Summons 10 x Merrow
Conj2	Summon Picts	N1H1	8	0	8	Forest Only, Summon 8 x Picts
Conj4	Send Puck	N3	10	3 Prov	1	Remote summon 1 Stealthy Puck Commander
Conj5	Summon Pict Tribe	N3H1	35	0	35	Forest Only, Summon 24 x Picts, 10 x Woad Warriors & 1 x Pictish Chieftain Commander
Conj5	Bind Korrigan	W2N1	22	0	1	Summon 1 x Korrigan Commander
Conj7	Samhain	N5	55	0	1	Magic scales will increase in every province. During Autumn Samhain Gate site will appear. Aos Si will spawn in provinces with friendly Dominion (5% chance per Dom point / 10% per Dom point at a Dolmen) and unrest will increase.
Conj7	Call the Great Bulls	N6	50	0	1	Casters provinces gain 5% income per Growth Scale. Up to 2 random enemy land provinces per month will gain +3 Growth scales and be attacked by the White Bull or Black Bull along with an animal horde.
Conj8	Invoke the Horned One	N5	50	0	1	Forest Only, Summon 1 x Horned One Commander
Alt7	Wrath of the Forest	N5	15	4 Prov	1	Targeted Forest province suffers 5% popkill, 15 Unrest and is attacked by a horde of animals, vine creatures and an Awakened Tree lead by 2 Ivy Kings
Const3	Build Wicker Man	N2H1	3	0	1	Summons 1 x Wicker Man unit
Ench5	Awaken Sacred Grove	N3W1	15	0	5+	Forest Only, Summons 5+ Awakened Tree units
Ench6	Read the Stars	S5	50	0	1	Luck scales increase in friendly Dominion. Provinces containing an Elder Druid or Druid have a chance to gain a Druid Circle or Standing Stones site.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj6	Spirit of the Boar	N5E2	300	0	BF	0	-	1	NUW
Summons 1 x Spirit of the Boar Commander, all friendly sacred animals become enlarged and berserk									
Alt0	Fate of the Druids	S1	20	5	1	0	-	1	
Twist Fate									
Alt3	Averted Fate	S3	40	10	10+	0	-	1	
Twist Fate									
Alt4	Protection of Gaia	N2	30	10	10	0	-	1	
Friendly animals gain Barkskin									
Alt5	Gaia's Fury	N3	50	15	5+	0	-	1	AN
Animals only gain barkskin, +4 Str, go berserk and are fully healed. 10% chance of death.									
Alt6	Cursed Luck	S5	200	0	BF	0	-	1	
All enemy units lose Luck and gain Cursed Luck effect for 5 rounds (As Fateweaving bless)									
Alt6	Mass Averted Fate	S5	100	0	BF	0	-	1	
All friendly units gain Twist Fate									
Ench5	Awaken Warriors	N2H1	40	22+	15	100	-	1	
Friendly units have their tattoos activated									
Ench6	Primal Power	N3	200	0	BF	0	-	1	
All friendly animals gain +4Str									
Ench6	Stampede	N4	200	0	BF	0	-	1	
All friendly units only pay 1 AP to move into a square instead of 2									
Ench7	Strength of Boars	E5	200	0	BF	0	-	1	
All friendly units gain +4 Str									
Ench7	Awaken Army	N3H1	100	0	BF	0	-	1	
All friendly units have their tattoos activated									

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MARVERNI, TIME OF DRUIDS

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Bear Tattoo	N1	-	-	-	-	-	-	Cursed, Invulnerable 10, +5Str
Misc2	Wolf Tattoo	N1	-	-	-	-	-	-	Cursed, Invulnerable 10, +5Att
Misc4	Boar Tattoo	N2	-	-	-	-	-	-	Cursed, Invulnerable 15
Misc4	Horse Tattoo	S1N1	-	-	-	-	-	-	Cursed, Invulnerable 10, +5Def, +30%AP
Misc6	Potion of Oak & Mistletoe	S3N3	-	-	-	-	-	-	Battle spell: Mass Protection
Misc8	Charm of Corix	S6N3	-	-	-	-	-	-	Battle spell: Will of the Fates

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Vanilla Spell Changes

Daughter of Typhon Conj 9 > Conj 8

Hydra recruit limit 1 > 3

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Hydra Hatching	N1W1	6	0	6+	Swamp Only, Summons 6+ Hydra Hatchlings
Conj4	Hydra Brood	N2W1	15	0	8+	Swamp only, Summons 1 x Hydra & 7+ Hatchlings
Conj5	Rescue from the Underworld	D2	12	0	1	Capital only, Summons 1 x Spirit Sorceress Commander, kills caster unless resist with Def
Conj7	Contact Nemedian	A3D1	35	0	1	Summons 1 x Nemedian Sorceress Commander
Ench3	Consult Ancestors	D2	1	0	1	Unrest is reduced in the province by 30
Ench3	Sacred Bones	D3W1	5	0	5	Capital Only, summons 5 x Longdead Partholonians
Ench3	Underworld Path	N1D1	6	0	1	Capital Only, caster is reborn in capital if dies
Ench5	Delgnat's Bargain	D4W1	20	0	1	Capital Only, summons 1 x Longdead Partholonian Lord Commander
Ench7	Open Partholonian Tomb	D5W1	60	0	31	Capital Only, summons 30 x Longdead Partholonians, 5 x Longdead Partholonian Chariots and 1 x Longdead Partholonian Lord commander
Blood0	Androphagy	B1	7	0	1	As Blood Feast

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo2	Poison Arrow	N1	20	25+	0	0	14+	1	NUW
Also deals 4 poison damage to every unit in the target square									
Evo6	Hail of Poison	N2	20	30+	0	0	15+	12+	NUW
Also deals 4 poison damage to every unit in each target square									
Ench3	Boon of the Sacred Swamp	N2H1	40	15	15+	0	-	1	
Friendly units gain 10 poison resistance									
Ench5	Awaken Warriors	N2H1	40	22+	15	100	-	1	
Friendly units have their tattoos activated									
Ench7	Awaken Army	N3H1	100	0	BF	0	-	1	
All friendly units have their tattoos activated									
Div0	Eye of the Gods	H1	0	0	0	0	-	1	
Caster gains Protective Force: 20									
Div0	Prayers of Battle	H1	0	0	0	0	-	1	
Caster gains Luck									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2Hand4	Bow of Venom	N1	30	2	-	-	12	-	Death Poison on hit
Misc4	Horse Tattoo	S1N1	-	-	-	-	-	-	Cursed, Invulnerable 10, +5Def, +30%AP
Misc4	Snake Tattoo	S2	-	-	-	-	-	-	Cursed, Invulnerable 10, +5MR
Misc4	Standard of the Flayed Warrior	D2	-	-	-	-	-	-	Inspirational 1, Fear +5, Spell: Frighten

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Vanilla Spell Changes

Call Celestial Soldiers 15 gems > 10 gems	Huli Jing 30 gems > 25 gems
Heavenly Rivers 12 gems > 10 gems	Internal Alchemy 10 gems > 2 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj7	Awaken Stone Guardians	A4E1	35	0	2	Summons 2 x Stone Shishi Commanders
Conj7	Goldfish of the Heavens	W4S2	40	0	1	Summons 1 x Celestial Goldfish Commander
Conj8	Celestial Army	A4S2	50	0	28+	Summons 15+ Celestial Soldier units, 12 Celestial Servant units & 1 Celestial General Commander
Conj8	Awaken Gong Gong	W5	40	0	1	UW Only, Summon Unique Gong Gong Commander
Conj8	Petition Zhurong	F4S1	50	6 Prov	1	Remote summons temporary Zhurong Unique Commander to attack target province
Conj9	The Four Holy Beasts	N5	50	0	1	Capital Only, Summons Tiger of the West, Dragon of the East, Bird of the South and Tortoise of the North units, creates Blessing of the Holy Beasts site
Alt6	Prepare Sacred Herbs	N2E1	20	0	1	Mot5E only, caster becomes Di Xian
Alt7	Become Celestial Immortal	S3A1	25	0	1	Celestial Master Only, caster becomes Tian Xian
Const5	Construct Fire Arrows	F2E1	12	0	1	Summons 1 x Cart of Fire Arrows
Ench0	Terracotta Soldiers	F1E1	5	0	5+	Summons 5+ Terracotta Soldier units
Ench4	Terracotta General	F1E1	10	0	1	Summons 1 x Terracotta General commander
Ench6	Terracotta Legion	F2E2	25	0	55	Capital Only, summons 40 x Terracotta Footmen, 10 x Terracotta Horsemen and 5 x Terracotta Chariots
Ench6	Create Corpse-Immortal	D2	22	0	1	Summons 1 x Shije-Xian Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
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MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Herbal Compounds	E1N1	-	-	-	-	-	-	Mot5E only, Cursed, Spell: Cure Disease
Misc6	Text of the Celestial Immortal	S3A1	-	-	-	-	-	-	Celestial Master Only, Cursed, +12 Research, Inspiring Researcher 1

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj1	Call Ndichie	D1	1	0	1	Summon 1 Ndichie
Conj2	Summon Sacred Lion	N3E1	3	0	1	Capital Only, Summons 1 x Sacred Lion unit
Conj4	Summon Biloko	D1N1	5	0	10++	Forest Only, Summon 10++ Biloko units
Conj4	Contact Aziza	F1N2	20	0	1	Forest Only, Summon 1 x Aziza Commander
Conj5	Summon Sacred Pride	N4E1	20	0	8+	Capital Only, Summons 8+ Sacred Lion units
Conj5	Summon the Ndichie	D3	10	0	12+	Summon 12+ Ndichie
Conj6	Impundulu	A3D1	24	0	1	Summons 1 x Impundulu Commander
Conj6	Call Totem Spirit	F3N2	20	0	1	Summons 1 x random Totem Spirit Commander
Conj7	Mokele-Mbembe	N4	30	0	4+	Swamp only, Summons 4+ Mokele-Mbembe units
Conj7	Call Alusi	N5	33	0	1	Summon 1 Alusi Commander
Alt6	Form of the Hunter	N1F1	6	3 Prov	1	Spider Clan Witch Doctor Only, Summons Spirit of the Lion remote assassin, caster must resist with MR or be killed
Alt7	Wrath of the Forest	N5	15	4 Prov	1	Targeted Forest province suffers 5% popkill, 15 Unrest and is attacked by a horde of animals, vine creatures and an Awakened Tree lead by 2 Ivy Kings
Ench3	Cave of the Grootslang	E2N1	5	0	1	Generates around 200 gold, 20% chance of Grootslang attack in coming months
Ench5	Muthi Ritual	D1N1	22	0	1	Hyena Clan Witchdoctor only, caster gains Healer 1
Thaum2	Spider Sight	D2N1	4+	5 Prov	1	Scry targeted province, summons 1 x Spider Commander hidden in province.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt4	Protection of Gaea	N3	50	15	10	0	-	1	
									Friendly animals gain Barkskin
Alt5	Gaia's Fury	N3	50	15	5+	0	-	1	AN
									Animals only gain +4 Str, go berserk and are fully healed. 10% chance of death.
Evo3	Hunters Web	N1D1	20	25+	2	2	-	1+	
									Targets are webbed unless they resist with Str or Size
Ench4	Primal Power	N3	100	0	BF	0	-	1	
									All friendly animals gain +4Str
Thaum1	King of Beasts	N2	20	15	0	100	-	1	MR
									Charms target animal
Thaum3	Toughened Hide	N1	20	10	1+	0	-	1	MI
									Friendly animals gain Stoneskin, Slashing Resistance & Piercing Resistance
Thaum4	Roar of the Lion	N2H1	50	0	15	0	-	1	MI
									Friendly animals gain +4Att, +4Def, +4AP and become Berserk

Vanilla Spell Changes

Moon Priest gets 50 gold rebate under Lunar Potency

Monster Toad Conj 5 > Conj 4

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Troop of Monkeys	N1	2	0	10++	Summons 10++ Howler Monkeys
Conj6	Dream Warriors	S3N2	30	0	15	Summons 15 x Dream Warriors
Conj8	Teotl of the Sky	A4F2	40	0	1	Summons Huitzilopochtli Unique Commander
Conj8	The Obsidian Butterfly	S4B2	40	0	1	Summons Itzpapalotl Unique Commander
Blood0	Ensure Fertility	B2N2	10	0	1	+2 Growth scales whilst enchantment remains
Blood4	Feed the Hungry God	B1H1	5	0	1	Capital Only, caster gains Adept Sacrificer 1
Blood8	The Beast of the Night	B5D2	100	0	1	Summons Camazotz Unique Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
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Vanilla Spell Changes

Contact Scorpion Man Conj 8, 12 gems > Conj 6, 8 gems

Whilst Second Sun is active all forts in Heat 3 gain 50% income boost and Anathemant Dragons get 50 gold rebate

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Children of Pyriphlogos	F2	2	0	2	Summon 2 x size 2 Flame Elementals
Conj4	Children of Rhuax	F3E1	5	0	5+	Summons 5+ Magma Children
Conj4	Children of Catharsis	F3S1	13	0	4+	Summons 3+ Children of Cleansing Flame and 1 Child of Cleansing Flame Commander
Conj5	Summon Magma Spirit	F3E1	20	0	1	Summon 1 x Magma Spirit Commander
Conj8	Contact Scorpion Lord	E1F1	15	0	1	Summon 1 x Scorpion Man Commander
Conj8	The Underworld Dragon	E4W1	35	0	1	Cave Only, Summons Kur Unique Commander
Conj8	Summon Ember Lord	F5E1	55	0	1	Volcano Only, Summon 1 x Ember Lord Commander
Alt6	Stoke the Smouldercone	F5E2	75	0	1	Capital Only, Capital gains site that produces 3 Fire and 3 Earth gems per turn, produces 3 Temple checks and grants your blessing +4 Str. Burning Ones 25% cheaper.
Const3	Magma Forge	F2E2	5+	0	1	Provides 75 resources whilst the spell remains
Ench6	Rivers of Lava	F6E3	55	0	1	Within your Dominion heat increases, Popkill events in enemy provinces, 5% chance in each friendly province of new site – Magma pits or Volcano.
Blood4	Teachings of Malphas	B2	8	0	1	Caster gains 15 Cross Breeder and is Horror Marked

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Ally from Below	F3	40	4	-	-	-	1	NUW
									Summons 1 x Magma Child unit to the battlefield
Conj6	Magmatic Summoning	F3E1	100	10	-	-	-	1	NUW
									Summons 1 x Magma Spirit Commander to the battlefield
Alt3	Molten Prison	E1F1	60	20	5	3	-	1	NUW
									Enemy units are trapped as Earth Grip and set on fire
Alt4	Rhuax Legacy	F3	50	5	1	100	-	1	NUW
									Friendly units are Enlarged and gain +3 Heat Aura and Flaming Shield 8
Evo0	Blast of Flames	F2	20	5	1	0	14++	1	NUW
									Also deals 10 stun damage to units in aoe 6
Evo6	Heatwave	F5	200	0	BF	0	16+++	1	NUW, Fire, Stun
									Deals 16+++ stun fire damage to everyone on the battlefield
Ench8	Outer Furnace	F6	300	0	BF	0	-	1	NUW
									All friendly units gain +3 Heat Aura & Flaming Shield 8 but gain fatigue each turn

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2Hand6	Staff of Magma	F1E1	-	+2	+4	-	3	-	Spell: Magma Bolts, summon allies 1 Magma Child per month, -2 Reinvigoration

Vanilla Spell Changes

Summon Yazatas 15 gems > 12 gems	Parting of the Soul Cannot be cast in caves
Herd of Elephants 25 gems > 18 gems	

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Herd of Mammoths	W2	20	0	5+	Summons 5+ Mammoths
Conj5	Summon Daeva Champion	D3F1	10	0	1	Summon 1 x Daeva Commander
Conj5	Summon Yazata Champion	S3	10	0	1	Summon 1 x Yazata Commander
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander
Alt5	Snow Storm	A3W1	8	4 Prov	1	Province suffers 5% popkill, +15 Unrest and gains 3 Cold scales in event phase. Battles for next 2 turns have Storm effect

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj5	Aid from the Afterlife	D1A1	30	0	0	0	-	2	
									Summons 2 x Spectral Caelians to the battlefield
Conj5	Storm Channeling	A1	100	0	15	0	-	1	NUW
									All units in the area gain +1 Air Magic
Alt0	Shield of Aella	A1W1	30	10	3++	0	-	1	NUW
									All units in the area gain Air Shield 80 and +4Prec
Alt7	Favour of Aella	A4W2	200	-	BFE	0	-	1	NUW
									All friendly units gain Air Shield 80 and +4Prec, Storm is in effect

Vanilla Spell Changes

Contact Scorpion Man Conj 8, 12 gems > Conj 6, 8 gems	Sacred Crocodile gained Grab & Swallow
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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj4	Summon Beasts of Chaos	W2N1	6	0	2	Summon 2 Beasts of Chaos
Conj4	Call Ba Spirit	D3S1	15	0	1	Summon 1 x Ba Spirit Commander
Conj4	Summon Scarab	F3	5	0	1	Summon 1 Scarab
Conj5	Summon War Scarab	F3	6	0	1	Summon 1 War Scarab
Conj5	Call Spectral Sauromancer	D3	18	0	1	Summon 1 x Spectral Sauromancer Commander
Conj5	Children of the Neters	N2	20	0	10	Summons 10 x random Neter Children units
Conj6	Call Spectral High Priest	D3	22	0	1	Summon 1 x Spectral High Priest Commander
Conj7	Akhenaten	D5S2	50	0	1	Summon Akhenaten Unique Commander
Conj7	Call the Great Bulls	N6	50	0	1	Casters provinces gain 5% income per Growth Scale. Up to 2 random enemy land provinces per month will gain +3 Growth scales and be attacked by the White Bull or Black Bull along with an animal horde.
Conj8	Beseech Neter of Chaos	D4S2	40	0	1	Summon Set Unique Commander
Conj8	Beseech Neter of the Sun	F4S2	40	0	1	Summon Horus Unique Commander
Conj8	Beseech Neter of the Moon	S5	40	0	1	Summon Thoth Unique Commander
Conj8	Contact Scorpion Lord	E1F1	15	0	1	Summon 1 x Scorpion Man Commander
Ench0	Create Revenant	D2	7	0	1	Summon 1 x Revenant Commander
Ench0	Revive Tomb Prince	D1	3	0	1	Summon 1 x Mummified Prince Commander
Ench2	Ctissian Reanimation	D1	12	0	50	Summons 25 x Longdead and 25 x Soulless
Ench3	Disease Warding	D2	12	0	1	Target commander gains Disease Resistance 50
Ench4	Sauromancy	D3	6	0	1	Caster gains Necromantic Reanimation bonus +6
Ench7	Saurolichcraft	D5	30	0	1	Summon 1 x Saurolich Commander
Thaum0	Rite of Three Gates	D2	6	0	1	Reborn only, caster becomes a Sauromancer with D3N1, however is killed unless negate with Defence
Thaum2	Knowledge of the Underwork	D3	5	0	1	Sauromancer Only, Caster is reborn in current province if dies
Thaum7	Gates of Death	D6	55	0	1	Death scales increase in friendly provinces and pop slowly decreases. Creates 3D6 Death gems per turn. 10% chance per Dom point of 1D3 longdead or armored longdead in each friendly province, extra chance of each per death scale

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo4	Release Sheut	D2	30	25+	0	100	20+AN	1	MR, MI, UI
Target suffers 20+AN damage, Shade unit appears if survives or is raised as a soulless if killed									
Ench5	Poison Immunity	N4	100	-	BF	-	-	1	
All friendly units gain 10 Poison Resistance									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Amulet of Reanimation	D1	-	-	-	-	-	-	Coldblooded only, gains Reanimation if priest
Misc4	Heart Scarab	D2E1	-	-	-	-	-	-	Cursed, Chest Wound, MR+4, Reinvig +4, Second Life
Misc8	Book of the Dead	D5	-	-	-	-	-	-	+1 Death, Spell: Ritual of Rebirth

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Vanilla Spell Changes

Awaken Hamadryad N4, 25 gems > N3, 15 gems

Dryad loses Seduction, 185 gold > 140 gold

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Pack of Animals	N3	12	0	30++	Summons 30++ random animal units
Conj5	Forest Horde	N4	18	0	100	Forest Only, Summons 100 random animal units
Conj7	Call the Great Bulls	N6	50	0	1	Casters provinces gain 5% income per Growth Scale. Up to 2 random enemy land provinces per month will gain +3 Growth scales and be attacked by the White Bull or Black Bull along with an animal horde.
Alt5	Wrath of the Forest	N5	15	4 Prov	1	Targeted Forest province suffers 5% popkill, 15 Unrest and is attacked by a horde of animals, vine creatures and an Awakened Tree lead by 2 Ivy Kings
Ench5	Awaken Sacred Grove	N3W1	15	0	5+	Forest Only, Summons 5+ Awakened Tree units
Blood2	Dance of the Maenads	B1N1	8	0	8	Summon 8 x Maenads
Blood5	Music of the Wild	B1N4	15	3 Prov	1	Forest Only, targeted province suffers 15 unrest, 2% pop killed, +2 Turmoil scales & attacked by Maenads.
Blood8	Call Lord of the Wild	B2N4	75	0	1	Forest Only, Summon 1 x Lord of Wild Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt4	Protection of Gaia	N2	30	10	10	0	-	1	
		Friendly animals gain Barkskin							
Alt5	Gaia's Fury	N3	50	15	5+	0	-	1	AN
		Animals only gain +4 Str, go berserk and are fully healed. 10% chance of death.							
Ench6	Primal Power	N3	200	0	BF	0	-	1	
		All friendly animals gain +4Str							
Thaum3	Incite Passion	N1B1	10	30	1	3	-	1	MR, MI, LI
		Targets become enraged and armor is broken (1/2 Prot) – MR Negates							
Thaum5	Madness of the Wild	N3B1	30	30	4+	3	-	1	MR, MI, LI
		Targets become enraged and armor is broken (1/2 Prot) – MR Negates							
Thaum7	Bacchanalia	N5B2	300	-	-	-	-	1	MR, MI, LI
		All units in the battle become enraged and armor is broken (1/2 Prot)– MR Negates							

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2Hand4	Thyrus	N1B1	-	2	2	-	5	0	Spell: Incite Passion, Strong Poison on hit
Misc4	Dryad Charm	N1	-	-	-	-	-	0	Dryad Only, gains Seduction

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj7	Summon Giant Olm	W4E1	40	0	1	Summon 1 x Giant Olm Commander
Conj8	The Underworld Dragon	E4W1	35	0	1	Cave Only, Summons Kur Unique Commander
Alt2	Blindsense	E1	8	0	1	Target commander gains Blindsense
Evo7	Crack the Earth	E4	15	4 Prov	1	Capital Only, Target province is attacked by 6D6 Troglodytes & Commander, 25% population killed
Thaum4	Traverse the Depths	E4	5	6 Prov	1	Cave or Mountain only, transports caster and all troops under their command to a friendly cave or mountain province containing a lab
Thaum5	Limne Pact	W1E1	10	0	1	Capital Only, caster is cured of all afflictions
Thaum6	Journey through the Earth	E5	15	8 Prov	1	Cave only, transports caster and all troops under their command to any cave province

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj0	Summon Stone Power	E2	20	0	0	0	-	1	Cave Only Caster gains +1 to all paths
Alt5	Cave Darkness	E4D2	200	0	BFE	0	-	1	NUW Creates darkness as per Solar Eclipse

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2Hand6	Staff of Magma	F1E1	-	+2	+4	-	3	-	Spell: Magma Bolts, summon allies 1 Magma Child per month, -2 Reinvigoration
1Hand6	Stone Sceptre	E5	-	1	0	-	0	-	+1 Earth, Spell: Petrify, Summon: 1 Living Statue

TIR NA NOG, LAND OF THE EVER YOUNG

Vanilla Spell Changes

Contact Cu Sidhe Summons 7 > Summons 10++	Barghests Summons 9 > Summons 10++
Black Dogs 8 gems > Mountain/Highlands Only, 4 gems	New recruitable unit: Fir Bolg Piper

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj1	Summon Merrow	W1	5	0	10	Summons 10 x Merrow
Conj2	Summon Bramble Spirit	N1	1	0	1	Forest Only, Summon 1 Bramble Spirit
Conj3	Summon Urisk	N2	5	3 Prov	1	Remote summons 1 stealthy Urisk Commander
Conj4	Summon Thistle Spirit	N2	2	0	1	Forest Only, Summon 1 Thistle Spirit
Conj4	Send Puck	N3	12	3 Prov	1	Remote summons 1 stealthy Puck Commander
Conj7	Cad Goddeu	N3E1	60	0	31++	Forest Only, summons 15++ Thistle Spirits, 15 Bramble Spirits and 1 Gorse Spirit Commander
Conj7	Queen of the Bean Sidhe	A4W2	40	0	1	Summon Clíodhna Unique Commander
Conj7	Samhain	N5	55	0	1	Magic scales will increase in every province. During Autumn Samhain Gate site will appear in capital. Aos Si will spawn in provinces with friendly Dominion (5% chance per Dom point / 10% per Dom point at a Dolmen) and unrest will increase.
Conj8	Invoke the Horned One	N5	50	0	1	Forest Only, Summon 1 x Horned One Commander
Conj8	The Fairy Rade	N4A2	35	0	23	Remote summon 20 Aos Si Riders, 3 Aos Si Hornblowers and 1 Aos Si Lord Commander
Alt7	Phantasmal Sidhe Attack	A4	8	4 Prov	25+	Remote summons 25+ Phantasmal Sidhe
Const5	Erect Dolmen	E3N1	20	0	1	Summons 1 x Dolmen Commander
Ench4	Paths of the Tuatha	N4	8	5 Prov	1	Forest only, Caster and his army travel as per Faery Trod to a forested province

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Alt0	Phantasmal Sidhe	A1	10	0	0	0	-	1	Summons 1 x Phantasmal Sidhe unit
Alt3	Ghost Cu Sidhe	A3	10	5	0	0	-	2	Summons 2 x Phantasmal Cu Sidhe units
Alt5	Phantasmal Sidhe Army	A4	100	5+	0	0	-	25+	Summons 25+ Phantasmal Sidhe units
Ench5	Ensnaring Glamour	A3	50	25+	25	0	-	1	Enemies in area are ensnared as per False Fetters
Ench6	Fey Fascination	N4A2	100	0	BF	0	-	1	MR, MI All enemies are stunned for 1 round, MR negates
Ench9	Mists of the Blessed Isle	A6	300	0	BF	0	-	1	MR, MI Creates Mist as per the Enchantment and all enemies are confused, MR negates

MAGIC ITEMS

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
1Hand8	Fragarach	A3N2	-	8	4	-	16	-	x2 Dam vs Magic Beings, 3 Attacks, Patrolbonus +100, Siegebonus +50, Spell: Cloud Trapeze

[Return to start](#)

Vanilla Spell Changes

Black Dogs 8 gems > Mountain/Highlands Only, 4 gems

Barghests Summons 9 > Summons 10++

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj0	Hidden Knowledge	D1	3	3 Prov	1	Locates all Death sites in the province
Conj2	Summon Redcaps	N2	2	0	6	Summons 6 x Redcap units
Conj4	Send Puck	N3	12	3 Prov	1	Remote summons 1 stealthy Puck Commander
Conj5	Spirits of the Drowned	D2	10	0	5+	UW only, Summons 5+ Drowned One units
Conj5	Send Nuckelavee	D3W2	20	3 Prov	1	Summons 1 x Nuckelavee Commander
Conj5	Call Murduchann	W3	15	0	1	UW Only, Summon 1 x Murduchann Commander
Conj6	Robin Redcap	D3N2	20	0	1	Summon Robin Redcap Unique Commander
Conj7	Jenny Greenteeth	D2W2	25	0	1	UW Only, SummonS Jenny Greenteeth Unique Commander
Conj7	Samhain	N5	55	0	1	Magic scales will increase in every province. During Autumn Samhain Gate site will appear in capital. Aos Si will spawn in provinces with friendly Dominion (5% chance per Dom point / 10% per Dom point at a Dolmen) and unrest will increase.
Ench7	Lords of the Watery Dead	W4D2	65	0	1	UW Only, grants 1D6 Water Gems and 2D6 Death gems each month. Chance per UW province of undead freespawn based on Dom strength.
Conj8	Contact Morrigan Sisters	D5A3	45	0	1	Summons Unique Morrigan Sister Commander
Ench7	Headless Horseman	D3	5	4 Prov	1	Summons remote Dullahan Assassin
Thaum8	Fomorian Plague	D5A2	20	4 Prov	1	The targeted province suffers 50% population killed, also 50% of military units in the province must pass a MR check or become diseased.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench4	Call the Drowned	D3W2	200	-	BF	-	-	1	UW Only
Summons 18 Drowned Soulless from the battlefield edge									
Ench6	Call Drowned Spirits	D4W2	200	-	BF	-	-	1	UW Only
Summons 12 Drowned Ghosts from the battlefield edge									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc6	Cauldron of Rebirth	D3W1							Spell: Bring forth the Cauldron Born
1Hand8	Fragarach	A4N3	-	8	4	-	16	-	x2 Dam vs Magic Beings, 3 Attacks, Patrolbonus +100, Siegebonus +50, Spell: Cloud Trapeze

Vanilla Spell Changes

Awaken Draugar 12 gems > 10 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Capture Fay Boar	E2	2	0	1	Capital Only, Summon 1 x Fay Boar unit
Conj5	Contact Dwarf Elder	E3	20	0	1	Capital Only, Summon 1 x Dwarf Elder Commander
Conj8	Call the Aesir	A4E1	50	0	1	Summons 1 x Aesir Commander
Conj8	Awaken Grendelkin	E5	20	3 Prov	1	Remote summon 1 x Independent Grendelkin
Ench8	Ragnarok	A5B3	60	0	1	25% chance of Dominion increase in friendly provinces. Enemy provinces in your Dominion or Niefelheim provinces anywhere suffer Vanir attacks
Thaum7	Visit Yggdrasil	N3	15	0	1	Caster is cured of all afflictions
Blood3	Gift of Battle Fury	B1	8	0	1	Caster gains Berserk 5
Blood5	Alfablot	B2H2	12	0	1	Lasts until end of year, +1 Magic scale per turn

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench5	Flight of the Valkyries	A3	100	10	10+	0	0	1	NUW
Units in the area gain Flight.									
Blood6	Blood Portent	B1H1	100	10	5	5	0	1	NUW
Friendly units gain Luck									
Blood7	Curse of the Berserker	B4H3	300	0	BF	0	0	1	AN, MRE, NUW, MI
Many friendly units that are wounded or have Berserk and a small fraction of others go Berserk. Enemies must pass MR check or become confused									
Blood8	Offering to the Fates	B4H3	400	0	BF	0	0	1	NUW
All friendly units gain Luck									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc6	Horn of Vanhalla	D2A2	-	-	-	-	-	-	Flying, BattleSummon 1D6 Valkyries
Helm8	Tarnhelm	A4E3	-	-	-	-	23	-	Start of battle spell: Mirror Image, Spell: Teleport, Stealth 25
Misc8	Andvaranaut	E5	-	-	-	-	-	-	Cursed, +100 Gold, 20% chance to transform into Dragon of Greed each month
Misc8	Brunhilde's Horn	D3A3	-	-	-	-	-	-	Spell: Ride of the Valkyries

Vanilla Spell Changes

Awaken Draugar 12 gems > 10 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Rescue from the Skies	A3D1	3	2 Prov	1	Target friendly province has a commander pulled to caster as per Wind Ride
Conj7	Brunhilde	D2F1	50	0	21	Summon Brunhilde Unique Commander + 20 Valkyrie
Conj7	Call the Dishird	D4A2	15	0	5	Summon 5 x Dishirding
Conj8	Call the Aesir	A4E1	50	0	1	Summons 1 x Aesir Commander
Conj8	Dishird Attack	D5	5	5 Prov	15	Remote summons 15 x temporary Dishirding + 1 x Dishirding Commander
Conj8	Release the Corpse Gnawer	D5B1	30	0	1	Summons Nidhogg Unique unit
Ench0	Return from Hel	D4	10	0	1	Returns a dead Hero as Ritual of Rebirth however with a Draug body
Ench5	Ride of the Valkyries	A2D1	4	5 Prov	2D6	Teleports caster as Cloud Trapeze plus temp summons 2D6 Valkyries in the targeted province
Ench6	Hidden in Barrows	A3D1	60	0	17	Summons 20++ Draug, 1 x Draugadrott Commander with magic item & 1 x Draugherse Commander with magic item.
Thaum7	Visit Yggdrasil	N3	15	0	1	Caster is cured of all afflictions
Blood3	Disablót	B1H2	6	0	1	Lasts until end of year, increases Growth scale by 2

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench5	Flight of the Valkyries	A3	100	10	10+	0	-	1	NUW

Grants Flying

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc6	Horn of Vanhalla	D2A2	-	-	-	-	-	-	Flying, BattleSummon 1D6 Valkyries
Helm8	Tarnhelm	A4E3	-	-	-	-	23	-	Start of battle spell: Mirror Image, Spell: Teleport, Stealth 25
Misc8	Andvaranaut	E5	-	-	-	-	-	-	Cursed, +100 Gold, 20% chance to transform into Dragon of Greed each month
Misc8	Brunhilde's Horn	D3A3	-	-	-	-	-	-	Spell: Ride of the Valkyries

Vanilla Spell Changes

Awaken Draugar 12 gems > 10 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj0	Call Jotun Wolf	N1	2	0	1	Summons 1 x Jotun Wolf unit
Conj5	Summon Son of Mim	S3	15	0	1	Summons 1 x Son of Mim Commander
Conj7	Howl of the Fenrer	W4N2	15	3 Prov	11+	Remote tempsummons 1 x Son of the Fenrer commander + 10 wolf units, 2D6 Dire Wolf units & 1D6 Jotun Wolf units, kills 5% pop and +3 Cold scales
Evo7	Niefel Winter	W5	40	4 Prov	8	As Murdering Winter + remote summons 8 Niefel giants
Alt5	Snow Storm	A3W1	8	4 Prov	1	Province suffers 5% popkill, +15 Unrest and gains 3 Cold scales in event phase. Battles for next 2 turns have Storm effect
Ench5	Animate Ice	W3	12	0	4+	Summons 4+ Ice Elemental units
Thaum6	The Well of Knowledge	W5	25	0	1	Caster gains Master Ritualist 1
Thaum7	Visit Yggdrasil	N3	15	0	1	Caster is cured of all afflictions
Blood5	Send Mara	B2	5	5 Prov	1	1 x random enemy humanoid commander in the target province suffers a chest wound

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt6	Endurance of Giants	D4B2	300	0	BF	0	0	1	MR, NU
									Curse of Stones to all units however size 3-4 units have a chance to resist and size 5+are immune
Alt7	Entomb in Ice	W2	40	25+	0	100	12++	1	AN
									Target suffers damage and is Encased in Ice as per the spell
Evo4	Winds of Niefelheim	W2	30	25	4+	100	15Stun	1	AN
									Targets are numbered and suffer 15 Stun damage
Blood7	Steal Vitality	B4N3	300	0	BF	0	0	1	MR
									50% of friendly units will gain +4Str, all enemies must pass MR check or suffer Weakness affliction

RUS, SONS OF HEAVEN

Vanilla Spell Changes

Summon Likho 10 gems > 5 gems	Summon Zmey 5 gems > 6 gems, Affected by Dragon Master
Contact Alkonost 15 gems > 12 gems	Contact Beregina 35 gems > 25 gems
Summon Rusalka 16 gems > 6 gems	Contact Cloud Vila 40 gems > 25 gems
Send Vodyanoy 20 gems > 15 gems	Contact Mountain Vila 40 gems > 25 gems
Send Lady Middyay 10 gems > 6 gems	Contact Leshy 60 gems > 30 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Elemental Storm	A3	10	0	4+	Summon 4+ Air Elemental units
Conj5	Summon Kikimora	D2F1	18	0	1	Summon Kikimora Commander
Conj5	Summon Domovoy	N2E2	18	0	1	Summon Domovoy Commander
Conj7	Riders on the Storm	A3S2	9	4 Prov	5+	Remote tempsummon 5+ Air Elementals, province affected by Hurricane event.
Alt5	Form of the Great Bear	N2A1	8	0	1	Perkunu Only, Forest Only, Caster becomes Gigantic Bear
Evo9	Lightning Storm	A5S2	30	5 Prov	1	Targeted province suffers +20 Unrest, 3% pop killed and any battles during the turn of casting have Wrathful Skies activated
Ench5	Manifest Divine Aura	A1H2	5	0	1	Son of Heaven only, caster gains Invulnerable 20 and Inspirational 2
Ench5	Manifest Aura of the Sun	F1H1	5	0	1	Daughter of Heaven only, caster gains Reinvigoration 4 and Awe 5

Vanilla Spell Changes

Summon Gandharvas 18 gems > 15 gems	Summon Devala Conj9 > Conj8, Devala autocasts Celestial Music
Summon Devata 45 gems > 35 gems	Herd of Elephants 25 gems > 18 gems
Guru S2N1 > S1N1 100% WESN	+1 Astral Bless point, +1 Nature Bless point

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj0	Access Acashic Records	S2	5	10 Prov	1	Reveals graphs as per Acashic Record
Conj3	Summon Asura	N1	3	0	1	Summon 1 Asura
Conj4	Summon Yavana Charioteers	S3	6	0	1	Summon 1 Yavana Chariot
Conj5	Call Garudas	S2	10	0	1	Summon 5 Garudas
Conj6	Brew Gandapana Wine	N3	48	0	16+	Summons 12 x Asuras, 3 x Kalakanjakas & 1 x Asurendra Commander
Conj7	Summon Vimana	S5	30	0	1	Summon 1 Vimana Commander
Evo9	Brahmashirsha Astra	N5S3	40	3 Prov	1	Attacks military units in target province as Flames from the Sky, kills 40% pop, adds 40 Unrest, province is set to 3 Death scales for 1 year
Ench5	Return from the Divine	S4	15	0	1	Returns a dead Hero as Ritual of Rebirth however with a random Celestial Being body
Ench5	Celestial Garden	S4N2	50	0	1	Capital Only, Astral mages gain +1S in province, creates Celestial Garden site that provides 20% conjuration discount, 5 astral pearls/turn and allows recruitable Kinnara and Ghandarva
Thaum2	Samsara	S2	10	0	1	Caster is reborn in current province if dies

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench8	Weapons of Brahma	S4	100	10	5+	2	-	1	
	Friendly Sacred Magic Beings gain Astral Weapons (Attacks gain AN)								
Thaum0	Celestial Mantra	S1N1	20	25+	6+++	100	-	1	UW OK
	Friendly Sacred Magic Beings become Blessed								
Thaum3	Celestial Melody	S2	30	0	6+++	100	-	1	UW OK
	Nearby Friendly Sacred Magic Beings gain 50% shield								
Thaum8	Karmic Wheel	S5N2	200	-	BF	-	-	1	MI
	All enemies gain the Shredded Soul affliction (lose immortality), friendlies gain Reincarnation 5								

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Padma Lotus Blossom	S2N2	-	-	-	-	-	0	MR +2, Spirit Sight, Disease Resist 75%
Misc6	Shanka	W3N1	-	-	-	-	-	0	Start of battle spell: Divine Blessing

Vanilla Spell Changes

Summon Sandhybalas Summons 3 > Summons 5	Summon Samanishada B3D1, 35 slaves > B2D1, 25 slaves
	Herd of Elephants 25 gems > 18 gems

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj3	Summon Asura	N1	3	0	1	Summon 1 Asura
Conj3	Summon Pretas	D3	5	0	5+	Waste Only, Summon 5+ Pretas
Conj6	Brew Gandapana Wine	N3	48	0	16+	Summons 12 x Asuras, 3 x Kalakanjakas & 1 x Asurendra Commander
Blood0	Flesh Feast	B1	5	0	1	As Blood Feast

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
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MAGIC ITEMS

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Helm2	Demon Mask	D1	-	-	-1	-	10	-	Demons Only, +4MR

Vanilla Spell Changes

Hannya Pact 6 > 4 gems, Greater Hannya Pact 12 > 6 gems	Summon Gozu Mezu Conj 6, 7 gems > Conj 4, 4 gems
Oni spirits have full slots	Demon Priests now foreign recruit with Temple
Demon Priests gained 90% random, inept research -4	1 Demon Priest can summon an Oni per turn at each temple
Numanari recruitable in Swamps & Mountains	Sorcerer recruitable in Mountains

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj0	Ubagabi Pact	D1	6	0	1	Namanari Only, Caster becomes an Ubagabi
Conj0	Yama-Uba Pact	D1	6	0	1	Namanari Only, Caster becomes a Yama-Uba
Conj3	Shoal of Fighting Fish	N2	12	0	10	UW Only, Summons 10 x Fighting Fish
Conj4	Summon Yuki-Onna	D2W2	10	0	1	Summon 1 x Yuki-Onna Commander
Conj4	Send Amanojaku	D2F1	8	5 Prov	1	Summons 1 x hidden Independent Amanojaku commander in target province, increases unrest by 15 per turn it remains
Conj6	Call the Tesso	F3D3	12	4 Prov	1	Targeted Province suffers +35 Unrest, -50 gold, if a temple is present it is destroyed and -2 Dominion
Conj7	Contact Raijin	A3N1	35	0	2	Summons Raijin Unique Commander and Raiju Unique unit
Conj7	Horde of Demon Hags	D5	25	0	50+++	Capital Only, Summons 50+++ Shikome
Conj7	Goldfish of the Heavens	W4S2	40	0	1	Summons 1 x Celestial Goldfish Commander
Conj9	Izanami-no-Mikoto	D5N2	70	0	1	Summons Izanami-no-Mikoto Unique Commander
Conj9	The Four Holy Beasts	N5	50	0	1	Capital Only, Summons Tiger of the West, Dragon of the East, Bird of the South and Tortoise of the North units, creates Blessing of the Holy Beasts site
Ench4	Hitobashira	E3D2	30	0	1	Construct Fortress in province, kill 20%population
Ench5	Gate to the Netherworld	D5	40	0	1	Capital Only, creates site Netherworld Gate
Thaum8	End of Days	F6	70+	0	1	Turmoil scales increase worldwide, each enemy province has 75% chance of +15 unrest each month. At 100+ unrest popkill and building destroying events can occur

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt0	Hunger of the Oni	D1N1	30	35	3	3	10Fat	1	AN, MR, LI, UI
									Targets that fail to resist suffer 10AN Fat and Starvation (-4 Morale)
Evo1	Dark Bolt	D1E1	20	30+	0	3	10+	1	AN, MR, UI
									Also deals MR negates minor paralysis in target square
Thaum2	End of Courage	D1	20	-	-	-	-	1	
									Caster gains Fear 5

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2Hand8	Amenonuhoko	F4E4	-	2	4	-	15	0	Flying, Invulnerable 20, Spell: Volcanic Eruption
Helm2	Oni Mask	F2E1	-	-	-	-	7	0	Oni Summoning
Helm2	Demon Mask	D1	-	-	-1	-	10	-	Demons Only, +4MR

Vanilla Nation Changes

Temples produce 1 Blood slave / month, to a maximum of your current Dominion Strength

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander
Alt3	Teachings of Kokabel	S2	5	0	1	Province gains +10% tax, -30 unrest, +3 Luck scales
Ench4	Teachings of Azazel	F3E2	5+	0	1	Capital Only, Creates site Azazel's Forge
Blood0	Banquet of Flesh	B1	5	0	1	As Blood Feast
Blood7	Bind Lilith	B6	113	0	1	Summon Lilith Unique Commander
Blood8	Return of the Nephilim	B4	99	0	1	Summon 1 x Nephil Commander, kills 500-750 population in province, Caster is healed of up to 10 afflictions however 25% chance to gain Flesh Eater

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj3	Teachings of Arakiel	E2	100	0	BF	0	15	1	AN
All non-flying friendly units recover 15 fatigue									
Alt3	Teachings of Shamshiel	F2	30	10	2+	3	-	1	NUW
Grants Heat Aura 3 and Fireres 5									
Alt4	Teachings of Ezekiel	A2	20	10	1	3	-	1	
Grants Mistform									
Ench3	Teachings of Semyaza	N2	20	10	2+	5	40+	1	AN
Heals 40+ damage from targets									
Blood0	Hunger of the Rephaim	B1	10	0	0	0	-	1	AN
Target is swallowed, defence negates and larger targets harder to affect									
Blood2	Consume Strength	B2	100	-	-	-	-	1	
Caster becomes Enlarged and gains +4 Str, removes all fatigue									
Blood4	Consume Heart	B2	100	-	-	-	-	1	
Caster gains regeneration 10% and Reinvigoration 2, removes all fatigue									
Blood4	Celestial Abominations	B2H1	200	10	10	0	-	1	MI, LI, UI
Friendly sacred non-flying units gain Fear 5									
Blood 5	Unclean Spirits	B1	100	25	3++	2	-	1	MR, UI, LI
Targets suffer Rage & Disease unless they resist, plus a Fear 4 attack									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Cosmetics of the Avvim	E2	-	-	-	-	-	0	Awe 2
Misc6	Cosmetics of the Grigori	E2B2	-	-	-	-	-	0	Awe 2, Fear 5

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Vanilla Spell Changes

Contact Scorpion Man Conj 8, 12 gems > Conj 6, 8 gems	Call Anzu Conj7, A4 > Conj 5, A2N2
Mushussu recruitment limit 1 > 3	Sacred Marriage occurs each Spring – requires Ensi and Entu in capital

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj0	Servants of the Annunaki	N1H1	2	0	2	Summons 2 Sacred Lionesses
Conj3	Sacred Hunters	N2H1	8	0	10+	Summons 10+ Sacred Lionesses
Conj3	Summon Mushussu	N4	5	0	1	Capital Only, Summons 1 x Mushussu
Conj4	Summon Beasts of Chaos	W2N1	6	0	2	Summon 2 Beasts of Chaos
Conj4	Summon Urmalu	N2	10	0	4	Summon 4 x Urmalu
Conj4	Summon Basmu	N3W1	5	0	1	Capital Only, Summons 1 x Basmu
Conj5	Summon Lilot	N4	25	0	1	Summon 1 x Lilot Commander
Conj5	Summon Rabisu	D3	13	5 Prov	1	Remote summon 1 x hidden Rabisu commander
Conj6	Summon Edimmu	D2	6	0	3+	Summon 3+ Edimmu
Conj6	Guardian of the Cedar Forest	N3	15	0	1	Forest Only, Summon 1 x Humbaba Commander
Conj6	Summon Pride of Urmalu	N3E2	25	0	13++	Summons 12++ Urmalu & 1 Urmalu Commander
Conj7	The Chaos Serpent	F4	30	0	1	Summon Musmahhu Unique unit
Conj7	Call the Great Bulls	N6	50	0	1	Casters provinces gain 5% income per Growth Scale. Up to 2 random enemy land provinces per month will gain +3 Growth scales and be attacked by the White Bull or Black Bull along with an animal horde.
Conj8	The Underworld Dragon	E4W1	35	0	1	Cave Only, Summons Kur Unique Commander
Conj8	Contact the Seven Sages	W4A2	50	0	1	Summons random Unique Apkallu Commander
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander
Conj9	Guardian of the Underworld	D4	45	0	1	Summon 1 x Gallu Commander
Const5	Consecrate God-Statue	E4N2	25	0	1	Summons 1 x God-Statue Commander
Const9	Awaken God-Statue	E4N2	50	0	1	Summons 1 x Animated God-Statue Commander
Ench3	Ritual of the Substitute King	N3H3	15	0	1	Capital Only, Summons Substitute King commander, creates Blessing of Fortune site. Blessing of Fortune will disappear if Substitute King is not in capital.
Ench4	Incantation of Eridu	W2H2	6	0	1	Lasts until end of year, +2 Growth scales

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt4	Shroud of Fear	D2E1	60	10	1	0	-	1	
Targets gain Fear 5									

Vanilla Spell Changes

Herd of Elephants 25 gems > 18 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Elemental Storm	A3	10	0	4+	Summon 4+ Air Elemental units
Conj5	Storm Ride	A3W3	5	3 Prov	1	Friendly commander is moved towards the caster as per Wind Ride
Conj7	Riders on the Storm	A3W2	9	4 Prov	5+	Remote tempsummon 5+ Air Elementals, province affected by Hurricane event.
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander
Conj9	The Scourge of the Deep	W5N3	65	0	1	UW Only, Summons Cetus Unique Commander
Evo0	Hailstorm	A2W2	5	5 Prov	1	As Hurricane
Evo9	Lightning Storm	A5W2	30	5 Prov	1	Targeted province suffers +20 Unrest, 3% pop killed and any battles during the turn of casting have Wrathful Skies activated
Blood7	Bind Lilith	B6	113	0	1	Summon Lilith Unique Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj8	Teotl of the Sky	A4F2	40	0	1	Summons Huitzilopochtli Unique Commander
Conj8	The Obsidian Butterfly	S4B2	40	0	1	Summons Itzpapalotl Unique Commander
Ench3	Carve Wooden Men	N2	8	0	15++	Summons 15++ Wooden Warriors
Blood8	The Beast of the Night	B5D2	100	0	1	Summons Camazotz Unique Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
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Vanilla Spell Changes

Gigantomachia reduces unrest in forts by 7 per turn	God Slayer Spear 5 gems > 3 gems
Ephors reduce unrest by 1/turn in current province	Kryptes reduce unrest by 5/turn in current province

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Headless Men	E2	8	0	7+	Summons 7+ Blemmyes
Conj3	Call Lycaons	F1E1	30	0	10++	Summons 10++ Lycaons
Conj4	Summon Gegeines	W1E1	4	0	2	Coast Only, Summons 2 Gegeines
Conj5	Summon Cyclopskin	W2	12	0	6+	Coast Only, Summons 6+ Cyclopskin
Conj5	Children of Blood	E2	12	0	6+	Summons 6+ Thrakian Warriors
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj9	Release Hecatoncheire	F5E3	75	0	1	Summon random Hecatoncheire Unique Commander
Const3	God Slayer Forge	F3E2	15+	0	1	Capital Only, creates God-Slayer Forge site
Ench3	Exaltation of the God-Slayer	F2H1	10	0	1	Fort Only, Unrest -50, At enemy capital creates Statue of the God Slayer site & creates 500 gold

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj6	Volcanic Power	E1F1	20	0	0	0	-	1	
Caster gains +1 Fire and Earth Magic and Reinvig 4									
Evo3	Name of the God-Slayer	A1H1	20	20	5	3	-	1	MR, MI
Sacred enemies that fail to resist become confused									
Evo3	Power of the God-Slayer	F1H1	20	30	5	3	-	1	
Sacred enemies are stunned for 1 round									
Evo6	Volcanic Tremor	E4F1	200	0	BF	-	10AP	1	NUW
All non-flying units must resist with Def/Str/Size or take 10AP mundane damage									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Bag of Dragons Teeth	E2	-	-	-	-	-	-	Battle retinue: 3 Spartae
1Hand6	Hammer of the Master Smith	E3F1	-	0	-1	-	8	-	Elder Cycopes only, 25% Forgebonus

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Secrets of the Crystal	E4F1	3	10 Prov	1	Capital Only, Basalt King Only, Reveals graphs
Conj5	Power of the Crystal	E4F1	15	4 Prov	1	Capital Only, Basalt King Only, Reveals all magic sites in target Underwater province
Conj7	Raise Basalt Fortress	E4F1	50	3 Prov	1	UW Only, Create Basalt Fortress in target province with +50 resources
Conj8	The Call of the Dagon	W5	40	0	1	Deep Sea Only, summon 1 x Dagon Commander
Conj9	The Scourge of the Deep	W5N3	60	0	1	UW Only, Summons Cetus Unique Commander
Ench2	Basalt Vein	E2F1	5+	2 Prov	1	Creates a site that provides +50 res if UW, +25 res on land or +100 res if in a mountain province
Thaum0	Knowledge of the Crystal	E4F1	2+	5 Prov	1	Capital Only, Basalt King Only, Scry target Underwater province

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Summon Coral Snakes	W1	100	0	0	0	0	10+++	UW Only
Summons 10+++ Coral Snakes to the battlefield									
Alt5	Murk of the Depths	E3W1	100	0	BF	0	0	1	UW Only
Creates darkness as per Solar Eclipse									
Ench8	Curse of Thetis	W5	500	0	BF	0	0	1	UW Only
All friendly units gain +5 Defence									
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum5	Curse of Choking Brine	W3A1	40	25	4+	1	14+++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW
Affects all airbreathing units on the battlefield									
Div0	Basalt Blessing	H1	0	5	1+	0	0	1	
Grants Stoneskin									
Div0	Coral Blessing	H1	0	5	5+	0	0	1	
Grants Poison Resistance 5									

Vanilla Nation Changes

Mind Lords in land forts unlock additional recruits

Anemone Mace 5 gems > 2 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Contact Young Chthonian	E1S1	2	0	1	Land Only, Summon 1 x Young Chthonian
Conj5	Contact Chthonian	E2S1	4	0	1	Land Only, Summon 1 x Chthonian
Conj6	Call the Burrowers Beneath	E2S2	18	0	11	Land Only, Summon 8 x Young Chthonians and 3 x Chthonians
Evo6	Chthonian Earthquake	E2S2	10	3 Prov	1	Land Only, Targeted province suffers +15 Unrest, 15% pop killed and any temple destroyed
Ench2	Enslave Airbreather	S3W2	3	0	1	Mind Lord Only, Summon Enslaved Spy Commander
Ench4	Grow Weaponry	W3N1	10+	0	1	Deep Sea Forts Only, Creates Growth Chamber site
Ench5	Enslave Airbreather Mage	S4W2	10	0	1	Mind Lord Only, Summon Enslaved Mage Commander
Thaum4	Create Skum	W1S1	10	0	10++	Summons 10++ Skum
Thaum5	Memory of the Mind Lords	S4W2	17	2 Prov	1	Mind Lord Only, Reveals all magic sites
Thaum6	Remote Domination	S4	10	5 Prov	1	Mind Lord Only, Targeted enemy province suffers +20 Unrest and an attack by peasants/tritons and madmen, friendly provinces instead lose 25 unrest

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt3	Slime Cloud	W3	20	25+	5+	0	0	1	UW Only
Remains for 4 rounds, those entering are Slimed, 4AN Poison damage for first round only									
Alt4	Polypal Growth	W2	30	25+	5+	0	0	1	
Grants Mossbody to friendly units									
Thaum0	Mental Attack	S2	20	100	0	100	12+	1	AN, MR, MI
As Mind Burn									
Thaum4	Mental Overload	S2	40	100	1	100	12+	1	AN, MR, MI
As Mind Burn but affects a whole square of enemies									
Thaum7	Enslavement	S4	40	100	1	100	0	1	AN, MR, MI
As Enslave Mind but affects a whole square of enemies									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Water Bubble	W1	-	-	-	-	-	-	Aboleth Only, Cursed, +1 Water, Airbreathing
Misc2	Prehensile Tentacle	W1N1	-	-	-	-	-	-	Aboleth Only, Cursed, Gain 1 hand slot
Misc4	Pearl Band	S1	-	-	-	-	-	-	Aboleth Only, Cursed, +100 Command, Taskmaster 1
Misc4	Kelp Webbing	N1	-	-	-	-	-	-	Aboleth Only, Cursed, Barkskin, Regeneration 10%
Misc4	Mystic Remora	W1	-	-	-	-	-	-	Aboleth Only, Cursed, Reinvig 5
Misc6	Void Fungus	S2	-	-	-	-	-	-	Aboleth Only, Cursed, +1 Astral, +3 research

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Teachings of Thaumus	W1S1	2	3 Prov	1	UW Only, reveals all W & S magical sites
Conj2	Summon Laistrygones	W2	5	0	10+	Summon 10+ Laistrygones
Conj3	Call Ichtyid Tribe	W3	20	0	30+++	UW Only, Summons 15+++ Ichtyid Warriors, 12 Ichtyids, 1 x Ichtyid Lord Commander, 1 x Ichtyid Shaman Commander & 1 x Ichtyid Pearl Mage Commander
Conj3	Summon Hippocampoi	N1W1	12	0	1	UW Only, Summons 8++ Hippocampoi
Conj3	Call Knight of the Volans	S2W2	4	0	1	UW Only, Summons 1 x Knight of the Volans
Conj5	Summon Pearl Warriors	S2W1	10	0	5	UW Only, Summons 5 x Pearl Warriors
Conj5	Call Knight Commander	S3W2	8	0	1	UW Only, Summons 1 x Knight Commander
Conj7	Call Order of the Volans	S4W2	20	0	6+	UW Only, Summons 5+ Knights of the Volans & 1 x Knight Commander
Conj7	Summon Tanagran Triton	W4S2	35	0	1	UW Only, Summon 1 x Tanagran Triton Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj9	Scourge of the Deepes	W5N3	60	0	1	UW Only, Summons Cetus Unique Commander
Alt0	Riches of the Sea	S1	1+	0	1	Converts Pearls into Gold, base 30 gold per extra gem spent, +2 per additional S level of the caster
Alt6	Pearl Citadel	S4	50	4 Prov	1	Creates Crystal Citadel in target province, also Pearl Armory site allowing recruit of Pearl Guard underwater or Pearl Sideraspists on land
Ench6	Masters of the Sea	W5	40	0	1	As Wrath of the Sea
Ench6	Mother of Pearls	W3S3	3+	0	1	UW Only, Each turn creates 1D3 Astral Pearls whilst the spell remains and the province is owned by Pelagia

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench8	Curse of Thetis	W5	500	0	BF	0	0	1	UW Only
All friendly units gain +5 Defence									
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW
Affects all airbreathing units on the battlefield									

OCEANIA, COMING OF THE CAPRICORNS

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Call Leokampoi	N1W1	7	0	5++	Summon 5++ Leokampoi units
Conj3	Summon Sea Beasts	N2W1	10	0	5	Capital Only, Summons 5 x random Sea Monsters
Conj4	Call Odontotyrannos	N3W1	3	0	1	Coast Only, Summon 1 x Odontotyrannos
Conj5	Call Indus Worm	W2N2	4	0	1	Coast Only, Summon 1 x Indus Worm
Conj5	Beasts of the Deep	W6	40	0	1	As Guardians of the Deep
Conj6	Oceanian Assault	N5W2	50	0	1	Enemy coast provinces in your Dominion may be attacked by amphibious monsters, chance depends on Dominion strength
Conj9	Scourge of the Deep	W5N3	65	0	1	UW Only, Summons Cetus Unique Commander
Alt0	The Sea Change	N1W1	3	0	1	UW Only, as Transformation
Alt7	Wrath of the Forest	N5	15	4 Prov	1	Targeted Forest province suffers 5% popkill, 15 Unrest and is attacked by a horde of animals, vine creatures and an Awakened Tree lead by 2 Ivy Kings

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj3	Summon Sea Creature	W3	80	-	-	-	-	1	UW Only
									1 random Sea Monster unit appears at edge of battlefield
Alt4	Protection of Gaea	N2	30	10	10	0	-	1	MI
									Friendly animals gain Barskin
Alt5	Calling of the Sea	N1W1	40	20	1+	5	-	1	MR, UI, MI
									Enemies are transformed into swine, MR Negates
Alt5	Gaia's Fury	N3	50	15	5+	0	-	1	AN
									Animals only gain +4 Str, go berserk and are fully healed. 10% chance of death.
Alt6	Curse of the Sea Witch	W2N1	20	20	0	100	-	1	UW Only, MR, UI, MI
									Target is transformed into a frog
Alt7	Oceanian Polymorph	N2W1	100	20	10	5	-	1	MR, UI, MI
									Enemies are transformed into swine, MR Negates
Alt9	Mass Polymorph	N7W3	500	0	BF	0	-	1	MRE, UI, MI
									All enemies are transformed into swine, MR Negates Easily
Ench4	Primal Power	N3	100	0	BF	0	-	1	
									All friendly animals gain +4Str
Ench8	Curse of Thetis	W5	500	0	BF	0	0	1	UW Only
									All friendly units gain +5 Defence
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW
									Affects airbreathing units only
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW
									Affects airbreathing units only
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW
									Affects all airbreathing units on the battlefield

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Vanilla Spell Changes

Call Ephor 7 gems > 5 gems	Popkill lowered from .5% candle > .1% per candle
Death scale 2+ kills 1% population per month	Summon Telkhine now Sacred
Gains 5,000 starting capital population per Growth scale	Starting commander Melia > Spectral Melia

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Headless Men	E2	8	0	7+	Summons 7+ Blemmyes
Conj3	Summon Spectral Melia	D2	15	0	1	Summon 1 x Spectral Melia Commander
Conj7	Riders on the Storm	A3W2	9	4 Prov	5+	Remote tempsummon 5+ Air Elementals
Conj9	Scourge of the Deep	W5N3	60	0	1	UW Only, Summons Cetus Unique Commander
Const5	Rebuild Colossus	E4	40	0	1	Cap Only, Summons Colossus Unique Commander
Ench0	Divine Dance	N1H1	0	0	1	Hekateride Only, +10 Gold, -5 Unr, Possible +1 Dom Death scales give chance of spectres, Forts can spawn Commanders and UW at a Temple may summon Spectral Kourete (Chance based on Dom) Growth scales give chances of tax boosts, Land at a Temple may create Nature gems or summon a Korybant.
Thaum7	Stygian Malediction	D3W2	15+	1 Prov	1	Targeted friendly province suffers 3% popkill, +1 Death scale and Foul Vapours triggers in each battle.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj5	Memories of Therodos	N3H2	100	0	BF	0	-	1	12 Spectral hoplites appear from edge of battlefield
Alt4	Stygian Waters	D2W2	100	20	10+	3	-	1	Units in the area gain Invulnerability 15 and take 4 poison damage
Evo4	Telkhine Poison	D2W1	30	25	5+	-1	5	1	AN, Poison Remains for 2 rounds
Ench0	Protection of the Hekaterides	N2	100	5	6+	0	-	1	Units in the area gain Poison Resistance 5
Div0	Martial Dance	H1N1	0	0	0	0	-	1	Caster gains +4 Att, +4AP and is blessed
Div0	Warriors Dance	H2N1	0	0	0	0	-	1	Caster gains Quickness and is blessed
Div0	Clash of Cymbals	H1	0	0	10+	0	-	1	Friendly Sacreds in the area are blessed and gain Reinvigoration 2
Div0	War Cry	H2	0	0	20+	0	-	1	Friendly Sacreds in the area are blessed and gain Reinvigoration 2
Div0	Battle Rhythm	H2N2	0	0	5	0	-	1	Friendly Sacreds in the area are blessed and gain +4 Att and AP
Div0	Great War Dance	H3N1	0	0	BF	0	-	1	All Friendly Sacreds are blessed

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1Hand6	Hammer of the Master Smith	E3F1	-	0	-1	-	8	-	25% Forgebonus
1Hand8	The First Hammer	E4F4	-	1	0	-	20	-	Small Area Fire, 50% Forgebonus

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Serpent Warriors	N2E1	10	0	10	Cap Only, Summons 5 Serpent Warriors & 5 Serpent Archers
Conj3	Summon Ant Warriors	N1E1	5	0	8	Cap Only, Summons 8 Ant Warriors
Conj3	Summon Bears	N1H1	10	0	7	Summons 7 Sacred Bears
Conj3	Herd of Bison	N2	10	0	5+	Summons 5+ Bison
Conj4	Summon Atahsaia	E3	3	0	1	Summons 1 Atahsaia
Conj5	Ogre Dance	N1E1	5	0	1	Summons 1 Katsina Ogre
Conj6	Summon Ant Warrior Swarm	E3N1	15	0	30+++	Summons 30+++ Ant Warriors
Conj6	Yaayapontsa Dance	F3A2	30	0	1	Summons 1 Yaayapontsa Commander
Conj6	Summon Corn Maiden	N3	18	0	1	Summons 1 Corn Maiden Commander
Conj6	Summon Primordial Bear	N4	25	0	1	Summons 1 Primordial Bear Commander
Conj6	Summon Primordial Deer	N4	25	0	1	Summons 1 Primordial Deer Commander
Conj6	Summon Achiyalatopa	S3	20	0	1	Mountain Only, Summon Achiyalatopa Commander
Conj7	Contact Coyote	F4	40	0	1	Summon Ma'ii Unique Commander
Conj7	Summon Primordial Wolf	N5	30	0	1	Summons 1 Primordial Wolf Commander
Conj8	Contact Masauwu	D4F3	50	0	1	Summons Masauwu Unique Commander
Conj8	Contact Spider Grandmother	N5	50	0	1	Summons Na'ashjeii Asdzaa Unique Commander
Alt3	Vision Quest	E1	8	0	1	Povosqa Only, Caster gains Master Ritualist 1 and Fortune Teller 15%, however must resist MR or die
Alt6	Vision Trance	E2	12	0	1	Povosqa Only, Caster becomes Povosqa Elder, however must resist MR or die

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Herd of Bison	N2	10	0	5+	Summons 5+ Bison
Conj4	Summon Shilombish	D1	4	0	15+	Summons 15+ Shilombish
Conj4	Summon Hoklonote	D2	12	0	1	Summons 1 Hoklonote Commander
Conj4	Summon Crow Witch	D2	12	0	1	Summons 1 Crow Witch Commander
Conj4	Summon Owl Witch	D3	12	0	1	Summons 1 Owl Witch Commander
Conj5	Call Kashehotapalo	N3	16	0	1	Summons 1 Kashehotapalo Commander
Conj6	Summon Thunderbird	A3	30	0	1	Summons 1 Thunderbird Commander
Conj6	Summon Primordial Bear	N4	25	0	1	Summons 1 Primordial Bear Commander
Conj6	Summon Primordial Deer	N4	25	0	1	Summons 1 Primordial Deer Commander
Conj6	Call Bohpoli	N4	28	0	1	Summons 1 Bohpoli Commander
Conj7	Summon Primordial Wolf	N5	30	0	1	Summons 1 Primordial Wolf Commander
Blood0	Banquet of Flesh	B1	5	0	1	As Blood Feast
Blood2	Bind Soul Eater	B1D1	6	0	1	Summons 1 Nalusa Chito
Blood3	Bind Demon Owl	B1	5	0	1	Summons 1 Ishkitini
Blood4	Bind Hashok Okwa Hui'ga	B2D1	15	0	1	Summons 1 Hashok Okwa Hui'ga
Blood5	Bind Demon Owls	B1N1	14	0	3	Summons 3 Ishkitinis
Blood6	Bind Black One	B3D1	38	0	1	Summons 1 Nalusa Falaya Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Blood2	Consume Strength	B2	100	-	-	-	-	1	
									Caster becomes Enlarged and gains +4 Str, removes all fatigue
Blood4	Consume Heart	B2	100	-	-	-	-	1	
									Caster gains regeneration 10% and Reinvigoration 2, removes all fatigue

ALBION, TATTOOED GIANTS

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng.</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj1	Summon Merrow	W1	5	0	10	Summons 10 x Merrow
Conj2	Summon Picts	N1H1	8	0	8	Forest Only, Summon 8 x Picts
Conj2	Summon Redcaps	N2	2	0	6	Summons 6 x Redcap units
Conj4	Summon Pixie	N1	11	0	1	Summons Pixie Commander
Conj4	Send Puck	N3	10	3 Prov	1	Remote summon 1 Stealthy Puck Commander
Conj5	Summon Pict Tribe	N3H1	35	0	35	Forest Only, Summon 24 x Picts, 10 x Woad Warriors & 1 x Pictish Chieftain Commander
Conj5	Bind Korrigan	W2N1	22	0	1	Summon 1 x Korrigan Commander
Conj5	Call Murduchann	W3	15	0	1	UW Only, Summon 1 x Murduchann Commander
Conj8	Invoke the Horned One	N5	50	0	1	Forest Only, Summon 1 x Horned One Commander
Const3	Build Wicker Man	N2H1	3	0	1	Summons 1 x Wicker Man unit
Ench5	Awaken Sacred Grove	N3W1	15	0	5+	Forest Only, Summons 5+ Awakened Tree units
Blood0	Call Fiend of Darkness	B2	5	0	1	Summon 1 Fiend of Darkness
Blood2	Awaken Thirsting Vine	B1N1	6	0	1	Summon 1 Dark Vines

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng.</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Div0	Daub with Woad	H1	0	0	0	0	-	1	
									Caster has their tattoos activated
Alt3	Averted Fate	S3	40	10	10+	0	-	1	
									Twist Fate
Alt6	Cursed Luck	S5	200	0	BF	0	-	1	
									All enemy units lose Luck and gain Cursed Luck effect for 5 rounds (As Fateweaving bless)
Alt6	Mass Averted Fate	S5	100	0	BF	0	-	1	
									All friendly units gain Twist Fate
Ench3	Awaken Tattoos	N1H1	40	20+	5	100	-	1	
									Friendly units have their tattoos activated
Ench5	Awaken Warriors	N2H1	40	22+	15	100	-	1	
									Friendly units have their tattoos activated
Ench7	Awaken Army	N3H1	100	0	BF	0	-	1	
									All friendly units have their tattoos activated

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj1	Summon Bird of the Air	A1H1	1	0	1	Summon 1 Bird Scout Commander
Conj2	Summon Shamir Worm	F1S1	5	0	1	Summon 1 Shamir Worm
Conj2	Summon Lesser Demons of the Host	F1H1	2	0	3	Summon 3 Imps
Conj3	Wondrous Temple Construction	A2H1	15	4 Prov	1	Creates Temple in target province
Conj3	Bind Fiend of the Abyss	S2H1	2	0	1	Summon 1 Fiend of Darkness
Conj3	Bind Infernal Viper of the Abyss	S2H1	1	0	1	Summon 1 Serpent Fiend
Conj4	Call Malakh	S2	9	0	1	Summon Malakh Commander
Conj4	Bind Devil of the Fiery Inferno	F2H1	3	0	1	Summon 1 Devil
Conj4	Bind Jinn of the smokeless flame	F2H1	18	0	1	Summon Jinn Commander
Conj5	Send Demonic Host	F3H1	15	4 Prov	26	Remote summon 25 Imps & 1 Devil Commander
Conj6	Call Hashmal	S3F1	15	0	1	Summon 1 Hashmal Commander
Conj6	Wondrous Fortress Construction	A3H3	20	4 Prov	1	Creates Fortress in target province
Conj6	Bind Warriors of the Smokeless Flame	F2H1	13	0	3	Summon 3 Jinn Warriors
Conj7	Call Arel	S4N1	25	0	1	Summon Arel Commander
Conj7	Bind Lord of the Fiery Inferno	F4H3	45	0	1	Summon Arch-Devil Unique commander
Conj8	Call Ophan	S5F2	30	0	1	Summon Ophan Commander
Conj8	Bind Host of Infernal Vipers	S3H3	12	0	10+	Summon 10+ Serpent Fiends
Conj8	Wondrous Citadel Construction	A3H3	33	4 Prov	1	Creates Citadel in target province
Conj9	Call Merkavah	S5F3	120	0	5	Summon Chayot Commander & 4 Ophans
Conj9	Bind Host of the Fiery Inferno	F4H3	18	0	10+	Summon 10+ Devils
Ench7	Ten Plagues	S4	15	3 Prov	1	Targeted province suffers +25 Unrest, +3 Misfortune scales. Next month suffers +20 Unrest, 8% units diseased, +3 Sloth scales. The next month suffers +20 Unrest, -100 gold, +3 Turmoil scales. Final month suffers +25 Unrest, 5% pop killed, +3 Death scales & Angel of Fury assassin

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo4	Strange Fire	S2F1	20	40+	3	1	8+AP	1	
Deals x 3 damage to Undead/demons									

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng.</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Wind Horse	A2	3	0	1	Summon 1 Wind Horse
Conj2	Contact Du	E1N1	2	0	1	Mountain & Cave Only, Summon 1 Du Warrior
Conj3	Herd of Mammoths	W2	20	0	5+	Summons 5+ Mammoths
Conj3	Summon Yeh-Teh	W2N1	5	0	1	Cap Only, Summon 1 Yeh-Teh
Conj3	Summon Tsen	A2	11	0	1	Mountain Only, Summon 1 Tsen Commander
Conj4	Summon Sin Po	E2	3	0	1	Summon 1 Sin Po Spear Warrior
Conj4	Du War Party	E2N2	8	0	5+	Mountain & Cave Only, Summon 5+ Du Warriors
Conj5	Contact Klu	W2N2	20	0	1	Summon 1 Klu Commander
Conj5	White Fury of the Mountain	W3N1	30	0	5+	Cap Only, Summon 5+ Yeh-Teh
Conj5	Muster Sin Po War Party	E3	25	0	7+	Summon 6+ Sin Po & 1 Sin Po Commander
Conj6	Contact Theurang	E3A1	15	0	1	Mountain Only, Summon 1 Theurang Commander
Ench5	Animate Ice	W3	12	0	4+	Summons 4+ Ice Elemental units
Blood1	Summon Rakshasas	B1	10	0	3	Summon 3 Rakshasas
Blood2	Feast of Flesh	B1N1	50	0	15	Summon 15 Praghasas
Blood3	Summon Asrapas	B2	11	0	3	Summon 3 Asrapas
Blood4	Summon Rakshasa Warriors	B2	25	0	5	Summon 5 Rakshasa Warriors
Blood5	Banquet of Cannibal Demons	B2E2	40	0	5+	Summon 5+ Trowo Sin Po
Blood6	Summon Dakini	B4A1	81	0	1	Summon 1 Dakini Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng.</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo4	Winds of the North	W2	30	25	4+	100	15Stun	1	AN, NUW

Enemies in the area are numbed and suffer 15 Cold AN Stun damage

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Men of the Water	W1N1	5	0	10	Summons 10 Tjaetsieålmaj
Conj3	Summon Padnakjunne	N1D1	8	0	8	Summons 8 Padnakjunne
Conj4	Summon Stallo	N2	3	0	1	Summons 1 Stallo
Conj5	Contact Vuorihiisi	E3A1	25	0	1	Summon 1 Vuorihiisi Commander
Conj6	Send Vuorwro	D4	5	5 Prov	1	Summons 1 Vuorwro Remote Assassin
Conj6	Summon Stallo Tribe	N3	10	0	5+	Summons 5+ Stallo
Conj8	Lord of Roitamo	D4	50	0	1	Summons Ruahhto Unique Commander
Conj8	The Golden Reindeer	N4	50	0	1	Summons Meandash Unique Commander
Alt5	Snow Storm	A3W1	8	4 Prov	1	Province suffers 5% popkill, +15 Unrest and gains 3 Cold scales in event phase. Battles for next 2 turns have Storm effect
Ench3	Consult Ancestors	D2	1	0	1	Unrest is reduced in the province by 30
Ench5	Animate Ice	W3	12	0	4+	Summons 4+ Ice Elemental units

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj1	Call Ancestor	D1	20	-	-	-	-	1	
		Summons 1 sacred Ancestor Spirit to the battle							
Conj7	Wrath of the Ancestors	D1	100	-	-	-	-	20++	
		Summons 20++ sacred Ancestor Spirits to the battle							
Evo4	Winds of the North	W2	30	25	4+	100	15Stun	1	AN, NUW
		Enemies in the area are numbed and suffer 15 Cold AN Stun damage							
Div0	Bless Ancestors	H2	0	-	-	-	-	1	
		All friendly undead sacreds on the battlefield are blessed							

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Compel Maeros	W1	3	0	3	Summon 3 Maeros
Conj3	Summon Giant Spiders	N1	4	0	10++	Summon 10++ Giant Spiders
Conj3	Summon Bunyip	S2	3	0	1	Summon 1 Bunyip
Conj3	Summon Yowies	S3	10	0	10	Summon 10 Yowies
Conj4	Summon the Kinnie Ger	N2	6	0	5+	Summon 5+(1/2) Kinnie Ger
Conj5	Call Malingee	F3A1	18	0	1	Summon 1 Malingee Commander
Conj5	Send Yarama Ya-Who	S4N1	5	4 Prov	1	Target Forests Only, Remote summons 1 Yarama Ya-Who remote assassin
Conj6	Call Taniwha	W1N1	20	0	1	UW Only, Summons 1 Taniwha Commander
Conj9	Summon Rainbow Serpent	S8	100	0	1	Summon 1 Rainbow Serpent Commander
Ench7	Dreamtime	S6	60	0	1	Entire world gains 3 magic scales/month 2D6 Yowies and 1D3 Bunyips appear in capital each month & 25% chance of Dreamhunter commander. 40% chance of Mimis/Yowies/Bunyips in each province/month
Thaum0	Dreamwalk	S2	1	4 Prov	1	Target Friendly provinces only, caster teleports to targeted province
Thaum3	Walkabout	S2	1	6 Prov	1	Caster teleports to targeted province if mobile
Thaum3	Follow Songlines	S3	8	6 Prov	1	Target Friendly provinces with lab only, Caster and all their troops move to targeted province

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Call Mimis	A3	100	-	-	-	-	-	NUW
									Summons 12 Mimis from the edge of the battlefield
Conj4	Summon Irukanji Swarm	W1N1	100	-	-	-	-	10	UW Only
									Summons 10 Irukandji to the battle
Alt2	Spearwalking	S2	80	10	5+++	0	-	1	
									Friendly units in the area gain Airshield 10
Alt6	Bridge the Worlds	S5	300	-	BF	-	-	1	
									Friendly Magic Beings gain +4Str, Increases magic scales by 2, Enemies get -2MR
Alt7	Enter the Dreamtime	S6	300	-	BF	-	-	1	
									All Friendly units become Ethereal
Ench2	Honey Ant Dreaming	S1N1	80	10	5+++	0	-	1	
									Friendly units in the area gain Barkskin and Twist Fate
Ench3	Kangaroo Dreaming	S1F1	80	10	5+++	0	-	1	
									Friendly units in the area gain Haste and Twist Fate
Ench3	Activate Tattoos	W1	20	15+	5+++	100	-	1	
									Friendly units in the area have their tattoos activated
Ench4	Emu Dreaming	S1A1	80	10	5+++	0	-	1	
									Friendly units in the area gain +4 Strength and Twist Fate
Ench6	Great Dreaming	S5	100	-	BF	-	-	1	
									All friendly units gain Twist Fate

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1-Hand6	Serpent Skin Tjuringa	S4F3	-	+1	+2	-	1	-	+2 Pen. Bonus, +2 MR

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JUHERA, THE EMERALD MOUNTAIN

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng.</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Bind Dust Scorpions	N1	3	0	2	Summons 2 Dust Scorpions
Conj6	Summon Hinn	A1F1	6	0	5+	Waste Only Summon 5+ Hinn
Conj7	Summon Lord of Juhera	F3A3	75	0	1	Summons 1 x Marid Commander
Conj9	Release Father of Djinn	F5A5	150	0	1	Summons Iblis Unique Commander
Blood3	Summon Ghaddar	B1F1	28	0	1	Summon Ghaddar Commander
Blood6	Beckon Shaytan	B1F3	73	0	1	Summon Shaytan Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng.</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo4	Scorching Wind	A2F1	30	40	6+	-	-	1	NUW, MRN, AN, UI, LI
Units in the area suffer Dessication									
Ench2	Bend Winds	A2	20	10	1+	100	-	1	NUW
Units in the area gain Air Shield 80%									
Thaum1	Evil Eye	D1	20	30	1	100	-	1	NUW
Units in the area are cursed									

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Water Panthers	W2	8	0	5+	Can cast UW, Summons 5+ Water Panthers
Conj3	Summon Thunder Warriors	A2	3	0	3	Summons 3 Thunder Warriors
Conj3	Summon Bears	N1H1	10	0	7	Summons 7 Sacred Bears
Conj3	Herd of Bison	N2	10	0	5+	Summons 5+ Bison
Conj4	Summon Deer Woman	N3	10	0	1	Summons 1 Deer Woman Commander
Conj5	Summon Stone Giant	E3	5	0	1	Summon 1 Stone Giant
Conj6	Summon Thunderbird	A3	30	0	1	Summons 1 Thunderbird Commander
Conj6	Summon Primordial Beaver	E5	30	0	1	Summons 1 Primordial Beaver Commander
Conj6	Summon Primordial Deer	N4	25	0	1	Summons 1 Primordial Deer Commander
Conj7	Contact Coyote	F4	40	0	1	Summon Ma'ii Unique Commander
Conj7	Summon Primordial Wolf	N5	30	0	1	Summons 1 Primordial Wolf Commander
Conj8	Sky Attack	A5	5	5 Prov	1	Summons size 6 Air Elemental remote assassin
Conj8	Contact Spider Grandmother	N5	50	0	1	Summons Na'ashjeii Asdzaa Unique Commander
Alt5	Spider's Strands	N4	10	3 Prov	1	As Wind Ride
Ench4	Purification Lodge	F2A1	5+	0	1	Creates Purification Lodge site in province whilst Enchantment remains
Ench5	Flying Head	D2	10	0	1	Summons 1 Flying Head Commander
Ench5	Dance of the Mountain Peopl	E2N1	25	0	41	Mountain Only, Summons 20 Nirumbee Archers, 20 Nirumbee Berserkers and 1 Nirumbee Chief Commander
Ench8	Master of Seasons	A7	80	0	80	Each month each temple produces 1D3 Seasonal Animal spirits appropriate to the current season.
Thaum3	Commune with War Spirits	F2	3+	6 Prov	1	Gain scouting reports from targeted province.

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2-Hand4	Bow of Trees	N1A1	40	+1	-	-	20 aoe 1	-	
Misc8	Oniate	D1N1	-	-	-	-	-	-	Battle summons Oniate, Dry Fingers

Vanilla Spell Changes

Awaken Hamadryad N4, 25 gems > N3, 15 gems

Forge Brass Bull 30 gems > 20 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Headless Men	E2	8	0	7+	Summons 7+ Blemmyes
Conj4	Contact Karyatid	N3	20	0	1	Forest Only, Summons 1x Karyatid Commander
Conj5	Contact Oceanid	W3	25	0	1	UW Only, Summons 1 x Oceanid Commander
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj6	Contact Oreiad	N4	30	0	1	Mountains Only, Summons 1 x Oreiad Commander
Conj6	Contact Eleionomae	W3	35	0	1	Swamp Only, Summons 1 x Eleionomae Commander
Conj7	Summon Divine Hero	S5	40	0	1	Summons random Unique Divine Hero
Conj7	Contact Nephelae	W3A1	30	0	1	Summons 1 x Nephelae Commander
Conj8	Titan of War & Wisdom	S4E2	40	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj8	Titan of the Underworld	D5	40	0	1	Summons Hades Unique Commander
Conj8	Daughter of the Evening	S4	38	0	1	Summons 1 x Daughter of Evening Commander
Conj9	Scourge of the Deepes	W5N3	60	0	1	UW Only, Summons Cetus Unique Commander
Alt5	Baleful Conjunction	S3	4	7 Prov	1	Mountain Only, As Baleful Star
Alt5	Beneficent Conjunction	S3	4	7 Prov	1	Mountain Only, target province gains 3 Luck scales, -30 Unrest and +10% tax
Alt6	Cursed Omen	S3	5	7 Prov	1	Mountain Only, 50% chance of Cursed on all units
Ench4	Call to Adventure	S4	15	0	4	Summons 4 x random Hero Commanders
Ench5	Power of the Zodiac	S5	30	0	1	As Stellar Focus

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj7	Summon Daimones	S4	300	0	BF	0	-	-	
25% of troops gain Luck, 12 Daimones appear at edge of the battle									
Evo0	Zodiac Cascades	S1	20	30	1	5	25Stun	1	AP, MR
25 AP Stun damage, MR for ½, aoe 1 square									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Horoskopos	S2	-	-	-	-	-	-	Cursed, Morale +2, Inspirational +1, Luck, 70% Affliction Protection
Misc4	Zodiac	S2	-	-	-	-	-	-	Astrologers Only, 15% Fortune Teller

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj8	Titan of the Underworld	D5	40	0	1	Summons Hades Unique Commander
Evo9	Wails of the Damned	D5A3	150	0	1	Wailing Winds triggers in every battle worldwide, 20% chance of Wailing Lady in friendly provinces

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Div0	Unholy Resilience	H1	-	20	1	100	-	1	
									Friendly Undead gain resistance to Fire, Shock and Cold
Div0	Unholy Resilience	H2	-	10	10	100	-	1	
									Friendly Undead gain resistance to Fire, Shock and Cold

Vanilla Changes

Scelerian Cultist 1RP > 2RP

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Ghostly Legionnaires	D2	12	0	5+	Summons 5+ Ghostly Legionnaires
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj7	Ghost Legion	D3	25	0	12++	Summons 12++ Ghostly Legionnaires
Conj8	Titan of War & Wisdom	S4E2	40	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj8	Titan of the Underworld	D5	40	0	1	Summons Hades Unique Commander
Ench8	Raise the Emperor	D4S2	50	0	1	Summons Quirinus Unique Commander
Thaum3	Thaumaturgical Preparation	S1	3	0	1	Caster becomes a suitable target for Thaumaturgical Preceptor
Thaum3	Thaumaturgical Preceptor	S3	10	0	1	Grand Thaumaturg only, one suitable target gains casters base S skill and becomes mindless. If caster is killed the target will also die.
Thaum7	Soul Gates	D6	55	0	1	Death scales increase in friendly provinces and pop slowly decreases. Creates 3D6 Death gems per turn. 10% chance per Dom point of 1D3 spectral velites or hastati in each friendly province, extra chance of each per death scale

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo7	Curse of Unlife	D4	200	0	BF	0	1	1	AN, MR, MI, UI
									Deals 1 unlife damage to all living units on the battlefield. Those killed rise as soulless
Ench4	Second Service	D3	50	10	5+	3	-	1	MI, UI
									Units in the area will rise as soulless if killed in battle
Div0	Danse Macabre	H5	0	5	5+	0	-	1	
									Grants Quickness to undead only
Div0	Unholy Resilience	H1	-	20	1	100	-	1	
									Friendly Undead gain resistance to Fire, Shock and Cold
Div0	Unholy Resilience	H2	-	10	10	100	-	1	
									Friendly Undead gain resistance to Fire, Shock and Cold

Vanilla Nation Changes

New Cap-Only recruit & Wall Guard – Varangian Guard	Hydra recruit limit 1 > 3
Angelic Host 50 gems > 35 gems	Heavenly Wrath 35 gems > 20 gems
Heavenly Choir S7F2, 144 gems > S5F2, 88 gems	Awaken Hamadryad N4, 25 gems > N3, 15 gems
Communion Slave Thaum 1 > 0	Communion Master Thaum 1 > 0

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Hydra Hatching	N1W1	8	0	6+	Swamp Only, Summons 6+ Hydra Hatchling units
Conj4	Summon Basiliscus	W1S1	4	0	1	Cap Only, Summon 1 Basiliscus
Conj5	Hydra Brood	N2W1	15	0	8+	Swamp only, Summons 1 x Hydra unit & 7+ Hydra Hatchling units
Conj7	Divine Judgement	S3F1	8	4 Prov	1	Remote summon 1 x Angel of Fury assassin
Conj8	Titan of War & Wisdom	S4E2	40	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj8	Titan of the Underworld	D5	40	0	1	Summons Hades Unique Commander
Conj8	Call Divine Emperor	S4A2	65	0	1	Summon 1 x Divine Emperor Commander
Conj9	Divine Intervention	S5H3	75	0	1	Summons random Unique Arch-Angel Commander
Const3	Create Pythian Fire Onager	F3	5	0	1	Summon 1 x Pythian Fire Onager
Const5	Create Cheirosiphones	F2	20	0	10	Summon 10 x Cheirosiphoneers

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj5	Guardian Angels	S4H3	100	0	0	0	-	4+	NUW
		Summons 4+ Angel of the Host units to the battlefield							
Conj6	Avenging Angel	S5H5	80	0	0	0	-	1	NUW
		Summons 1 x Angel of Fury unit to the battlefield							
Conj8	Burning Angels	S9H7	300	0	0	0	-	1	NUW
		Summons 3 x Seraphim Warrior units to the battlefield							
Alt6	Will of the Lord	S7H6	100	0	BF	0	-	1	UI, LI
		All Friendly sacreds gain Luck							
Evo5	Celestial Splendour	S3H2	20	30	6++	100	-	1	MR, MI
		Blindess to enemies in area, MR Negates, Fear 6 to all units in area							
Evo6	Beatific Vision	S4H4	100	0	BF	0	-	1	AN, MR, MI
		All friendly units gain +2 Morale, all enemies are fascinated for one turn, MR Negates							
Ench8	Consecrate Battlefield	S6H7	100	0	BFE	0	-	1	MRH
		Demons are stunned (Hard MR resist), all damage taken by Demons doubles whilst enchantment remains							
Div0	Shield of Faith	H2	0	10	5	5	-	1	UI
		Friendly Sacreds in the area gain Luck							

Vanilla Spell Changes

Barghests Summons 9 > Summons 10++	Summon Cu Sidhe 8 gems, Summons 7 > 5 gems, Summons 5+
Black Dogs 8 gems > Mountain/Highlands Only, 4 gems	Monks 25 gold > 40 gold

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Bramble Spirit	N1	1	0	1	Forest Only, Summon 1 Bramble Spirit
Conj3	Summon Urisk	N2	5	3 Prov	1	Remote summons 1 stealthy Urisk Commander
Conj4	Summon Thistle Spirit	N2	2	0	1	Forest Only, Summon 1 Thistle Spirit
Conj4	Summon Pixie	N1	11	0	1	Summons Pixie Commander
Conj4	Call Wandering Knight	N4	5	0	1	Summon 1 x Random Knight Commander
Conj5	Summon Unicorn	N4	22	0	1	Forest Only, Summon 1 x Unicorn Commander
Conj5	Y Draig Albion	N4W1	25	0	1	Summon Y Draig Albion Unique Unit
Conj5	Bind Korrigan	W2N1	22	0	1	Summon 1 x Korrigan Commander
Conj6	Host of the Tuatha	A3N3	35	0	20+	Summon 20+ Tuatha Warriors, caster ages 10 years
Conj5	Y Draig Goch	N4E1	25	0	1	Summon Y Draig Goch Unique Unit
Conj7	Contact Nemedian	A3D1	35	0	1	Summons 1 x Nemedian Sorceress Commander
Conj7	Cad Goddeu	N3E1	60	0	31++	Forest Only, summons 15++ Thistle Spirits, 15 Bramble Spirits and 1 Gorse Spirit Commander
Conj8	Secrets of Avalon	A5N3	100	0	1	Capital Only, Summon 50 Tuatha Warriors, 20 Cu Sidhe, 1 Tuatha Sorceress Commander, 1 Sidhe Lord Commander, 1 Tuatha Lord Commander. Tower of Avalon replaced with Fallen Tower, Dominion gets Drain +1
Ench1	Reanimate Longdead Giants	D1	3	0	10	Summons 10 x Longdead Giants
Ench4	Paths of the Tuatha	N4	8	5 Prov	1	Forest only, Caster and his army travel as per Faery Trod to a forested province
Ench6	Headless Horseman	D3	5	4 Prov	1	Summons remote Dullahan Assassin
Ench6	Hidden in Peat	D3E1	60	0	26	Summons 25 x Preserved Pictish Warriors & 1 Peat Bog Mummy Commander
Thaum4	Defy the Witches	E1	4	0	1	Logrian Wise Man only, Caster gains Master Ritualist 1 and Heretic 3

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj6	The Knights of Avalon	N3A2	100	0	BF	0	-	4+	NUW
Summons 4+ Knights of Avalon units from the edge of the battlefield									
Alt3	Phantasmal Sidhe	A2	10	0	0	0	-	1	
Summons 1 x Phantasmal Sidhe unit									
Ench4	Glamour	A2N1	60	10	10++	0	-	1	
Friendly units in the area gain Mirror Image									
Ench6	Fey Fascination	N4A2	100	0	BF	0	-	1	MR, MI
All enemies are stunned for 1 round, MR-Hard to resist									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1Hand8	Caledfwlch	A4N2	-	8	4	-	16	-	X2 Dam vs Magic Beings, Blinding Flash, 70% Affliction protection, Inspirational +1, Second Life, +100 Command
2Hand6	Bow of Seeking	A2N1	45	30	-	-	15	-	Spell: Arrow of Many Leagues

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Vanilla Spell Changes

Barghests Summons 9 > Summons 10++	Summon Cu Sidhe 8 gems, Summons 7 > 5 gems, Summons 5+
Black Dogs 8 gems > Mountain/Highlands Only, 4 gems	New recruits – Milesian Chariot, Fir Bolg Militia, Fir Bolg Piper, Border Reiver & Gallowglaich
Bean Sidhe now recruit in all forts	
Gained Commanders: Druid of Old Fomoria, Milesian Prince	Fir Bolg gained Chaos Recruit, Pillage Bonus & Unrest increase

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj2	Summon Bramble Spirit	N1	1	0	1	Forest Only, Summon 1 Bramble Spirit
Conj2	Summon Redcaps	N2	2	0	6	Summons 6 x Redcaps
Conj2	Summon Picts	N1H1	8	0	8	Forest Only, Summon 8 x Picts
Conj3	Summon Urisk	N2	5	3 Prov	1	Remote summons 1 stealthy Urisk Commander
Conj4	Summon Thistle Spirit	N2	2	0	1	Forest Only, Summon 1 Thistle Spirit
Conj4	The Fair Folk	N2A1	5	0	5	Forest Only, Summons 5 Aos Si
Conj4	Send Puck	N3	12	3 Prov	1	Remote summons 1 stealthy Puck Commander
Conj4	Contact Pooka	D3	15	0	1	Summons Pooka Commander
Conj4	Contact Clurichaun	N3E1	15	0	1	Summons Clurichaun Commander
Conj5	Summon Spectral Druid	D3	20	0	1	Summons Spectral Druid Commander
Conj6	Host of the Tuatha	A3N3	35	0	20+	Summon 20+ Tuatha Warriors, caster ages 10 years
Conj6	Robin Redcap	D3N2	20	0	1	Summon Robin Redcap Unique Commander
Conj7	Contact Nemedian	A3D1	35	0	1	Summons 1 x Nemedian Sorceress Commander
Conj7	Queen of the Bean Sidhe	A4W2	40	0	1	Summon Cliodhna Unique Commander
Conj7	Samhain	N5	55	0	1	MMagic scales will increase in every province. During Autumn Samhain Gate site will appear in capital. Aos Si will spawn in provinces with friendly Dominion (5% chance per Dom point / 10% per Dom point at a Dolmen) and unrest will increase.
Conj8	Contact Morrigan Sisters	D5A3	45	0	1	Summons Unique Morrigan Sister Commander
Conj8	Invoke the Horned One	N5	50	0	1	Forest Only, Summon 1 x Horned One Commander
Conj8	The Fairy Rade	N4A2	35	0	23	Remote summon 20 Aos Si Riders, 3 Aos Si Hornblowers and 1 Aos Si Lord Commander
Const5	Erect Dolmen	E3N1	20	0	1	Summons 1 x Dolmen Commander
Ench4	Call the Fianna	A3N2	15	4 Prov	10	Remote summon 10 x Fianna in friendly province
Ench4	Raise Nemedian Dead	D2W1	15	0	10+	Coast Only, Summon 10+ Nemedian Longdead
Ench4	Paths of the Tuatha	N4	8	5 Prov	1	Forest only, Caster and his army travel as per Faery Trod to a forested province
Ench6	Hidden in Peat	D3E1	60	0	27	Summons 25 Preserved Pict Warriors, 1 Pict Chieftain Commander & 1 Peat Bog Mummy Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt3	Phantasmal Sidhe	A2	10	0	0	0	-	1	
Summons 1 x Phantasmal Sidhe unit									
Ench4	Song of Great Fortune	N1	80	0	5+	0	-	1	NUW
Friendly units gain Luck									
Ench6	Fey Fascination	N4A2	100	0	BF	0	-	1	MR, MI
All enemies are stunned for 1 round, MR negates									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1Hand8	Fragarach	A4N3	-	8	4	-	16	-	x2 Dam vs Magic Beings, 3 Attacks, Patrolbonus +100, Siegebonus +50, Spell: Cloud Trapeze
2Hand4	Uilleann Pipes	N1A1	-	-	-	-	0	-	Inspirational 2, Spell: Sermon of Courage, Spellsinger
2Hand4	Pipes of Doom	N1D1	-	-	-	-	0	-	Fear 10, Spell: Panic, Spellsinger

Vanilla Nation Changes

Contact Iron Angel Conj 8, E5S2 > Conj 7, E4S2

Iron Angel enables recruitment of Black Iron Infantry whilst at a fort

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj6	Daughters of the Rhine	W3E1	50	0	3	Summons 3 x Daughter of the Rhine Commanders
Alt3	Teachings of the Master Smiths	E2	10	0	1	Capital Only, Master Smiths Only, another target commander gains Forgebonus :1
Const3	Magma Forge	F2E2	5+	0	1	Provides 75 resources whilst the spell remains
Const5	Empower Blacksteel Forge	F5	40	0	1	Generates 50 resources and allows recruitment of Blacksteel Swordsmen and Blacksteel Zweihanders

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj6	Saviour of Iron	E4S1	200	0	0	0	-	1	NUW
Summons 1 x Iron Angel Commander to the battle									
Alt0	Protection of the Smithy	E1F1	20	0	0	0	-	1	
Caster gains Tempered Flesh									
Alt7	Gotterdammerung	E5	200	0	BF	0	-	1	MR, UI
All sacred units in the battle suffer Bleeding & Cursed (MR Negates)									
Evo1	Ring of the Forge	E2	20	20+	2+	5	-	1	AN, MI
Targets are stunned, unable to act for one round									
Const1	Temper Steel	E1F1	20	10	3+	5	-	1	
Each armor "part" worn by a unit gains +3 Protection									
Const1	Sharpen Steel	E1F1	20	10	1	5	-	1	
Units weapons gain Armor Piercing									
Const7	Inferior Armaments	E3	200	0	BF	0	-	1	AN
All ferrous items used by enemy units become rusty									
Const7	Temper Army	E4F1	300	0	BF	0	-	1	
All friendly units gain strengthened Armor									
Const9	Strength of Steel	E4F2	200	0	BF	0	-	1	
All friendly units gain strengthened Armor and Armor Piercing weapons									
Ench7	Hammer the Arcane	E4	300	0	BF	0	-	1	MR
Magic Beings suffer Decay (MR Negates), illusions may be negated									
Ench7	Chant of the Iron Cult	E3H1	100	0	BF	0	-	1	MR-
Deals 5AN damage for the purpose of spell disruption only, unless resisted with a hard MR check									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1Hand2	Blade of Cold Iron	E1	-	2	2	-	6	-	X2 Dam vs Magic Beings, Small Area Antimagic, MR +2
1Hand6	Hammer of the Master Smith	E3F1	-	0	-1	-	8	-	Master Smiths only, 25% Forgebonus
1Hand8	The First Hammer	E4F4	-	1	0	-	20	-	Small Area Fire, 50% Forgebonus

Vanilla Nation Changes

Angelic Host S5, 50 gems > F5, 35 gems	Heavenly Wrath S3F1, 35 gems > F3S1, 15 gems
Heavenly Choir S7F2, 144 gems > S5F2, 88 gems	

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Three Heroes	F2H1	12	0	3	Summon 3 x Paladin Commanders
Conj4	Summon Battle Saint	F3H1	20	0	1	Summon Battle Saint Commander
Conj7	Divine Judgement	S3F1	8	4 Prov	1	Remote summon 1 x Angel of Fury assassin
Conj8	Face of the Lord	F5H3	90	0	1	Each month chance of Dominion increase in each friendly province. 50% Chance of flagellants at each temple each month. Chance of angel in each province with Dom7+
Conj9	Divine Intervention	S5H3	75	0	1	Summons random Unique Arch-Angel Commander
Alt4	Martyr's Pyre	F1H1	0	0	1	Kills caster, Dominion in province changes to yours and gains +2 Dominion.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt0	Ignite Unbeliever	F1	10	25	0	0	-	1	NUW
Target is set ablaze and takes Fire damage each turn									
Ench7	Chains of Fire	F6S3	200	0	BF	0	-	1	NUW, AN
All enemy undead are trapped by Bonds of Fire as per the spell									
Div0	Strength of Faith	H1	0	0	0	0	-	1	
Caster gains +4Str									
Div0	Armor of Righteousness	H1	0	0	0	0	-	1	
Caster gains Strengthened Armor									
Div0	Weapons of Justice	H1	0	0	0	0	-	1	
Casters weapons gain Armor Piercing									
Div0	Divine Retribution	H5	0	0	0	0	-	1	MR
Friendly sacreds on the battlefield gain Holy Avenger, MR Negates									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Armor6	Armor of the Lionheart	F1	-	-	-1	-	23	2	Mounted only, Awe 1
Mis4	Holy Relic	F5	-	-	-	-	-	-	Unique, +1 Holy, Start of battle spell: Divine Blessing, Autoblessed. At capital creates site (Blessing gains +4 morale, +5 Undying)

MICTLAN, REIGN OF THE LAWGIVER

Vanilla Spell Changes

Summon Jade Serpent 5 gems > 3 gems	Monster Toad Conj 5 > Conj 4
Moon Priest gets 50 gold rebate under Lunar Potency	

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj2	Troop of Monkeys	N1	2	0	10++	Summons 10++ Howler Monkeys
Conj5	Summon Cloud Serpents	A2	12	0	5+	Summons 5+ Centzonmimixcoa
Conj6	Dream Warriors	S3N2	30	0	15	Summons 15 x Dream Warriors
Conj8	Teotl of the Sky	A4F2	40	0	1	Summons Huitzilopochtli Unique Commander
Conj8	The Obsidian Butterfly	S4B2	40	0	1	Summons Tlazolteotl Unique Commander
Blood8	The Beast of the Night	B5D2	100	0	1	Summons Camazotz Unique Commander

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Conj0	Summon Aerial Servant	A1	100	0	0	0	-	1	NUW
									Summons 1 x size 3 Air Elemental to the battlefield
Conj4	Summon Greater Aerial Servant	A3	100	0	0	0	-	1	NUW
									Summons 1 x size 6 Air Elemental to the battlefield

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Vanilla Spell Changes

Call Celestial Soldiers 15 gems > 10 gems	Huli Jing 30 gems > 25 gems
Thousand Year Ginseng 8 gems > 5 gems	Internal Alchemy 10 gems > 2 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj7	Awaken Stone Guardians	A3E2	35	0	2	Summons 2 x Stone Shishi Commanders
Conj7	Goldfish of the Heavens	W4S2	40	0	1	Summons 1 x Celestial Goldfish Commander
Conj8	Celestial Army	A3S2	38	0	28+	Summons 15+ Celestial Soldiers, 12 Celestial Servants & 1 Celestial General Commander
Conj9	King of Ghosts	D5	70	0	1	Summons Zhong Kui Unique Commander
Conj9	The Four Holy Beasts	N5	50	0	1	Capital Only, Summons Tiger of the West, Dragon of the East, Bird of the South and Tortoise of the North units, creates Blessing of the Holy Beasts site
Alt0	Alchemical Secrets	E1	1+	0	1	As Alchemical Transmutation, 15+ gold per gem
Alt3	Alchemical Workings	E2	1+	0	1	As Alchemical Transmutation, 20+ gold per gem
Alt5	Vitriolic Animation	W3F1	8	0	4+	Summon 4+ Random Green Lions / Gelatinous Cubes
Alt6	Alchemical Mastery	E3	1+	0	1	As Alchemical Transmutation, 30+ gold per gem
Alt6	Prepare Alchemical Formulati	N2E1	20	0	1	Imperial Alchemist only, caster becomes Di Xian
Alt7	Become Celestial Immortal	S3A1	25	0	1	Celestial Master Only, caster becomes Tian Xian
Const3	Create Fire Lances	F2E1	20	0	1	Creates Alchemists Barracks site
Const5	Construct Fire Arrows	F2	10	0	1	Summons 1 x Cart of Fire Arrows
Const5	Divine Fire Dragons	F2E1	10	0	4	Summons 4 x Divine Fire-Dragons
Const7	Divine Rocket-Arrow-Shields	F3E2	12	0	4+	Summons 4+ Divine Rocket-Arrow-Shields
Ench0	Terracotta Soldiers	F1	5	0	5++	Summon 5++ random Terracotta Warrior units
Ench4	Terracotta General	F1E1	10	0	1	Summons 1 x Terracotta General commander
Ench5	Terracotta Legion	F2E2	25	0	55	Capital Only, summons 40 x Terracotta Footmen, 10 x Terracotta Horsemen and 5 x Terracotta Chariots
Ench6	Create Corpse-Immortal	D2	22	0	1	Summons 1 x Shije-Xian Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench4	Alchemical Preparation	N1F1	100	10	15	0	-	1	NUW, LI

Grants friendly units Fire Res 5 & Poison Res 10

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Vial of Chemicals	F1	13	0	-	-	10APFire	-	Chest Wound, Aoe1
Misc4	Vial of Acid	F1W1	13	0	-	-	13	-	Chest Wound, Aoe1, Corrosion
Misc4	Jar of Cinnabar	N2F1	-	-	-	-	-	-	Alchemists Only, +1F, +1E
Misc4	Homunculous Jar	W1E1	0	0	-	-	-	-	Alchemists Only, +12 Research, Fortune Teller 5%
Misc6	Elixir of the 5 Elements	N3F1	-	-	-	-	-	-	Alchemists Only, Autocasts Elixir Resistance
Misc6	Text of the Celestial Immortal	S3A1	-	-	-	-	-	-	Celestial Master Only, Cursed, +12 Research, Inspiring Researcher 1

Vanilla Spell Changes

Herd of Elephants 25 gems > 18 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Lesser Hunters	N1D1	4	0	10++	Summons 10++ Lesser Hunter Spider units
Conj4	Summon Biloko	D1N1	5	0	10++	Forest Only, Summon 10++ Bilokos
Conj4	Contact Aziza	F1N2	20	0	1	Forest Only, Summon 1 x Aziza Commander
Conj5	Contact Adze	D3F1	25	0	1	Summon 1 x Adze Commander
Conj6	Impundulu	A3D1	24	0	1	Summons 1 x Impundulu Commander
Conj7	Mokele-Mbembe	N4	30	0	4+	Swamp only, Summons 4+ Mokele-Mbembe
Conj7	Call Alusi	N5	33	0	1	Summon 1 Alusi Commander
Conj8	Wake the God Spirit	D4F2	35	0	1	Capital Only, Summons Kivuli Unique Commander
Alt5	Send Hunter Spider	D2N1	4	5 Prov	1	Remote summon 1 x Hunter Spider
Alt6	Form of the Hunter	N1F1	6	3 Prov	1	Witch Doctor Only, Summons Spirit of the Lion remote assassin, caster must resist with MR or die
Alt8	Plague of Spiders	D3N3	10	4 Prov	17+	Remote tempsummon 8 x Hunter Spiders, 2D6 Great Spiders, 3D6 Giant Spiders and 4D6 Large Spiders
Ench1	Reanimate Apes	D1	3	0	10	Capital Only, summons 10 Soulless Bandar
Ench3	Cave of the Grootslang	E2N1	5	0	1	Generates around 200 gold, 20% chance of Grootslang attack in coming months
Ench5	Ngoma Ritual	D2N1	5	0	1	Sorcerer only, caster gains Master Ritualist 1
Ench6	Raise Fossilized Colossi	D3E1	28	0	1	Summon 1 Fossilized Colossi Commander
Thaum2	Spider Sight	D2N1	4+	5 Prov	1	Scry targeted province, summons 1 x Spider Commander hidden in province.
Thaum3	Spider Infestation	D3N2	5+	6 Prov	1	Each month province suffers +15 Unrest and 3% popkill, assassinations by Giant Spiders & Large Spiders

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Enlarge Spider	N2D1	80	5	0	0	-	1	NUW
Summons 1 x Hunter Spider unit to the battlefield									
Alt1	Spider Swarm	N1D1	40	0	0	0	-	4++	NUW
Summons 4++ Large Spiders to the battlefield									
Evo3	Hunters Web	N1D1	20	25+	2	2	-	1+	
Targets are webbed unless they resist with Str or Size									
Evo5	Spider Bites	N1	20	15	0	100	10+	1	AP
Deals 10+ 5/level poison damage to one target									
Evo3	Poison Web	N1D1	30	25+	3	2	-	1+	
Targets suffer 4AN Poison damage and are webbed unless they resist with Str or Size									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Bag of Spiders	N1D1	-	-	-	-	-	-	Summons 1 x Large Spider per battle turn

[Return to start](#)

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj7	Summon Giant Olm	W4E1	40	0	1	Summon 1 x Giant Olm Commander
Conj8	The Underworld Dragon	E4W1	35	0	1	Cave Only, Summons Kur Unique Commander
Alt2	Blindsense	E1	8	0	1	Target commander gains Blindsense
Evo7	Crack the Earth	E4	15	4 Prov	1	Capital Only, Target province is attacked by 6D6 Troglodytes & Commander, 25% population killed
Thaum4	Traverse the Depths	E4	5	6 Prov	1	Cave or Mountain only, transports caster and all troops under their command to a friendly cave or mountain province containing a lab
Thaum5	Awaken Sacred Statue	E4	10	0	1	Target Sacred statue becomes a Commander
Thaum6	Journey through the Earth	E5	15	8 Prov	1	Cave only, transports caster and all troops under their command to any cave province

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj0	Summon Stone Power	E2	20	0	0	0	-	1	Cave Only
Caster gains +1 to all paths									
Alt5	Cave Darkness	E4D2	200	0	BFE	0	-	1	NUW
Creates darkness as per Solar Eclipse									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1Hand6	Stone Sceptre	E5	-	1	0	-	0	-	+1 Earth, Spell: Petrify, Summon: 1 Living Statue

Vanilla Nation Changes

Contact Scorpion Man Conj 8, 12 gems > Conj 6, 8 gems	Warlock Apprentice now recruitable in any fort containing a Warlock
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Whilst Second Sun is active all forts in Heat 3 gain 50% income boost and Anathemant Dragons get 50 gold rebate

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Children of Pyriphlogos	F2	2	0	2	Summon 2 x size 2 Flame Elementals
Conj4	Children of Rhuax	F3E1	5	0	5+	Summons 5+ Magma Children
Conj5	Summon Magma Spirit	F3E1	20	0	1	Summon 1 x Magma Spirit Commander
Conj5	Pack of Fire Drakes	F3	15	0	3+	Summon 3+ Fire Drakes
Conj8	Contact Scorpion Lord	E1F1	15	0	1	Summon 1 x Scorpion Man Commander
Conj8	The Underworld Dragon	E4W1	35	0	1	Cave Only, Summons Kur Unique Commander
Conj8	Summon Ember Lord	F5E1	65	0	1	Volcano Only, Summon 1 x Ember Lord Commander
Alt6	Pits of Rebirth	F4E1	50	0	1	Capital Only, Capital gains site that transforms 1 Anathemant Dragon and 5 Lava Warriors per month. Your Bless gains Awe.
Const3	Magma Forge	F2E2	5+	0	1	Provides 75 resources whilst the spell remains
Ench6	Rivers of Lava	F6E3	55	0	1	Within your Dominion heat increases, Popkill events in enemy provinces, 5% chance in each friendly province of new site – Magma pits or Volcano.
Blood0	Pact of Blood and Fire	B2F1	7	0	1	Summon 1 x Devil
Blood4	Teachings of Malphas	B2	8	0	1	Caster gains 15 Cross Breeder and is Horror Marked

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Ally from Below	F3	40	4	-	-	-	1	NUW
Summons 1 x Magma Child unit to the battlefield									
Conj6	Magmatic Summoning	F3E1	100	10	-	-	-	1	NUW
Summons 1 x Magma Spirit Commander to the battlefield									
Alt3	Molten Prison	E1F1	60	20	5	3	-	1	NUW
Enemy units are trapped as Earth Grip and set on fire									
Alt4	Rhuax Legacy	F3	50	5	1	100	-	1	NUW
Friendly units are Enlarged and gain +3 Heat Aura and Flaming Shield 8									
Evo6	Heatwave	F5	200	0	BF	0	16+++	1	NUW, Fire, Stun
Deals 16+++ stun fire damage to everyone on the battlefield									
Ench8	Outer Furnace	F6	300	0	BF	0	-	1	NUW
All friendly units gain +3 Heat Aura & Flaming Shield 8 but gain fatigue each turn									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2Hand6	Staff of Magma	F1E1	-	+2	+4	-	3	-	Spell: Magma Bolts, summon allies 1 Magma Child per month, -2 Reinvigoration

Vanilla Spell Changes

Summon Yazatas 15 gems > 12 gems	Parting of the Soul Cannot be cast in caves
	Herd of Elephants 25 gems > 18 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Herd of Mammoths	W2	20	0	5+	Summons 5+ Mammoths
Conj5	Summon Daeva Champion	D3F1	10	0	1	Summon 1 x Daeva Commander
Conj5	Summon Yazata Champion	S3	10	0	1	Summon 1 x Yazata Commander
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander
Alt5	Snow Storm	A3W1	8	4 Prov	1	Province suffers 5% popkill, +15 Unrest and gains 3 Cold scales in event phase. Battles for next 2 turns have Storm effect

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj5	Aid from the Afterlife	D1A1	30	0	0	0	-	2	
									Summons 2 x Spectral Caelians to the battlefield
Conj5	Storm Channeling	A1	100	0	15	0	-	1	NUW
									All units in the area gain +1 Air Magic
Alt0	Shield of Aella	A1W1	30	10	3++	0	-	1	NUW
									All units in the area gain Air Shield 80 and +4Prec
Alt7	Favour of Aella	A4W2	200	-	BFE	0	-	1	NUW
									All friendly units gain Air Shield 80 and +4Prec, Storm is in effect
Evo0	Icy Blast	W2	50	25+	1	0	19++	1	NUW
									Deals 19++ damage in aoe1

Vanilla Spell Changes

Contact Scorpion Man Conj 8, 12 gems > Conj 6, 8 gems

Sacred Crocodile gained Grab & Swallow

Sobek Sacred Guard recruit limit 1 > 3

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj4	Summon Beasts of Chaos	W2N1	6	0	2	Summon 2 Beasts of Chaos
Conj4	Call Ba Spirit	D3S1	15	0	1	Summon 1 x Ba Spirit Commander
Conj4	Summon Scarab	F3	5	0	1	Summon 1 Scarab
Conj5	Summon War Scarab	F3	6	0	1	Summon 1 War Scarab
Conj5	Children of the Neters	N2D2	20	0	10	Summons 10 x random Neter Children
Conj5	Call Spectral Sauromancer	D3	18	0	1	Summon 1 x Spectral Sauromancer Commander
Conj6	Call Spectral High Priest	D3	22	0	1	Summon 1 x Spectral High Priest Commander
Conj7	Akhenaten	D5S2	40	0	1	Summon Akhenaten Unique Commander
Conj7	Spreading Miasma	N5D2	60	0	1	Swamps and Forests not under C'tis control cause disease to troops – stronger in low Dominion. Swamps may start Plague event chain.
Conj7	Call the Great Bulls	N6	50	0	1	Casters provinces gain 5% income per Growth Scale. Up to 2 random enemy land provinces per month will gain +3 Growth scales and be attacked by the White Bull or Black Bull along with an animal horde.
Conj8	Beseech Neter of Chaos	D4S2	40	0	1	Summon Set Unique Commander
Conj8	Beseech Neter of the Sun	F4S2	40	0	1	Summon Horus Unique Commander
Conj8	Beseech Neter of the Moon	S5	40	0	1	Summon Thoth Unique Commander
Conj8	Contact Scorpion Lord	E1F1	15	0	1	Summon 1 x Scorpion Man Commander
Ench0	Create Revenant	D2	7	0	1	Summon 1 x Revenant Commander
Ench0	Revive Tomb Prince	D1	3	0	1	Summon 1 x Mummified Prince Commander
Ench2	Ctissian Reanimation	D1	12	0	50	Summons 25 x Longdead and 25 x Soulless
Ench3	Disease Warding	D2	12	0	1	Target commander gains Disease Resistance 50
Ench4	Sauromancy	D3	6	0	1	Caster gains Necromantic Reanimation bonus +6
Ench4	Opening Mouth Ceremony	D3S1	8	0	1	Summon 1 x Sarcophagus Commander
Ench7	Saurolichcraft	D5	30	0	1	Summon 1 x Saurolich Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo2	Poison Arrow	N1	20	25+	0	0	14+	1	NUW
Also deals 4 poison damage to every unit in the target square									
Evo4	Release Sheut	D2	30	25+	0	100	20+AN	1	MR, MI, UI
Target suffers 20+AN damage, Shade unit appears if survives or is raised as a soulless if killed									
Evo5	Fetid Stench	D4N1	100	-	BF	0	-	1	MR, LI, UI
All units on the battlefield must pass MR or become Diseased									
Evo6	Hail of Poison	N2	20	30+	0	0	15+	12+	NUW
Also deals 4 poison damage to every unit in each target square									
Ench5	Poison Immunity	N4	100	-	BF	-	-	1	
All friendly units gain 10 Poison Resistance									
Thaum6	Summon the Marshland	W3N2	200	0	BF	0	-	1	NUW
As Quagmire, also summons 8 Bog Beasts from edge of battlefield									
Thaum9	Swamp Rot	D6N3	400	0	BF	0	-	1	UI, MRE
50% of enemies afflicted with Plague as per the spell, MR negates easily									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Amulet of Reanimation	D1	-	-	-	-	-	-	Coldblooded only, gains Reanimation if priest
Misc4	Heart Scarab	D2E1	-	-	-	-	-	-	Cursed, Chest Wound, MR+4, Reinvig +4, Second Life
Misc8	Book of the Dead	D5	-	-	-	-	-	-	+1 Death, Spell: Ritual of Rebirth

Vanilla Spell Changes

Awaken Hamadryad N4, 25 gems > N3, 15 gems

Dryad loses Seduction, 220 gold > 180 gold

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj1	Summon Animals	N2	6	0	15++	Summons 15++ random animal units
Conj3	Pack of Animals	N3	12	0	30++	Summons 30++ random animal units
Conj5	Forest Horde	N4	18	0	100	Forest Only, Summons 100 random animal units
Conj7	Call the Great Bulls	N6	50	0	1	Casters provinces gain 5% income per Growth Scale. Up to 2 random enemy land provinces per month will gain +3 Growth scales and be attacked by the White Bull or Black Bull along with an animal horde.
Alt5	Wrath of the Forest	N5	15	4 Prov	1	Targeted Forest province suffers 5% popkill, 15 Unrest and is attacked by a horde of animals, vine creatures and an Awakened Tree lead by 2 Ivy Kings
Ench5	Awaken Sacred Grove	N3W1	15	0	5+	Forest Only, Summons 5+ Awakened Tree units
Blood2	Dance of the Maenads	B1N1	8	0	8	Summon 8 x Maenads
Blood5	Music of the Wild	B1N4	15	3 Prov	1	Forest Only, targeted province suffers 15 unrest, 2% pop killed, +2 Turmoil scales & attacked by Maenads.
Blood8	Call Lord of the Wild	B2N4	75	0	1	Forest Only, Summon 1 x Lord of Wild Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt4	Protection of Gaea	N2	30	15	10	0	-	1	
									Friendly animals gain Barkskin
Alt5	Gaia's Fury	N3	50	15	25	0	-	1	AN
									Animals only gain +4 Str, go berserk and are fully healed. 10% chance of death.
Ench4	Primal Power	N3	200	0	BF	0	-	1	
									All friendly animals gain +4Str
Ench6	Stampede	N4	200	0	BF	0	-	1	
									All friendly units only pay 1 AP to move into a square instead of 2
Thaum3	Incite Passion	N1B1	10	30	1	3	-	1	MR, MI, LI
									Targets become enraged and armor is broken (1/2 Prot) – MR Negates
Thaum5	Madness of the Wild	N3B1	30	30	4+	3	-	1	MR, MI, LI
									Targets become enraged and armor is broken (1/2 Prot) – MR Negates
Thaum7	Bacchanalia	N5B2	300	-	-	-	-	1	MR, MI, LI
									All units in the battle become enraged and armor is broken (1/2 Prot) – MR Negates

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2Hand4	Thyrus	N1B1	-	2	2	-	5	0	Spell: Incite Passion, Strong Poison on hit
Misc4	Dryad Charm	N1	-	-	-	-	-	0	Dryad Only, gains Seduction

Vanilla Changes

Dominion no longer kills population, now causes taxloss per Dom point <u>outside</u> the capital (65% lost at 5 Dom)	
Carrion Centaur 8 gems > 7 gems	Carrion Lord 35 gems > 25 gems
Temples generate 1 Nature gem (max of Dominion)	Black Dryads & Hags get 50 gold rebate whilst Haunted Forest active
Spreads Sloth scales outside edges of Dominion	+1 Nature & Death Bless points

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj3	Pack of Animals	N3	12	0	30++	Summons 30++ random animal units
Conj5	Forest Horde	N4	18	0	100	Forest Only, Summons 100 random animal units
Alt5	Wrath of the Forest	N5	15	4 Prov	1	Targeted Forest province suffers 5% popkill, 15 Unrest and is attacked by a horde of animals, vine creatures and an Awakened Tree lead by 2 Ivy Kings
Ench3	Dark Revival	N2H2	4	-	3	Forest Only, Summons 3 Sagittarian Carcasses
Ench4	Revive Carrion Beasts	D2N1	10	-	10++	Summons 10++ Carrion Beasts
Ench4	Animate Deadwood	N3D2	15	0	5+	Summon 5+ Corrupted Tree units
Ench4	Sleeping Curse	N3D2	10	3 Prov	1	Sloth set to 3, Dom reduced by 1-2. All units in the province must pass MR check & morale check or fall asleep forever.
Ench7	Raise Carrion Dragon	D4N3	50	0	1	Summon 1 x Carrion Dragon Commander
Ench7	Gaia's Vengeance	N6D3	60	0	1	Growth scales in friendly Dominion cause assassinations by vine creatures on enemy commanders. Higher scales or Forests increase chance, waste decreases chance
Ench8	Carrion Wild	N6D4	45	0	1	Summon 1 x Wild Mandragora Commander

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Conj2	Strangle Vines	N1D1	20	30	1	3	8AN	1	LI, UI, MR
Targets are entangled and suffer 8AN Unlife damage, MR Negates									
Conj6	Strangling Growth	N3D1	30	30	6+	3	10+AN	1	LI, UI, MR
Targets are entangled and suffer 10+AN Unlife damage, MR Negates									
Alt4	Protection of Gaia	N2	30	10	10	0	-	1	
Friendly animals gain Barkskin									
Alt5	Gaia's Fury	N3	50	15	5+	0	-	1	AN
Animals only gain +4 Str, go berserk and are fully healed. 10% chance of death.									
Ench0	Dreamless Sleep	N2	20	35	-	100	-	1	LI, UI, MI, MR
Target falls asleep unless resisted									
Ench3	Deep Slumber	N3	20	30	10	0	-	1	LI, UI, MI, MR
Targets fall asleep unless resisted									
Ench6	Primal Power	N3	200	0	BF	0	-	1	
All friendly animals gain +4Str									
Ench8	Enchant Army	N6	400	0	BF	0	-	1	LI, UI, MI, MRE
The entire enemy army falls asleep unless resisted									

Vanilla Spell Changes

Awaken Draugar 12 gems > 10 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Rescue from the Skies	A3D1	3	2 Prov	1	Target friendly province has a commander pulled to caster as per Wind Ride
Conj3	Capture Fay Boar	E2	2	0	1	Capital Only, Summon 1 x Fay Boar
Conj5	Contact Dwarf Elder	E3	20	0	1	Capital Only, Summon 1 x Dwarf Elder Commander
Conj7	Brunhilde	D2F1	50	0	21	Summon Brunhilde Unique Commander + 20 Valkyrie
Conj8	Call the Aesir	A4E1	50	0	1	Summons 1 x Aesir Commander
Ench4	Return from Hel	D4	10	0	1	Returns a dead Hero as Ritual of Rebirth however with a Draug body
Ench5	Ride of the Valkyries	A2D1	4	5 Prov	2D6	Teleports caster as Cloud Trapeze plus temp summons 2D6 Valkyries in the targeted province
Ench6	Hidden in Barrows	A3D1	60	0	22++	Summons 20++ Draug, 1 x Draugadrott Commander with magic item & 1 x Draugherse Commander with magic item.
Thaum7	Visit Yggdrasil	N3	15	0	1	Caster is cured of all afflictions
Blood3	Gift of Battle Fury	B1	8	0	1	Caster gains Berserk 5

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench0	Flight of the Vanir	A1	20	0	0	0	-	1	NUW
Caster gains ability to fly									
Ench5	Flight of the Valkyries	A3	100	10	10+	0	0	1	NUW
Units in the area gain Flight.									
Blood5	Gift of the Einhere	B1H1	100	5	25	0	-	1	MR, MI, UI, NUW
Units in the area gain +4Str and Berserker Rage									
Blood6	Blood Portent	B1H1	100	10	5	5	0	1	NUW
Friendly units gain Luck									
Blood7	Battle Fury	B4H1	300	0	BF	0	-	1	MR, MI, UI, NUW
All friendly units on the battlefield are fully healed, gain +4Str & Berserker rage – 5% chance of death									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc6	Horn of Vanhalla	D2A2	-	-	-	-	-	-	Flying, BattleSummon 1D6 Valkyries
Helm8	Tarnhelm	A4E3	-	-	-	-	23	-	Start of battle spell: Mirror Image, Spell: Teleport, Stealth 25
Misc8	Andvaranaut	E5	-	-	-	-	-	-	Cursed, +100 Gold, 20% chance to transform into Dragon of Greed each month
Misc8	Brunhilde's Horn	D3A3	-	-	-	-	-	-	Spell: Ride of the Valkyries

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj0	Call Jotun Wolf	N1	2	0	1	Summons 1 x Jotun Wolf unit
Conj3	Pack of Dire Wolves	N2	5	0	12++	Forest Only, Summon 12++ Dire Wolves
Conj5	Call of the Iron Woods	N4	18	4 Prov	15	Remote summon 5 x Jotun Wolves & 1 x Jotun Werewolf Commander to a forest.
Conj5	Summon Son of Mim	S3	15	0	1	Summons 1 x Son of Mim Commander
Conj7	Howl of the Fenrer	W4N2	15	3 Prov	11+	Remote tempsummons 1 x Son of the Fenrer commander + 10 wolves, 2D6 Dire Wolves & 1D6 Jotun Wolves, kills 5% pop and adds 3 Cold scales
Alt5	Snow Storm	A3W1	8	4 Prov	1	Province suffers 5% popkill, +15 Unrest and gains 3 Cold scales in event phase. Battles for next 2 turns have Storm effect
Ench5	Animate Ice	W3	12	0	4+	Summons 4+ Ice Elemental units
Thaum7	Visit Yggdrasil	N3	15	0	1	Caster is cured of all afflictions
Blood5	Send Mara	B2	5	5 Prov	1	1 x random enemy humanoid commander in the target province suffers a chest wound

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt5	Blessing of Niefelheim	W2	50	5	5	0	-	1	
									Grants Barkskin, Cold Res 5 and Cold Aura 3
Alt7	Endurance of Giants	D4B2	300	0	BF	0	0	1	UI, LI
									Curse of Stones to all units however size 3-4 units have a chance to resist and size 5+are immune
Alt7	Entomb in Ice	W2	40	25+	0	100	12++	1	AN
									Target suffers damage and is Encased in Ice as per the spell
Blood7	Steal Vitality	B4N3	300	0	BF	0	0	1	MR, NUW
									50% of friendly units will gain +4Str, all enemies must pass MR check or suffer Weakness affliction

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Heart of Ice	-	-	-	-	-	-	-	Cold Res +5, Morale +4, Ice Prot 1, Cold Aura 6, Autoblessed, cursed, Chest Wound whilst equipped
Misc4	Vial of Mimisbrunnr	W1	-	-	-	-	-	-	+9 Researchbonus, Shattered Soul 5%
Const8	The Head of Mimir	S5	-	-	-	-	-	-	+1 Magic Bonus, +1 Pen., +4MR, +20 Research

Vanilla Spell Changes

Summon Likho 10 gems > 5 gems	Summon Zmey 5 gems > 6 gems, Affected by Dragon Master
Contact Alkonost 15 gems > 12 gems	Contact Beregina 35 gems > 25 gems
Summon Rusalka 16 gems > 6 gems	Contact Cloud Vila 40 gems > 25 gems
Send Vodyanoy 20 gems > 15 gems	Contact Mountain Vila 40 gems > 25 gems
Send Lady Midday 10 gems > 6 gems	Contact Leshy 60 gems > 30 gems
Awaken Draugar 12 gems > 10 gems	

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Summon Kikimora	D2F1	18	0	1	Summon Kikimora Commander
Conj5	Summon Domovoy	N2E2	18	0	1	Summon Domovoy Commander
Conj8	Call the Aesir	A4E1	50	0	1	Summons 1 x Aesir Commander
Ench6	Hidden in Barrows	A3D1	60	0	22++	Summons 20++ Draug, 1 x Draugadrott Commander with magic item & 1 x Draugherse Commander with magic item.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo0	Thundershock	A2	10	2	6	0	9+	1	AN
Deals 9+ damage to nearby enemies									
Blood7	Battle Fury	B4H1	300	0	BF	0	-	1	MR, MI, UI, NUW
All friendly units on the battlefield are fully healed, gain +4Str & Berserker rage – 5% chance of death									

BANDAR LOG, LAND OF THE APES

Vanilla Spell Changes

+1 Astral Bless Point	Summon Devala Conj9 > Conj8, Devala autocasts Celestial Music
Summon Devata 45 gems > 35 gems	Herd of Elephants 25 gems > 18 gems
Summon Sandhybalas Summons 3 > Summons 5	Summon Samanishada B3D1, 35 slaves > B2D1, 25 slaves
Summon Nagas 20 gems > 12 gems	Nagaraja 30 gems > 23 gems
Nagini 25 gems > 18 gems	Nagarishi 40 gems > 30 gems
	Guru S2N1 > S1N1 100% WESN

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj0	Summon Ambush of Tigers	N2	10	0	10++	Summon 10++ Tigers
Conj3	Summon Asura	N1	3	0	1	Summon 1 Asura
Conj3	Temple Guardians	N2S1	10	0	10++	Summon 10++ White Tigers
Conj4	Summon Yavana Charioteers	S3	6	0	1	Summon 1 Yavana Chariot
Conj5	Call Garudas	S2	10	0	1	Summon 5 Garudas
Conj3	Summon Pretas	D3	5	0	5+	Waste Only, Summon 5+ Pretas
Conj6	Brew Gandapana Wine	N3	48	0	16+	Summons 12 x Asuras, 3 x Kalakanjakas & 1 x Asurendra Commander
Conj9	Shesanaga	W4E4	60	0	1	Cave Only, Summon Shesanaga Unique Commander
Evo9	Brahmashirsha Astra	N5S3	40	3 Prov	1	Attacks military units in target province as Flames from the Sky, kills 40% pop, adds 40 Unrest, province is set to 3 Death scales for 1 year
Ench5	Return from the Divine	S4	15	0	1	Returns a dead Hero as Ritual of Rebirth however with a random Celestial Being body
Ench5	Celestial Garden	S4N2	50	0	1	Capital Only, Astral mages gain +1S in province, creates Celestial Garden site that provides 20% conjuration discount, 5 astral pearls/turn and allows recruitable Kinnara and Ghandarva
Thaum2	Samsara	S2	10	0	1	Caster is reborn in current province if dies
Thaum8	Attain Moksha	S4	40	0	1	Rishi Only, Whenever caster dies they reappear in the capital as a Siddha until capital is lost

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Ench8	Weapons of Brahma	S4	100	10	5+	2	-	1	
									Friendly Sacred Magic Beings gain Astral Weapons (Attacks gain AN)
Thaum8	Karmic Wheel	S5N2	200	-	BF	-	-	1	MI
									All enemies gain the Shredded Soul affliction (lose immortality), friendlies gain Reincarnation 5

MAGIC ITEMS

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Misc4	Padma Lotus Blossom	S2N2	-	-	-	-	-	0	MR +2, Spirit Sight, Disease Resist 75%
Misc6	Shanka	W3N1	-	-	-	-	-	0	Start of battle spell: Divine Blessing

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SHINUYAMA, LAND OF THE BAKEMONO

Vanilla Spell Changes

Summon Gozu Mezu Conj 6, 7 gems > Conj 4, 4 gems	Summon Kuro Oni 10 gems > 6 gems
Summon Ao Oni 10 gems > 5 gems	Summon Oni Shugo 20 gems > 12 gems
Summon Aka Oni 10 gems > 5 gems	Summon Kitsune 35 gems > 25 gems
Summon Oni 12 gems > 6 gems	Oni Mask Bakemono recruitable in forts where an Ippondatara is present
Oni spirits have full slots	

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj3	Shoal of Fighting Fish	N2	12	0	10	UW Only, Summons 10 x Fighting Fish
Conj3	Locate Tengu Village	N2	5	0	1	Mountain Only, creates Tengu Village site
Conj4	Tengu Clanhold	A2	5	0	1	Tengu Village Only, replaces Tengu Village site with Tengu Clanhold
Conj4	Send Amanojaku	D2F1	8	5 Prov	1	Summons 1 x hidden Independent Amanojaku commander in target province, increases unrest by 15 per turn it remains
Conj4	Summon Yuki-Onna	D2W2	10	0	1	Summon 1 x Yuki-Onna Commander
Conj5	Summon Ippondatara	F2D2	6	0	1	Summon 1 x Ippondatara Commander
Conj6	Call the Tesso	F3D3	12	4 Prov	1	Targeted Province suffers +35 Unrest, -50 gold, if a temple is present it is destroyed and -2 Dominion
Conj7	Contact Raijin	A3N1	35	0	2	Summons Raijin Unique Commander and Raiju Unique unit
Conj7	Contact Danzabourou	N4	35	0	1	Summons Danzabourou Unique Commander
Conj7	Goldfish of the Heavens	W4S2	40	0	1	Summons 1 x Celestial Goldfish Commander
Conj9	Izanami-no-Mikoto	D5N2	70	0	1	Summons Izanami-no-Mikoto Unique Commander
Conj9	The Four Holy Beasts	N5	50	0	1	Capital Only, Summons Tiger of the West, Dragon of the East, Bird of the South and Tortoise of the North units, creates Blessing of the Holy Beasts site
Ench7	Hide Heart	D3F2	30	0	1	Bakemono Sorcerer only, Caster becomes Immortal Bakemono Kizoku
Alt7	Wake Namazu	E5W2	10	5 Prov	1	Targeted province suffers +10 Unrest, 5% pop killed, is attacked by 2D6 Oni & 3D6 Aka-Oni lead by 2 Demon Generals

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
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MAGIC ITEMS

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
2Hand8	Amenonuhoko	F4E4	-	2	4	-	15	0	Flying, Invulnerable 20, Spell: Volcanic Eruption
Helm2	Oni Mask	F2E1	-	-	-	-	7	0	Oni Summoning

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Vanilla Spell Changes

Dirge for the Dead > Castable only by Zamzummite	Banquet for the Dead 55 gems > 45 gems, Castable only by Zamzummite
Call Hashmal 21 gems > 15 gems	Call Ophan 49 gems > 30 gems
Call Arel 39 gems > 25 gems	Call Merkhava S7F3, 222 gems > S5F3, 120 gems
Sheshai Anakites Rec Points 27 > 52	Ahiman Anakites Rec Points 27 > 42

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Requiem for the Dead	D2H1	3	0	1	Summon 1 x Ghostly Rephaite
Conj7	Sacrament for the Dead	D5H1	65	0	17	Summons 15 x Ghostly Rephaites, 1 x Ditanu & 1 x Spectral Ba'al Commander
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander
Conj9	Release Grigori	D6H1	65	0	1	Summons Tartarian Grigori Commander
Ench3	Glimpse of Sheol	D2H1	10	0	1	Zamzummite Only, caster transforms into Mummy
Ench7	Ten Plagues	S4	15	3 Prov	1	Targeted province suffers +25 Unrest, +3 Misfortune scales. Next month suffers +20 Unrest, 8% units diseased, +3 Sloth scales. The next month suffers +20 Unrest, -100 gold, +3 Turmoil scales. Final month suffers +25 Unrest, 5% pop killed, +3 Death scales & Angel of Fury assassin
Ench8	Create Rephaite Lich King	D5	40	0	1	Summons 1 x Rephaite Lich King Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
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MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Cosmetics of the Avvim	E2	-	-	-	-	-	0	Awe 2

Vanilla Spell Changes

Contact Scorpion Man Conj 8, 12 gems > Conj 6, 8 gems

Call Anzu Conj7, A4 > Conj 5, A2N2

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj0	Servants of the Annunaki	N1H1	2	0	2	Summons 2 Sacred Lionesses
Conj3	Sacred Hunters	N2H1	8	0	10+	Summons 10+ Sacred Lionesses
Conj3	Summon Mushussu	N4	5	0	1	Capital Only, Summons 1 x Mushussu
Conj4	Summon Beasts of Chaos	W2N1	6	0	2	Summon 2 Beasts of Chaos
Conj4	Summon Urmalu	N2	10	0	4	Summon 4 x Urmalu
Conj4	Summon Basmu	N3W1	5	0	1	Capital Only, Summons 1 x Basmu
Conj5	Guardians of the Sun	A1S1	10	0	5+	Summon 5+ Girtablulu
Conj5	Summon Lilot	N4	25	0	1	Summon 1 x Lilot Commander
Conj6	Guardian of the Cedar Forest	N3	15	0	1	Forest Only, Summon 1 x Humbaba Commander
Conj6	Summon Urmalu Tribe	N3E2	40	0	13++	Summons 12++ Armored Urmalu & 1 Urmalu Shaman Commander
Conj7	The Chaos Serpent	F4	30	0	1	Summon Musmahhu Unique unit
Conj8	The Underworld Dragon	E4W1	35	0	1	Cave Only, Summons Kur Unique Commander
Const5	Consecrate God-Statue	E4N2	25	0	1	Summons 1 x God-Statue Commander
Const9	Awaken God-Statue	E4N2	50	0	1	Summons 1 x Animated God-Statue Commander
Ench4	Incantation of Eridu	W2H2	2+	0	1	Province gains +2 Growth scales whilst spell remains

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
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Vanilla Spell Changes

Summon Condors Summon 10++ > Summon 8+	Summon Huacas 15 gems > 10 gems
Geoglyphs 18+ gems > 18 gems for permanent effect	Coya gets 50 gold rebate whilst Lunar Potency is active
Huaca Headdress Const4 > Const6	

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Condor Scout	A2	3	0	1	Summon 1 x Condor Commander
Conj4	Conjure Mountain Spirit	A1N1	10	0	1	Mountain Only, Paqo of the Mountains Only, Reveals all F, E, A, W sites in the province, summons 1 x Earth Gnome Commander
Conj4	Summon Boitata	F3	3	0	1	Summon 1 Boitata
Conj4	Amaru of the Peaks	S2E2	9	0	3	Mountain Only, Flying Mages Only, summons 3 x Amaru of the Peaks
Conj6	Amaru of the Lowlands	E4	13	0	1	Not Mountains / Forests, summon 1 Amaru of the Lowlands
Conj7	Call Madremonte	N1E1	40	0	1	Forest Only, Summon 1 x Madremonte Commander
Conj8	Summon the Black Amaru	S4W2	45	0	1	Summons Amaro Unique Commander
Evo0	Chastise Idols	F1H2	2	5 Prov	1	Targeted Province gains -25 unrest. 20% chance in 1-3 turns of +35 unrest, -1 Dominion.
Const5	Sanctify Huaca Stone	E3H2	25	0	1	Mountain Only, Summon 1 Huaca Stone Commander
Const7	Animate Effigy of the Sun	F4	65	0	1	Inca Only, Summon 1 x Effigy of the Sun Commander
Ench6	Hidden in Clouds	A3D1	60	0	54++	Mountains Only, Summons 10++ Chachapoya Mallqui Warriors, 20 Chachapoya Archers, 20 Chachapoya Warriors, 2 x Chachapoya Paqo Commanders, 1 x Chachapoya Karaka Commander & 1 x Chachapoya Mallqui Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj3	Blessings of the Earth Mother	E2N1	200	0	BF	0	-	1	AN, NUW
		All non-flying friendly units gain Reinvigoration 2							
Alt5	Heat of the Sun	F2	50	10	5+	0	-	1	NUW
		Units in the area gain Fire Resistance 5, Heat Aura 3							
Evo3	Sunray	F2	20	35+	1	100	12+AP	1	NUW, MR
		Deals 12+AP fire damage, MR negates blindness							
Ench7	Protection of the Earth Mother	E4N1	200	0	BF	0	-	1	AN
		All friendly non-flying units gain Stoneskin							

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1Hand4	Tumi	D1S1	-	2	0	-	10	-	AP, Luck, Fortune Teller 20%

Vanilla Spell Changes

Monster Toad Conj 5 > Conj 4

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Knot of Toads	N3	15	0	1	Swamp/Forest Only, Summons 15 x Jaguar Toads & 3 x Monster Toads
Conj8	Teotl of the Sky	A4F2	40	0	1	Summons Huitzilopochtli Unique Commander
Conj8	The Call of the Dagon	W5	40	0	1	Deep Sea Only, summon 1 x Dagon Commander
Ench3	Carve Wooden Men	N2	8	0	15++	Summons 15++ Wooden Warriors
Ench4	Enliven Gold Men	E3	10	0	5+	Capital Only, Summons 5+ Golden Warriors
Thaum3	Deluge	W3N1	5+	4 Prov	1	Quagmire triggers in each battle at the province

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt4	Curse of Sinking Mire	W2E1	30	25	4+	4	-	1	NUW
									Non-flying targets are affected with Slime & must test Def or become Earth Grippped
Alt7	Oozing Marshlands	W4E3	300	-	BF	-	-	1	NUW
									All non-flying enemies must resist with Def or suffer Earth Grip & Slime, Quagmire is in effect
Ench2	Create Mud Man	W1E1	20	-	-	-	-	1	NUW
									Summons 1 x Mud Man unit to the battlefield
Ench6	Army of Mud	W3E1	100	-	-	-	-	9+++	NUW
									Summons 9+++ Mud Man units to the battlefield
Thaum6	Summon the Marshland	W3N2	200	0	BF	0	-	1	NUW
									As Quagmire, also summons 8 Bog Beasts from edge of battlefield
Thaum9	Swamp Rot	D6N3	400	0	BF	0	-	1	UI, MRE
									50% of enemies afflicted with Plague as per the spell, MR negates easily

Vanilla Spell Changes

Gigantomachia reduces unrest in forts by 7 per turn

God Slayer Spear 5 gems > 3 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Headless Men	E2	8	0	7+	Summons 7+ Blemmyes
Conj3	Call Lycaons	F1E1	30	0	10++	Summons 10++ Lycaons
Conj4	Summon Gegeines	W1E1	6	0	3	Coast Only, Summons 3 Gegeines
Conj5	Children of Blood	E2	12	0	6+	Summons 6+ Thrakian Warriors
Conj6	Tyrant Lizards	E2F2	12	0	3	Summons 3 x Tyrant Lizards
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj9	Release Hecatoncheire	F5E3	75	0	1	Summon random Hecatoncheire Unique Commander
Alt4	Embrace the Curse	F1E1	10	0	1	Phlegran Tyrant Only, caster gains abilities including arm slots, fear, snake attacks but may lose leg slots

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo6	Volcanic Tremor	E4F1	200	0	BF	-	10AP	1	NUW
All non-flying units must resist with Def/Str/Size or take 10AP mundane damage									
Ench3	Aura of Tyranny	D1E1	20	-	-	-	-	-	
Caster gains Fear 5									
Thaum5	Mental Oppression	F3E1	20	100	-	100	-	1	MR, MI
Target is mentally enslaved unless resist with MR									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1Hand6	Hammer of the Master Smith	E3F1	-	0	-1	-	8	-	Elder Cycopes only, 25% Forgebonus
Misc6	Golden Headband	E3	-	-	-	-	-	-	Spell: Enslave Mind

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Contact Oceanid	W3	25	0	1	UW Only, Summons 1 x Oceanid Commander
Conj5	Elemental Storm	A3	10	0	4+	Summon 4+ Air Elemental units
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj6	Contact Eleionomae	W3	35	0	1	Swamp Only, Summons 1 x Eleionomae Commander
Conj7	Riders on the Storm	A3W2	9	4 Prov	5+	Remote tempsummon 5+ Air Elementals, province affected by Hurricane event.
Conj7	Contact Nephelae	W3A1	30	0	1	Summons 1 x Nephelae Commander
Conj7	Awaken Aegaeus	W4N1	35	0	1	Capital Only, Summons Aegaeus Unique Commander
Conj8	Titan of War & Wisdom	S4E2	40	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj8	Beseech Neter of Chaos	D4S2	40	0	1	Summon Set Unique Commander
Conj8	Beseech Neter of the Sun	F4S2	40	0	1	Summon Horus Unique Commander
Conj8	Beseech Neter of the Moon	S5	40	0	1	Summon Thoth Unique Commander
Evo0	Hailstorm	A2W2	5	5 Prov	1	As Hurricane
Evo9	Lightning Storm	A5W2	30	5 Prov	1	Targeted province suffers +20 Unrest, 3% pop killed and any battles during the turn of casting have Wrathful Skies activated

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt3	Weave Fate	S3	40	10	10+	0	-	1	
		Twist Fate							
Alt6	Weave Destiny	S5	100	0	BF	0	-	1	
		All friendly units gain Twist Fate							

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc8	The Apple of Discord	F4	-	-	-	-	-	-	+50 Unrest/turn, Cursed, Twist Fate

Vanilla Spell Changes

Call Hashmal 21 gems > 15 gems	Call Ophan 49 gems > 30 gems
Call Arel 39 gems > 25 gems	Call Merkhava S7F3, 222 gems > S5F3, 120 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng.</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Headless Men	E2	8	0	7+	Summons 7+ Blemmyes
Conj5	Call Indus Worm	W2N2	4	0	1	Coast Only, Summon 1 x Indus Worm
Alt3	Teachings of Kokabel	S2	5	0	1	Province gains +10% tax, -30 unrest, +3 Luck scales

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng.</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj8	Suleiman the Magnificent	F4A3	60	0	7	Summon Suleiman the Magnificent Unique Commander & 6 x Jinn Warriors
Conj9	Release Father of Djinn	F5A5	150	0	1	Summons Iblis Unique Commander
Ench4	Consecrate Block	F1A1	8	0	1	Jinn only, Caster returns as Jinn Block if killed
Blood3	Summon Ghaddar	B1F1	28	0	1	Summon Ghaddar Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj8	The Call of the Dagon	W5	40	0	1	Deep Sea Only, summon 1 x Dagon Commander
Conj9	The Scourge of the Deep	W5N3	65	0	1	UW Only, Summons Cetus Unique Commander
Alt5	Army of the Deep	W2	10	0	1	Caster gains Gift of Waterbreathing 100
Const3	Construct Coral Golem	W3	7	0	1	UW Only, Summon 1 x Coral Golem unit
Const5	Construct Fire Coral Golem	F2W2	10	0	1	Capital Only, Summon 1 x Fire Coral Golem unit
Ench6	Hidden in Depths	W3D1	60	0	18++	UW Only, Summon 8++ Returned Shamblers, 8 Returned Pillars, 1 Returned Priest Commander & 1 Ghost King Commander.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Summon Coral Snakes	W1	100	0	0	0	-	10+++	UW Only
									Summons 10+++ Coral Snakes to the battlefield
Alt5	Murk of the Depths	E3W1	100	0	BF	0	-	1	UW Only
									Creates darkness as per Solar Eclipse
Alt6	Mysteries of the Deep	W5	200	0	BF	0	-	1	NUW
									All friendly airbreathing units gain Liquid Body
Ench8	Curse of Thetis	W5	500	0	BF	0	0	1	UW Only
									All friendly units gain +5 Defence
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW
									Affects airbreathing units only
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW
									Affects airbreathing units only
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW
									Affects all airbreathing units on the battlefield
Div0	Basalt Blessing	H3	0	5	3+	0	-	1	
									Grants Stoneskin
Div0	Coral Blessing	H1	0	5	5+	0	-	1	
									Grants Poison Resistance 5

Vanilla Nation Changes

Jellyberd 5/5 gems, Const6 > 3/3 gems, Const4	Anemone Mace 5 gems > 2 gems
Star Child lost Assassin, 85 gold > 60 gold	

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Contact Void Creature	S3H2	2	0	1	Capital Only, Summon 1 x Random Void Creature unit, caster gains Horror Mark
Conj5	Call Colour from the Spheres	S4D1	12	4 Prov	1	Remote summon a stealthy Colour from the Spheres commander
Con6	Send Void Creature	S4H2	5	4 Prov	1	Remote tempsummon 1 x Random Void Creature, caster gains 10% insanity, targeted province gains +2 Magic scales
Conj8	Send Hound of Tindalos	S5	5	4 Prov	1	Remote summon 1 x Hound of Tindalos assassin
Const3	Create Shoggoth Servitor	W2S1	3	0	1	Summon 1 x size 2 Shoggoth unit
Const5	Create Shoggoth Horde	W3S2	10	0	4+	Summon 4+ size 2 Shoggoth units
Const7	Create Shoggoth Monstrosity	W4S3	18	0	1	Summon 1 x size 6 Monstrous Shoggoth Commander
Ench9	The Stars are Right	S5W5	55	0	1	Capital Only, +30 unrest worldwide when cast. Summons K'lullu Unique Commander in capital who is immortal as long as spell remains. If dispelled K'lullu is immediately killed.
Thaum3	Bestow Void Skill	S1	4	0	1	Starspawn Priest Only, One non-mindless target without Void Sanity gains +12 Void Summoning skill
Thaum4	Strengthen Mind	S1	4	0	1	Star Child Only, Caster gains Assassin & Spy
Thaum6	Angles of Tindalos	S5	20+	6 Prov	1	Each month targeted province gains 10 Unrest and 3% pop killed. Commanders in province may be Horror marked, banished to the void or suffer assassination by Hound of Tindalos.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench0	Void Cloak	S1	20	0	0	0	-	1	
									Caster gains Astral Shield
Ench7	Protection of the Void	S5	200	0	BF	0	-	1	MR
									All friendly units gain Astral Shield, MR Negates
Thaum3	Power of the Void	S3	100	0	0	0	-	1	MI
									Caster gains +2 to all paths and Astral Shield. Each round Horrors may appear near caster
Thaum5	Visions of the Void	D2S2	20	25	5+	1	-	1	MR, MI
									Fear 5 attack and Insanity 10%, MR negates, to all in area
Thaum6	Dimensional Shambler	S5D1	50	25	0	100	-	1	
									Target is banished to the void, Def negates.
Thaum8	Terrors of the Void	S5D2	300	-	BF	-	-	1	MR, MI
									All non-mindless units without Void Sanity suffer Confusion and 10% Insanity, MR Negates

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc6	Shining Trapezohedron	S4D1	-	-	-	-	-	-	Spell : Hunter of the Dark

Vanilla Nation Changes

Summon Hekateride 30 gems > 20 gems

Summon Daktyl 30 gems > 20 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Teachings of Thaumus	W1S1	2	3 Prov	1	UW Only, reveals all W & S magical sites
Conj2	Summon Laistrygones	W2	5	0	10+	Summon 10+ Laistrygones
Conj3	Call Knight of the Volans	S2W2	4	0	1	UW Only, Summons 1 x Knight of the Volans
Conj5	Summon Pearl Warriors	S2W1	10	0	5	UW Only, Summons 5 x Pearl Warriors
Conj5	Call Knight Commander	S3W2	8	0	1	UW Only, Summons 1 x Knight Commander
Conj7	Call Order of the Volans	S4W2	20	0	6+	UW Only, Summons 5+ Knights of the Volans & 1 x Knight Commander
Conj7	Summon Tanagran Triton	W4S2	35	0	1	UW Only, Summon 1 x Tanagran Triton Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj9	Scourge of the Deepes	W5N3	60	0	1	UW Only, Summons Cetus Unique Commander
Alt0	Riches of the Sea	S1	1+	0	1	Converts Pearls into Gold, base 30 gold per extra gem spent, +2 per additional S level of the caster
Alt6	Pearl Citadel	S4	50	4 Prov	1	Creates Crystal Citadel in target province, also Pearl Armory site allowing recruit of Pearl Guard underwater or Pearl Sideraspists on land
Ench6	Mother of Pearls	W3S3	3+	0	1	UW Only, Each turn creates 1D3 Astral Pearls whilst the spell remains and the province is owned by Pelagia

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench8	Curse of Thetis	W5	500	0	BF	0	0	1	UW Only
All friendly units gain +5 Defence									
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW
Affects all airbreathing units on the battlefield									

OCEANIA, MERMIDONS

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj2	Call Leokampoi	N1W1	7	0	5++	Summon 5++ Leokampoi units
Conj3	Summon Sea Beasts	N2W1	10	0	5	Capital Only, Summons 5 x random Sea Monsters
Conj4	Call Odontotyrannos	N3W1	3	0	1	Coast Only, Summon 1 x Odontotyrannos
Conj5	Call Indus Worm	W2N2	4	0	1	Coast Only, Summon 1 x Indus Worm
Conj9	Scourge of the Deep	W5N3	65	0	1	UW Only, Summons Cetus Unique Commander
Alt0	The Sea Change	N1W1	3	0	1	UW Only, as Transformation
Alt7	Wrath of the Forest	N5	15	4 Prov	1	Targeted Forest province suffers 5% popkill, 15 Unrest and is attacked by a horde of animals, vine creatures and an Awakened Tree lead by 2 Ivy Kings

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Conj3	Summon Sea Creature	W3	80	-	-	-	-	1	UW Only 1 random Sea Monster unit appears at edge of battlefield
Alt4	Protection of Gaea	N2	30	10	10	0	-	1	MI Friendly animals gain Barskin
Alt5	Calling of the Sea	N1W1	40	20	1+	5	-	1	MR, UI, MI Enemies are transformed into swine, MR Negates
Alt5	Gaia's Fury	N3	50	15	5+	0	-	1	AN Animals only gain +4 Str, go berserk and are fully healed. 10% chance of death.
Alt6	Curse of the Sea Witch	W2N1	20	20	0	100	-	1	UW Only, MR, UI, MI Target is transformed into a frog
Alt7	Oceanian Polymorph	N2W1	100	20	10	5	-	1	MR, UI, MI Enemies are transformed into swine, MR Negates
Alt9	Mass Polymorph	N7W3	500	0	BF	0	-	1	MRE, UI, MI All enemies are transformed into swine, MR Negates Easily
Ench4	Primal Power	N3	100	0	BF	0	-	1	 All friendly animals gain +4Str
Ench8	Curse of Thetis	W5	500	0	BF	0	0	1	UW Only All friendly units gain +5 Defence
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW Affects airbreathing units only
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW Affects airbreathing units only
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW Affects all airbreathing units on the battlefield

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YS, MORGEN QUEENS

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Call Sounder of Boars	N2	20	0	1	Summon 20+ Great Boars
Conj3	Call the Blessed Swans	S1H1	5	0	10+	Summon 10+ Sacred Swans
Conj4	Summon Swan Knight	A2W1	4	0	1	Summon 1 Swan Knight
Conj4	Call Swanmay	A2W1	22	0	1	Summon 1 Swanmay Commander
Conj4	Send Puck	N3	10	3 Prov	1	Remote summon 1 Stealthy Puck Commander
Conj5	Bind Korrigan	W2N1	22	0	1	Summon 1 x Korrigan Commander
Conj5	Contact Melusine	W3N1	35	0	1	Summon 1 x Melusine Commander
Conj6	Wedge of Swans	A3W2	15	0	5+	Summon 5+ Swan Knights
Conj7	Samhain	N5	55	0	1	Magic scales will increase in every province. During Autumn Samhain Gate site will appear in the capital. Aos Si will spawn in provinces with friendly Dominion (5% chance per Dom point / 10% per Dom point at a Dolmen) and unrest will increase.
Conj8	Invoke the Horned One	N5	50	0	1	Forest Only, Summon 1 x Horned One Commander
Ench7	Found Par-Ys	A5E3	50	0	1	Creates Crystal Citadel & Par-Ys site allowing recruitable Swan Knights in the province, also population of province will increase. Repeat casts or where province already has a fort will fail

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt0	One with the Waves	W1	20	-	-	-	-	1	UW Only
		Caster gains Liquid body							
Alt3	Warriors of the Sea	W3	60	15	5+	-	-	1	UW Only
		Targets gain Liquid body							
Ench5	Ensnaring Glamour	A3	50	25+	25	0	-	1	
		Enemies in area are ensnared as per False Fetters							
Ench6	Cloak in Glamour	A5	200	-	BF	-	-	1	
		All friendly units gain Mirrored Image							
Ench7	Strength of Boars	E5	200	0	BF	0	-	1	
		All friendly units gain +4 Str							
Ench8	Curse of Thetis	W5	500	0	BF	0	0	1	UW Only
		All friendly units gain +5 Defence							
Ench9	Mists of the Blessed Isle	A6	300	0	BF	0	-	1	MR, MI
		Creates Mist as per the Enchantment and all enemies are confused, MR negates							
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW
		Affects airbreathing units only							
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW
		Affects airbreathing units only							
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW
		Affects all airbreathing units on the battlefield							

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Morgen Crystal	A1	-	-	-	-	-	-	Waterbreathing, Hides 25 soldiers from scout reports

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj1	Summon Kappa	W1N1	3	0	3	Summon 3 Kappa
Conj3	Shoal of Fighting Fish	N2	12	0	10	UW Only, Summon 10 Fighting Fish
Conj3	Summon Heikegani	W1	3	0	1	Summon 1 Heikegani
Conj3	Summon Qianliyan	W3	5	0	1	Summon 1 Qianliyan Commander
Conj4	Contact Tatsu	E3	15	0	1	Mountains Only, Summon 1 Tatsu Commander
Conj4	Shoal of Peng	W2A1	10	0	6+	UW Only, Summons 6+ Peng
Conj4	Contact Kappa Clan	W2N1	20	0	31	Summon 30 Kappa & 1 Kappa Mage Commander
Conj4	Summon Eelfolk	W2	10	0	8	Summon 8 Eelfolk Samurai
Conj5	Contact Shen-Lung	A2W2	18	0	1	Summon 1 Shen-Lung Commander
Conj5	Summon Band of Heikegani	W3	12	0	5+	Summon 5+ Heikegani
Conj7	Riders on the Storm	A3S2	9	4 Prov	5+	Remote tempsummon 5+ Air Elementals, province affected by Hurricane event.
Conj7	Goldfish of the Heavens	W4S2	40	0	1	Summon 1 Celestial Carp Commander
Conj8	Lords of the Four Seas	W5F3	65	0	1	Summons Unique Dragon King Commander
Alt7	Wake Namazu	E5W2	10	5 Prov	1	Targeted province suffers +10 Unrest, 5% pop killed, is attacked by 2D6 Oni & 3D6 Aka-Oni lead by 2 Demon Generals
Ench4	Tide Control	W3	8+	0	1	Coast Only, As Trade Wind
Ench6	Dragon Master	W3	16	0	1	Caster gains Dragon Mastery 2

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW
Affects all airbreathing units on the battlefield									
Ench4	Protection of the Dragon	W1H1	0	15	3+++	100	-	1	MI, UWOK
Units in the area gain +4 Magic Resistance									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Burning Dragon Pearl	F1W1	-	-	-	-	-	-	+5 Fire Res, +1 Dragon Mastery, Spell: Flame Bolt
Misc6	Tide Jewel	A2W2	-	-	-	-	-	-	Sailing 4/200, +25% tax from province at coasts
Misc4	Dragon Pearl of Light	W4A3	-	-	-	-	-	-	Elemental Magic: +1, Penetration: 1, Water Breathing, Flying

ONGTUPQA, PARCHED LAND

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng.</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj1	Summon Sacred Eagle	A1H1	2	0	1	Summon 1 Sacred Eagle
Conj3	Summon Eagles	A2H1	8	0	5	Summon 5 Sacred Eagles
Conj4	Summon Atahsaia	E3	3	0	1	Summon 1 Atahsaia
Conj5	Ogre Dance	N1E1	5	0	1	Summon 1 Katsina Ogre
Conj5	Katsina Dance	N3E1	25	0	1	Summon 1 Mongkatsina Commander
Conj6	Yaayapontsa Dance	F3A2	30	0	1	Summon 1 Yaayapontsa Commander
Conj6	Katsina Warrior Dance	N2E1	20	0	5	Summon 5 Katsina Warriors
Conj6	Summon Corn Maiden	N3	18	0	1	Summon 1 Corn Maiden Commander
Conj6	Summon Primordial Deer	N4	25	0	1	Summon 1 Primordial Deer Commander
Conj6	Summon Achiyalatopa	S3	20	0	1	Mountain Only, Summon Achiyalatopa Commander
Conj7	Summon Primordial Eagle	A4	25	0	1	Summon 1 Primordial Eagle Commander
Conj7	Contact Coyote	F4	40	0	1	Summon Ma'ii Unique Commander
Conj7	Wuya Dance	N3E2	45	0	1	Summon 1 Wuya Commander
Conj7	Summon Primordial Wolf	N5	30	0	1	Summon 1 Primordial Wolf Commander
Conj8	Contact Masauwu	D4F3	50	0	1	Summon Masauwu Unique Commander
Conj8	Contact Spider Grandmother	N5	50	0	1	Summon Na'ashjeii Asdzaa Unique Commander
Alt3	Vision Quest	E1	8	0	1	Povosqa Only, Caster gains Master Ritualist 1 and Fortune Teller 15%, however must resist MR or die
Alt6	Vision Trance	E2	12	0	1	Povosqa Only, Caster becomes Povosqa Elder, however must resist MR or die
Ench3	Powamuya	W2N2	6	0	1	Lasts until end of year, +2 Growth scales

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SHAMBHALA, THE HIDDEN CITY

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Wind Horse	A2	3	0	1	Summon 1 Wind Horse
Conj3	Summon Pretas	D3	5	0	5+	Waste Only, Summon 5+ Pretas
Conj3	Herd of Mammoths	W2	20	0	5+	Summons 5+ Mammoths
Conj3	Contact the Lords of Cemeter	D2H1	4	0	3	Summon 3 Sitipati
Conj3	Propitiate Lha Warriors	N2E2	16	0	4	Mountain Only, Summon 4 Dgra Lha
Conj3	Call Yeh-Teh	W2N1	5	0	1	Cap Only, Summon 1 Yeh-Teh
Conj4	Summon Bdud	E1D2	8	0	6	Mountain & Cave Only, Summon 6 Bduds
Conj5	Summon Bdud Warriors	E1D2	8	0	4	Mountain & Cave Only, Summon 6 Bdud Warriors
Conj5	Call Snow Lions	E2S3	12	0	2	Mountain Only, Summon 2 Snow Lions
Conj5	Propitiate Srungma Lha	N2E2	42	0	7	Mountain Only, Summon 6 Dgra Lha and 1 Srungma Lha Commander
Conj5	Contact Klu	W2N2	20	0	1	Summon 1 Klu Commander
Conj5	White Fury of the Mountain	W3N1	30	0	5+	Cap Only, Summon 5+ Yeh-Teh
Conj6	Contact Theurang	E3A1	15	0	1	Mountain Only, Summon 1 Theurang Commander
Blood3	Send Btsan	B2D1	8	3 Prov	1	Mountain Only, Summon 1 Btsan Remote Assassin
Blood3	Call Btsan	B2D2	30	0	5	Mountain Only, Summon 5 Btsan
Blood5	Banquet of Cannibal Demons	B3D2	40	0	10	Summon 6 Srin Po and 4 Srin Po Swordsmen

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Thaum3	Restore the Dharma	S3H2	90	25	1	100	-	1	MI, MR, UWOK
Non Mindless units in area are Charmed, MR Negates									
Divine0	Debt of Karma	S2H1	50	30+	2	4	-	1	MI, MR, UWOK
Non Mindless units in area are Confused & Fatigued, MR Negates									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Thokcha	E1S1	-	-	-	-	-	-	Def +2, MR +1, Woundfend 2, Mor +1, Luck
Misc4	Namchak Thokcha	A2S2	-	-	-	-	-	-	Def +3, MR +2, Woundfend 3, Mor +2, Luck, Disease Healer 1
1Hand4	Sacred Purba	S2W1	-	+2	+1	-	5Holy	-	Pen +1, Darkvision 100, MR+1, Disease Healer 1
1Hand6	Anointed Dorje	S4A1	-	+3	-	-	8Holy	-	Pen +1, 1 Temp Pearl, Darkvision 100, MR+1, Inspirational 1, Awe 1, Void Sanity 20

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TARTARY, THE GOLDEN HORDE

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Wind Horse	A2	3	0	1	Summon 1 Wind Horse
Conj3	Summon Ancestral Warrior	D2	2	0	1	Summons 1 x Ancestral Rider
Conj3	Summon Yarbogha	N2	2	0	1	Summon 1 Yarbogha
Conj4	Send Archura	N3	10	4 Prov	1	Remote summon 1 Stealthy Archura Commander
Conj4	Contact Snake King	N3	15	0	1	Summon 1 Erbuke Commander
Conj5	Contact Ancestral Warriors	D3	9	0	5+	Summons 5+ Ancestral Riders
Conj5	Summon Yarbogha Tribe	N3	20	0	10+	Summon 10+ Yarboghas
Conj5	Summon Wind Warriors	D3A1	18	0	5+	Summon 5+ Wind Warriors
Conj6	Summon Ubir	D3	3	0	1	Summon 1 Ubir
Conj8	Send Ancestor Warriors	D4	10	4 Prov	13	Remote tempsummon 13 x Ancestral Riders
Const5	Shard of Heaven	A3E2	45	0	1	Summon 1 x Shard of Heaven Commander
Ench3	Consult Ancestors	D2	1	0	1	Unrest is reduced in the province by 30
Ench3	Vegetable Lambs	N2	4	4 Prov	4++	Remote summon 4++ Vegetable Lambs

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj1	Call Ancestor	D1	20	-	-	-	-	1	
									Summons 1 sacred Ancestor Spirit to the battle
Conj7	Wrath of the Ancestors	D1	100	-	-	-	-	20++	
									Summons 20++ sacred Ancestor Spirits to the battle
Conj7	Ancestral Horde	D4	200	-	-	-	-	10++	
									Summons 10++ sacred Ancestor Warriors to the battle
Evo2	Poison Arrow	N1	20	25+	0	0	14+	1	NUW
									Also deals 4 poison damage to every unit in the target square
Evo6	Hail of Poison	N2	20	30+	0	0	15+	12+	NUW
									Also deals 4 poison damage to every unit in each target square
Ench1	Spirit Awakening	A1	10	-	-	-	-	1	
									Caster has their tattoos activated
Ench3	Tattoo Chant	A2	30	20+	5	100	-	1	
									Friendly units in the area have their tattoos activated
Ench8	Spirits of the Land and Sky	S5N2	300	-	BF	-	-	1	
									All friendly units gain Averted Fate and their tattoos are activated

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Tug Banner	N2	-	-	-	-	-	-	Khan only, +50 Army Size, +1 Inspirational
Misc4	Standard of the Flayed Man	D2	-	-	-	-	-	-	+1 Inspirational, Fear 5

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Kuhikuhi Pu'uone Rites	A2	4	2 Prov	1	Search target province for A, E & B sites
Conj4	Summon Consort of Lava	F2E1	5	0	1	Summon 1 Consort of Lava
Conj4	Contact Lost Ones	S3	20	0	1	Summon 1 Lost Ones Commander
Conj5	Summon Mo'o	N2W3	30	0	1	Summon 1 Mo'o Commander
Conj5	Summon Consort of Nature	N3	15	0	1	Summon 1 Consort of Nature Commander
Conj7	Nightmarchers	D4	20	0	20	Summon 20 Nightmarchers
Conj8	Celebration of Peace	A7	120	0	22	Summons 20 Aumakua, Lono Unique Commander and Kane Unique Commander
Conj8	Celebration of War	W7	120	0	22	Summon 20 Kapu Spirits, Ku Unique Commander and Kanaloa Unique Commander
Const1	Carve Aumakua	A1W1	3	0	1	Summon 1 Aumakua
Thaum5	Retribution of the Kapu	D3	6	2 Prov	1	Summon 1 Kapu Spirit remote assassin
Blood2	Contact Olohe Kaupe	B3	36	0	1	Summon 1 Olohe Kaupe Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Thaum5	'Anā'anā Prayer	D2	40	30	0	100	999AN	1	MR, UWOK
Target suffers 999 damage unless resisted with MR									
Blood2	Ho'opi'opi'o Curse	B1	99	40	2++	2	1AN	1	UI, LI, MR
Living targets in area suffer 1 damage and Fear unless resisted with MR									
Divine0	Gifts of the Sky	H1A1	50	15+	5	100	-	1	UWOK, EI, UI
Friendly living sacreds in area gain Barkskin									
Divine0	Gifts of the White	H1N1	50	15+	5	100	-	1	UWOK, EI, UI
Friendly living sacreds in area gain Regeneration									
Divine0	Gifts of the Moon	H1S1	50	15+	5	100	-	1	UWOK, EI, UI
Friendly living sacreds in area become Berserk									
Divine0	Gifts of the Deep	H1W1	50	15+	5	100	-	1	UWOK, EI, UI
Friendly living sacreds in area gain +4 Magic Resistance									

IRAM, CITY OF BRASS

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Jann Tribe	F1A1	10	0	10	Summon 10 sacred Jann
Conj2	Bind Dust Scorpions	N1	3	0	3	Summon 3 Dust Scorpions
Conj4	Summon Ifrit	F2A2	30	0	1	Summon 1 Ifrit Commander
Conj7	Summon Marid	F3A3	75	0	1	Summon 1 Marid Commander
Const4	Fire Bows	A2F1	2	0	1	Summon 4 sacred Mubarak Archers
Const4	Fire Blades	F2A1	2	0	1	Summon 4 sacred Mubarak Swordsmen
Ench3	Enliven Guardians	E2F1	3	0	2	Summon 2 Brass Guardians

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench3	Raise Nasnas	D2	50	5	-	-2	-	3	UWOK
Summon 3 Nasnas to the battle									
Ench5	Horde of Nasnas	D2	50	5	-	-2	-	6+	UWOK
Summon 6+ Nasnas to the battle									
Thaum1	Evil Eye	D1	20	30	1	100	-	1	NUW
Units in the area are cursed									

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NIHUALA, EARTH AND SKY

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Water Panthers	W2	8	0	5+	Can cast UW, Summons 5+ Water Panthers
Conj3	Summon Thunder Warriors	A2	3	0	3	Summons 3 Thunder Warriors
Conj3	Herd of Bison	N2	10	0	5+	Summons 5+ Bison
Conj4	Summon Deer Woman	N3	10	0	1	Summons 1 Deer Woman Commander
Conj5	Summon Stone Giant	E3	5	0	1	Summon 1 Stone Giant
Conj6	Summon Thunderbird	A3	30	0	1	Summons 1 Thunderbird Commander
Conj6	Summon Primordial Beaver	E5	30	0	1	Summons 1 Primordial Beaver Commander
Conj6	Summon Primordial Deer	N4	25	0	1	Summons 1 Primordial Deer Commander
Conj7	Contact Coyote	F4	40	0	1	Summon Ma'ii Unique Commander
Conj7	Summon Primordial Wolf	N5	30	0	1	Summons 1 Primordial Wolf Commander
Conj8	Sky Attack	A5	5	5 Prov	1	Summons size 6 Air Elemental remote assassin
Conj8	Contact Spider Grandmother	N5	50	0	1	Summons Na'ashjeii Asdzaa Unique Commander
Alt5	Spider's Strands	N4	10	3 Prov	1	As Wind Ride
Ench4	Purification Lodge	F2A1	5+	0	1	Creates Purification Lodge site in province whilst
Ench5	Flying Head	D2	10	0	1	Summons 1 Flying Head Commander
Ench5	Dance of the Mountain Peopl	E2N1	25	0	41	Mountain Only, Summons 20 Nirumbee Archers, 20
Ench8	Master of Seasons	A7	80	0	80	Each month each temple produces 1D3 Seasonal Animal
Thaum3	Commune with War Spirits	F2	3+	6 Prov	1	Gain scouting reports from targeted province.

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2-Hand4	Bow of Trees	N1A1	40	+1	-	-	20 aoe 1	-	
Misc8	Oniate	D1N1	-	-	-	-	-	-	Battle summons Oniate, Dry Fingers

Vanilla Spell Changes

Awaken Hamadryad N4, 25 gems > N3, 15 gems

Forge Brass Bull 30 gems > 20 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Headless Men	E2	8	0	7+	Summons 7+ Blemmyes
Conj4	Contact Karyatid	N3	20	0	1	Forest Only, Summons 1x Karyatid Commander
Conj5	Contact Oceanid	W3	25	0	1	UW Only, Summons 1 x Oceanid Commander
Conj5	Cerulean Ghandarva	S2	18	0	6	Summons 6 x Cerulean Ghandarva
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj6	Contact Oreiad	N4	30	0	1	Mountains Only, Summons 1 x Oreiad Commander
Conj6	Call Phraotes	S4N3	35	0	1	Summons Phraotes Unique Commander
Conj6	Contact Eleionomae	W3	35	0	1	Swamp Only, Summons 1 x Eleionomae Commander
Conj7	Contact Nephelae	W3A1	35	0	1	Summons 1 x Nephelae Commander
Conj7	Summon Divine Hero	S5	40	0	1	Summons random Unique Divine Hero
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander
Conj8	Titan of War & Wisdom	S4E3	50	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E3	50	0	1	UW Only, Summons Poseidon Unique Commander
Conj8	Titan of the Underworld	D5	50	0	1	Summons Hades Unique Commander
Conj8	Daughter of the Evening	S4	38	0	1	Summons 1 x Daughter of Evening Commander
Ench6	Guidance of the Gods	S4	13	1 Prov	1	Reveals all magical sites in the province, caster gains 20% insanity and age increases to 60 if lower.
Thaum0	Astral Scrying	S2	3	6 Prov	1	As Astral Window

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj7	Summon Daimones	S4	300	0	BF	0	-	-	25% of troops gain Luck, 12 Daimones appear at edge of the battle
Alt3	Molten Prison	E1F1	60	20	5	3	-	1	NUW Enemy units are trapped as Earth Grip and set on fire
Alt6	Cursed Luck	S5	200	0	BF	0	-	1	MR All enemies lose Luck and 50% chance of -1D6 Prot when attacked for 5 rounds, MR negates
Evo5	Celestial Fires	S2F1	20	35+	3+	100	8AN	1	MR Targets must resist with MR or suffer 8AN damage

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Bag of Dragons Teeth	E2	-	-	-	-	-	-	Battle retinue: 3 Spartae
Misc8	The Apple of Discord	F4	-	-	-	-	-	-	+50 Unrest/turn, Cursed, Twist Fate

PYTHIUM, SERPENT CULT

Vanilla Nation Changes

Instead of Serpent Cult you can now choose your national cult. Either a Serpent Acolyte, Theurg, Heliodromus or Epoptes can attempt

to become a new Cult leader whilst at the Capital if there is currently no Cult Leader. Conversion to a cult is instant in first year, after this

there is a 25% chance of success each month the aspiring Cult leader remains in the capital. Cult benefits remain until Cult Leader dies.

Changing the national Cult may change recruitable commanders, sacred and fort recruits, plus certain spells only castable by Cult mages.

Daughter of Typhon Conj 9 > Conj 8

Awaken Hamadryad N4, 25 gems > N3, 15 gems

GENERAL SPELLS

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj7	Call the Great Bulls	N6	50	0	1	Casters provinces gain 5% income per Growth Scale. Up to 2 random enemy land provinces per month will gain +3 Growth scales and be attacked by the White Bull or Black Bull along with an animal horde.
Conj8	Titan of War & Wisdom	S4E2	40	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj8	Titan of the Underworld	D5	40	0	1	Summons Hades Unique Commander
Conj8	Call Divine Emperor	S4A2	65	0	1	Summon 1 x Divine Emperor Commander
Conj8	Beseech Neter of Chaos	D4S2	40	0	1	Summon Set Unique Commander
Conj8	Beseech Neter of the Sun	F4S2	40	0	1	Summon Horus Unique Commander
Conj8	Beseech Neter of the Moon	S5	40	0	1	Summon Thoth Unique Commander
Alt5	Rebirth	N2E1	5	0	1	Caster is cured of all afflictions and de-ages 10 years
Const3	Create Pythian Fire Onager	F3	5	0	1	Summon 1 x Pythian Fire Onager
Const5	Create Cheirosiphones	F2	20	0	10	Summon 10 x Cheirosiphoneers
Ench4	Awaken Varangian Draugr	D2	10	0	3	Capital Only, Summon 3 x Varangian Draug

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Conj1	Sticks to Snakes	N1W1	100	5	0	0	-	11+	NUW Summons 11+ Venomous Snake units to the battlefield
Alt7	Serpent Curse	N3W2	100	25	10++	5	-	1	MR, UI, MI, LI Transforms targets into Venomous Snakes and enrages them unless resisted with MR
Evo0	Snakebite	N1W1	0	10	0	0	10+	1	AP, Poison Deals 10+ 5/level AP poison damage to one target
Evo2	Poison Arrow	N1	20	25+	0	0	14+	1	NUW Also deals 4 poison damage to every unit in the target square
Evo6	Hail of Poison	N2	20	30+	0	0	15+	12+	NUW Also deals 4 poison damage to every unit in each target square
Ench0	Hypnotic Gaze	N1W1	0	10	0	100	-	1	AN, MR, MI Target is fascinated for one round, MR Negates
Ench3	Boon of the Sacred Swamp	N2H1	40	15	15+	0	-	1	Friendly units gain 10 poison resistance
Ench6	Primal Power	N3	100	-	BF	0	-	1	MI All friendly animals gain +4Str
Thaum4	Blessing of the Solar Bull	F2H1	60	10	10++	0	-	1	LI Friendly sacreds gain +4Att, +4Def, +4Ap & Heat Aura, but take 3 Fire Damage
Thaum7	Sol Invictus	F2H2	100	-	BF	0	-	1	LI All friendly sacreds gain +4Att, +4Def, +4Ap & Heat Aura, but take 3 Fire Damage

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PYTHIUM, SERPENT CULT

CULT BENEFITS

SERPENT CULT

Capital recruit Commanders: Serpent Priest, Serpent Lord

Capital recruit units: Serpent Cataphract

Fort recruit units: None

Fort recruit Commander: Serpent Assassin, Serpent Acolyte

RITUAL SPELLS

School	Spell	Path		Gems		Rng	Nr. Eff	Description
Thaum0	Establish Serpent Cult	N1		10		0	1	Serpent Curate Only, becomes Serpent Aspirant
Only Castable by Serpent Priest								
Conj2	Summon Sacred Serpents	N1H1		3		0	5+	Capital Only, Summon 5+ Sacred Serpent units
Conj2	Hydra Hatching	N1W1		6		0	6+	Swamp Only, Summons 6+ Hydra Hatchling units
Conj4	Hydra Brood	N2W1		10		0	7+	Swamp only, Summons 1 x Hydra unit & 7+ Hydra Hatchling units
Alt2	Form of the Serpent	N1		3		0	1	Caster becomes Sacred Serpent
Alt4	Form of the Divine Serpent	N2		6		0	1	Caster becomes Divine Serpent

FERTILITY CULT

Capital recruit Commander: Galli

Capital recruit units: Sacred Beast

Fort recruit Commanders: Anointed Reveler, Anointed Mystes, Anointed Epoptes

RITUAL SPELLS

School	Spell	Path		Gems		Rng	Nr. Eff	Description
Thaum0	Establish Cult of Fertility	N1		10		0	1	Epoptes Only, becomes Epoptes Aspirant
Only Castable by Galli								
Conj2	Servants of the Great Mother	N1H1		4		0	3+	Summon 3+ random Servants of Fertility
Conj6	Claw of Cybele	N2H2		4		0	1	Remote summon Servant of Fertility Assassin
Alt4	Become Beast	N2H2		3		0	1	Caster transforms into Transformed Beast
Conj7	Herd of the Great Mother	N3H2		25		0	25+++	Summon 25+++ random Servants of Fertility

CULT OF THE SOLAR BULL

Capital recruit Commander: Mithraic Heliodromus

Capital recruit units: None

Fort recruit units: Eusebes Solaris

Fort recruit Commanders: Anointed Leo, Anointed Heliodromus

RITUAL SPELLS

School	Spell	Path		Gems		Rng	Nr. Eff	Description
Thaum0	Establish Cult of Solar Bull	F1		10		0	1	Heliodromus Only, becomes Heliodromus Aspirant
Alt4	Solar Embodiment	F1H1		12		0	1	Anointed Leo Only, becomes Arimanius
Alt6	Solar Ascendancy	F1H1		15		0	1	Arimanius Only, becomes Solar Arimanius

THEURGY RENEWED

Capital recruit Commander: Arch Theurg

Capital recruit units: None

Fort recruit units: Communicant

Fort recruit Commanders: Theurg Acolyte

RITUAL SPELLS

School	Spell	Path		Gems		Rng	Nr. Eff	Description
Thaum0	Renew the Theurgy	F1		10		0	1	Theurg Only, becomes Theurg Aspirant
Only Castable by Arch Theurg								
Conj4	Summon Angel of the Host	S3H2		15		0	1	Capital Only, Summon 1 x Angel of Host Commander
Conj4	Summon Basiliscus	W1S1		4		0	1	Cap Only, Summon 1 Basiliscus
Conj5	Wrath of the Heavens	S3H2		20		0	1	Capital Only, Summon 1 x Angel of Fury Commander
Conj6	Summon Harbinger	S3H2		25		0	1	Capital Only, Summon 1 x Harbinger Commander

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj0	Revive Spectral Vestals	D1H1	3	0	2	Capital Only, Summon 2 x Spectral Vestals
Conj0	Revive Spectral Lictor	D1H1	2	0	1	Capital Only, Summon 1 x Spectral Lictor
Conj0	Revive Lemur Censor	D2	15	0	1	Summon Spectral Censor Commander
Conj5	Host of Spectral Vestals	D3H1	10	0	10	Soul Gate Only, Summon 10 x Spectral Vestals
Conj5	Host of Spectral Lictors	D3H1	15	0	25	Soul Gate Only, Summon 10 x Spectral Lictors
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj8	Titan of the Underworld	D5	50	0	1	Summons Hades Unique Commander
Evo9	Wails of the Damned	D5A3	150	0	1	Wailing Winds triggers in every battle worldwide, 20% chance of Wailing Lady in friendly provinces
Thaum4	Open Soul Gate	D4	25	0	1	Creates permanent Soul Gate site

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench5	Chill of the Grave	D4	100	-	BF	0	-	1	MR
Friendly Undead that fail to resist gain Cold Aura									
Div0	Unholy Resilience	H3	0	-	BF	0	-	1	MRE
All friendly Undead that fail to resist gain resistance to Fire, Shock and Cold									

Vanilla Nation Changes

Summon Cu Sidhe 8 gems, Summon 7 > 5 gems, Summon 5+	Black Dogs 8 gems > Mountain/Highlands Only, 4 gems
Summon Bean Sidhe 25 gems > 20 gems	Barghests Summons 9 > Summons 10++

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj4	Summon Pixie	N1	11	0	1	Summons Pixie Commander
Conj4	Call Wandering Knight	N4	5	0	1	Summon 1 x Random Knight Commander
Conj7	Contact Nemedian	A3D1	35	0	1	Summons 1 x Nemedian Sorceress Commander
Ench1	Old Bones	D1	3	0	2	Summon 2 Longdead Tuatha
Ench1	Reanimate Longdead Giants	D1	3	0	10	Summons 10 x Longdead Giants
Ench5	Enchant Morgen Wraith	D2F1	10	0	1	Coast Only, Summon 1 Morgen Wraith
Ench5	Arcane Dispel	S3	20+	0	1	As per Dispel
Ench6	Hidden Under Mounds	A3D1	60	0	33+++	Summon 30+++ Longdead Partholonians, 2 x Bean Sidhe commanders & 1 x Tuatha Wraithlord commander 2 Commanders in province are Cursed
Ench6	Hidden Under Shores	D3F1	60	0	5+	Coast Only, Summons 4+ Morgen Wraith Knights and 1 Wraith Princess Commanders
Ench7	Headless Horseman	D3	5	4 Prov	1	Summons remote Dullahan Assassin
Ench7	Greater Dispel	S3	10+	0	1	As per Dispel
Ench7	Raid on Avalon	S5E2	0	0	1	Capital Only, gives approx 4000 gold, 12D6 of various gems + random magic item, Forest of Avalon replaced with Burnt Forest (5D), Tuatha attacks on capital for rest of game.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj0	Principles of Magic	S1	100	0	0	0	-	1	
									Caster gains +1 to all paths
Conj6	Arcane Amplification	S5	500	0	BF	0	-	1	
									All friendly casters gain +1 to all magic paths
Evo0	Lightning Strike	A2	10	35+	0	4	14+	1	AN, Shock
									Also deals 10 stun damage to units in aoe 1
Ench0	Arcane Shield	E1A1	20	0	0	0	-	1	
									50% chance to block each incoming attack

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Pyromantic Box	F2	-	-	-	-	-	-	Spell: Detect Fire
Misc2	Astrapomantic Rod	A2	-	-	-	-	-	-	Spell: Detect Air
Misc2	Geomantic Crystal	E2	-	-	-	-	-	-	Spell: Detect Earth
Misc2	Astromantic Telescope	S2	-	-	-	-	-	-	Spell: Detect Astral
1Hand8	Caledfwlch	A4N2	-	8	4	-	16	-	X2 Dam vs Magic Beings, Blinding Flash, Woundfend 2, Inspirational +1, Second Life, +100 Command
2Hand6	Bow of Seeking	A2N1	45	30	-	-	15	-	Spell: Arrow of Many Leagues

Vanilla Nation Changes

Gift of the Moon Ench4 > Ench2

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Summon Wolfpack	N2	5	0	12++	Forest Only, Summon 12++ Dire Wolf units
Alt2	Dark Hunger	D2	3	0	10++	Summon 10++ Ghoul units
Alt4	Bat Transformation	D2B1	3	5 Prov	1	Teleports caster as Cloud Trapeze
Alt5	Curse of Hunger	D4	10	0	1	Target province suffers 5% Population killed, +30 unrest, up to 10 commanders become Flesh Eaters
Alt6	Curse Township	D3	20	0	100+++	Summons 100+++ Ghoul units, kills 500-750 Pop.
Const3	Magma Forge	F2E2	5+	0	1	Provides 75 resources whilst the spell remains
Ench3	Raise Ghoul Guardians	D2	6	0	6	Capital Only, summon 6 x Ghoul Guardian units
Thaum5	Reveal Infiltrator	S4	10	5 Prov	1	Remote summon 1 x stealthy Member of the Second Tier commander
Blood6	Summon the Black Riders	B2D2	44	0	5	Summon 5 x Black Rider units
Blood7	Curse of Vampirism	B4D3	75	4 Prov	7++	Province attacked by 1 Vampire Commander with +B/D path, 1D6 Vampire units, 2D6 Thrall units, 3D6 Ghoul units loyal to Ulm.
Blood8	Malediction	B5	150	0	1	Each month Ghouls appear & chance of a Vampire in forts (Dom Based), 15% chance of a Vampire Count, humanoid commanders may gain Flesh Eater or transform into a Vampire. Some pop killed.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Const1	Temper Steel	E1F1	20	10	3+	5	-	1	
									Each armor "part" worn by a unit gains +3 Protection
Const1	Sharpen Steel	E1F1	20	10	1	5	-	1	
									Units weapons gain Armor Piercing
Const9	Strength of Steel	E4F1	200	0	BF	0	-	1	
									All friendly units gain strengthened Armor and Armor Piercing weapons
Ench7	Hammer the Arcane	E4	300	0	BF	0	-	1	MR
									Magic Beings suffer Decay (MR Negates), illusions may be negated
Ench7	Chant of the Iron Cult	E3H1	100	0	BF	0	-	1	MR-
									Deals 5AN damage for the purpose of spell disruption only, unless resisted with a hard MR check

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
1Hand2	Blade of Cold Iron	E1	-	1	2	-	8	-	X2 Dam vs Magic Beings, Small Area Antimagic, MR +2
Misc4	Charm of the Crescent Moon	S3N1	0	0	0	0	0	0	All friendly wolves gain Invulnerable 15 in battle each round

Vanilla Nation Changes

Angelic Host S5, 50 gems > F5, 35 gems	Heavenly Wrath S3F1, 35 gems > F3S1, 15 gems
Heavenly Choir S7F2, 144 gems > S5F2, 88 gems	

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj7	Divine Judgement	S3F1	8	4 Prov	1	Remote summon 1 x Angel of Fury assassin
Conj8	Teotl of the Sky	A4F2	40	0	1	Summons Huitzilopochtli Unique Commander
Conj8	The Obsidian Butterfly	S4B2	40	0	1	Summons Tlazolteotl Unique Commander
Conj9	Divine Intervention	S5H3	75	0	1	Summons random Unique Arch-Angel Commander
Blood0	Bind House Imps	B1F1	2	0	5+	Summon 5+ Fiery Imp units
Blood4	Summon Fallen Knights	B3F1	28	0	3	Capital Only, Summon 3 x Knights of the Fallen Chalice
Blood8	The Beast of the Night	B5D3	100	0	1	Summons Camazotz Unique Commander
Blood8	Infernal Host	B6	15	4 Prov	15	Remote summon 14 Devils & Fallen Angel commander
Blood9	Infernal Chapter	B5F2	60	0	11+	Summon 10+ Knights of the Fallen Chalice and 1 x Knight of the Fallen Chalice commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Div0	Divine Retribution	H5	0	0	0	0	-	1	MR

Friendly sacreds on the battlefield gain Holy Avenger, MR Negates

MICTLAN, BLOOD AND RAIN

Vanilla Spell Changes

New units: Blow Pipe Warrior, Sacred Temple Toad	Monster Toad Conj 5 > Conj 4
Moon Priest gets 50 gold rebate under Lunar Potency	Rain Kings, Rain Priests & Rain Warriors gain Poisonres 15
	Returned are now Sacred

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Troop of Monkeys	N1	2	0	10++	Summons 10++ Howler Monkeys
Conj3	Jaguar Toad Spawning	N3H1	10	0	15	Summons 15 Jaguar Toads
Conj5	Knot of Toads	N3	15	0	1	Swamp/Forest Only, Summons 15 x Jaguar Toads & 3 x Monster Toads
Conj6	Dream Warriors	S3N2	30	0	15	Summons 15 x Dream Warriors
Conj8	Teotl of the Sky	A4F3	50	0	1	Summons Huitzilopochtli Unique Commander
Conj8	The Obsidian Butterfly	S4B2	40	0	1	Summons Itzpapalotl Unique Commander
Conj8	The Call of the Dagon	W5	40	0	1	Deep Sea Only, summon 1 x Dagon Commander
Thaum3	Deluge	W3N1	5+	4 Prov	1	Quagmire triggers in each battle at the province
Blood4	Feed the Hungry God	B1H1	5	0	1	Capital Only, caster gains Adept Sacrificer 1
Blood8	The Beast of the Night	B5D3	100	0	1	Summons Camazotz Unique Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo0	Rain Dance	W2	100	0	BF	0	-	1	NUW
									Causes it to rain on the battlefield as per Rain
Evo2	Poison Arrow	N1	20	25+	0	0	14+	1	NUW
									Also deals 4 poison damage to every unit in the target square
Evo6	Hail of Poison	N2	20	30+	0	0	15+	12+	NUW
									Also deals 4 poison damage to every unit in each target square

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Vanilla Spell Changes

Internal Alchemy 10 gems > 2 gems	Call Celestial Soldiers 15 gems > 10 gems
Great Khan allows Kheshig recruits when present	

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Summon Ancestral Rider	D2	2	0	1	Summons 1 x Ancestral Rider
Conj5	Contact Ancestral Riders	D3	9	0	5+	Summons 5+ Ancestral Riders
Conj7	Awaken Stone Guardians	A4E1	35	0	2	Summons 2 x Stone Shishi Commanders
Conj7	Goldfish of the Heavens	W4S2	40	0	1	Summons 1 x Celestial Goldfish Commander
Conj8	Ancestral Riders	D4	10	4 Prov	13	Remote tempsummon 13 x Ancestral Riders
Conj8	Celestial Army	A4S2	50	0	28+	Summons 15+ Celestial Soldiers, 12 Celestial Servants & 1 Celestial General Commander
Conj9	King of Ghosts	D5	70	0	1	Summons Zhong Kui Unique Commander
Conj9	The Four Holy Beasts	N5	50	0	1	Capital Only, Summons Tiger of the West, Dragon of the East, Bird of the South and Tortoise of the North units, creates Blessing of the Holy Beasts site
Alt7	Become Celestial Immortal	S3A1	25	0	1	Celestial Master Only, caster becomes Tian Xian
Const5	Construct Fire Arrows	F2E1	12	0	1	Summons 1 x Cart of Fire Arrows
Const5	Shard of Heaven	A3E2	45	0	1	Summon 1 x Shard of Heaven Commander
Ench0	Terracotta Soldiers	F1E1	5	0	5++	Summon 5++ Terracotta Soldiers
Ench3	Consult Ancestors	D2	1	0	1	Unrest is reduced in the province by 30
Ench4	Terracotta General	F1E1	10	0	1	Summons 1 x Terracotta General commander
Ench6	Terracotta Legion	F2E2	25	0	55	Capital Only, summons 40 x Terracotta Footmen, 10 x Terracotta Horsemen and 5 x Terracotta Chariots
Ench6	Create Corpse-Immortal	D2	22	0	1	Summons 1 x Shije-Xian Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj7	Ancestral Host	D4	200	0	0	0	-	10++	NUW
Summons 10++ Ancestral Rider units to the battle									
Thaum0	Control Unruly Spirits	D2	20	20	1	0	-	1	AN, MR, Undead Only
Undead become units under the control of the caster, MR Negates									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Tug Banner	N2	-	-	-	-	-	-	Khan only, +50 Army Size, +1 Inspirational, One bearer becomes Great Khan
Misc6	Text of the Celestial Immortal	S3A1	-	-	-	-	-	-	Celestial Master Only, Cursed, +12 Research, Inspiring Researcher 1

Vanilla Nation Changes

Summon Gozu Mezu Conj 6, 7 gems > Conj 4, 4 gems	Summon Kuro Oni 10 gems > 6 gems
Summon Ao Oni 10 gems > 5 gems	Summon Oni Shugo 20 gems > 12 gems
Summon Aka Oni 10 gems > 5 gems	Summon Kitsune 35 gems > 25 gems
Summon Oni 12 gems > 6 gems	Contact Tatsu 19 gems > 13 gems
Summon Ujigami 8 gems > 5 gems	Summon Kenzoku Conj 6 > Conj 4
Contact Mori-no-Kami 21 gems > 12 gems	Contact Yama-no-Kami 28 gems > 22 gems
Meditation Sign aoe caster > aoe 3+++	Fear Not Sign aoe 2 +2/level > aoe 5 +5/level
Contact Kaijin 25 gems > 20 gems	Jomon now has a preferred Coastal start
Foreign recruitable units: Monks of Paths	Fort recruitable commander: Miko
Capital recruit Commander: Dragon Princess	Capital recruit Commander: Shinobi
Oni spirits have full slots	Welcome sign range 5 > 15

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Shoal of Fighting Fish	N2	12	0	10	UW Only, Summons 10 x Fighting Fish
Conj3	Locate Tengu Village	N2	5	0	1	Mountain Only, creates Tengu Village site
Conj4	Summon Eelfolk	W2	10	0	8	Summon 8 Eelfolk Samurai
Conj4	Tengu Clanhold	A2	5	0	1	Tengu Village Only, replaces Tengu Village site with Tengu Clanhold
Conj4	Send Amanojaku	D2F1	8	5 Prov	1	Summons 1 x hidden Independent Amanojaku commander in target province, increases unrest by 15 per turn it remains
Conj4	Summon Yuki-Onna	D2W2	10	0	1	Summon 1 x Yuki-Onna Commander
Conj6	Call the Tesso	F3D3	12	4 Prov	1	Targeted Province suffers +35 Unrest, -50 gold, if a temple is present it is destroyed and -2 Dominion
Conj7	Contact Raijin	A3N1	35	0	2	Summons Raijin Unique Commander and Raiju Unique unit
Conj7	Contact Danzaburou	N4	35	0	1	Summons Danzaburou Unique Commander
Conj7	Goldfish of the Heavens	W4S2	40	0	1	Summons 1 x Celestial Goldfish Commander
Conj9	Izanami-no-Mikoto	D5N2	70	0	1	Summons Izanami-no-Mikoto Unique Commander
Conj9	The Four Holy Beasts	N5	50	0	1	Capital Only, Summons Tiger of the West, Dragon of the East, Bird of the South and Tortoise of the North units, creates Blessing of the Holy Beasts site
Alt7	Wake Namazu	E5W2	10	5 Prov	1	Targeted province suffers +10 Unrest, 5% pop killed, is attacked by 2D6 Oni & 3D6 Aka-Oni lead by 2 Demon Generals
Thaum7	Miko Bonding Ritual	N1H1	35	0	1	Miko Only, Capital Only, Caster becomes Divine Miko

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
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MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
2Hand8	Amenonuhoko	F4E4	-	2	4	-	15	0	Flying, Invulnerable 20, Spell: Volcanic Eruption
Helm2	Oni Mask	F2E1	-	-	-	-	7	0	Oni Summoning

Vanilla Nation Changes

Iron Corpse Reanimation Ench 2 > Ench 0

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj8	The Underworld Dragon	E4W1	35	0	1	Cave Only, Summons Kur Unique Commander
Alt2	Blindsense	E1	8	0	1	Target commander gains Blindsense
Alt5	Vitriolic Animation	W3F1	8	0	4+	Summon 4+ Random Green Lions / Gelatinous Cubes
Ench3	Flesh Golem Reanimation	E2D1	2	0	1	Summon 1 x Flesh Golem unit
Ench8	Army of Iron	E4D3	30	0		Summon 40+++ Iron Corpses, 10 x Flame Corpses, 10 x Flesh Golems and 1 x Iron Ancestor Commander
Thaum4	Traverse the Depths	E4	5	6 Prov	1	Cave or Mountain only, transports caster and all troops under their command to a friendly cave or mountain province containing a lab
Thaum6	Melancholy of the Ancients	E4	10	5 Prov	1	Target province is affected with Melancholia
Thaum6	Journey through the Earth	E5	15	8 Prov	1	Cave only, transports caster and all troops under their command to any cave province

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt5	Cave Darkness	E4D2	200	0	BFE	0	-	1	NUW

Creates darkness as per Solar Eclipse

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Vial of Chemicals	F1	13	0	-	-	10APFire	-	Chest Wound, Aoe1
1Hand6	Stone Sceptre	E5	-	1	0	-	0	-	+1 Earth, Spell: Petrify, Summon: 1 Living Statue
Misc4	Vial of Acid	F1W1	13	0	-	-	13	-	Chest Wound, Aoe1, Corrosion
Misc4	Homunculous Jar	W1E1	0	0	-	-	-	-	Alchemists Only, +12 Research, Fortune Teller 5%

Vanilla Spell Changes

Contact Scorpion Man Conj 8, 12 gems > Conj 6, 8 gems	Soul Contract discounted 20%
Whilst Second Sun is active all forts in Heat 3 gain 50% income boost and Anathemant Dragons get 50 gold rebate	

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj3	Children of Pyriphlogos	F2	2	0	2	Summon 2 x size 2 Flame Elementals
Conj4	Children of Antrax	F3D1	5	0	5+	Summons 5 x Banefire Children units
Conj4	Children of the Sacred Father	F3E1	5	0	5+	Summons 5+ Magma Children units
Conj5	Summon Banefire Spirit	F3D1	20	0	1	Summon 1 x Banefire Spirit Commander
Conj8	Contact Scorpion Lord	E1F1	15	0	1	Summon 1 x Scorpion Man Commander
Conj8	The Underworld Dragon	E4W1	35	0	1	Cave Only, Summons Kur Unique Commander
Const3	Magma Forge	F2E2	5+	0	1	Provides 75 resources whilst the spell remains
Ench6	Rivers of Lava	F6E3	55	0	1	Within your Dominion heat increases, Popkill events in enemy provinces, 5% chance in each friendly province of new site – Magma pits or Volcano.
Blood4	Teachings of Malphas	B2	8	0	1	Caster gains 15 Cross Breeder and is Horror Marked
Blood5	Create Demonbred	B3F2	40	0	1	Capital Only, Summon 1 x Demonbred Commander
Blood7	Abyssal Gate	B6F3	150	0	1	Capital Only, Capital gains Abyssal Gate site (F5, 20% Blood discount), Summon Malphas Triumphant Unique Commander

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Conj4	Ally from the Banefires	F3D1	40	-	-	-	-	1	NUW
Summons 1 x Child of Banefire unit to the battlefield									
Evo0	Teachings of the Flame Cult	F3	50	45+	1	1	19++AP	1	NUW
Deals 19++AP Fire damage and Large Area Heat Shock									
Evo6	Heatwave	F5	200	0	BF	0	16+++	1	NUW, Fire, Stun
Deals 16+++ stun fire damage to everyone on the battlefield									
Ench8	Outer Furnace	F6	300	0	BF	0	-	1	NUW
All friendly units gain +3 Heat Aura & Flaming Shield 8 but gain fatigue each turn									

MAGIC ITEMS

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
2Hand6	Staff of Magma	F1E1	-	+2	+4	-	3	-	Spell: Magma Bolts, Temple Trainer – 1 Sacred Magma Child per month, -2 Reinvigoration

CAELUM, RETURN OF THE RAPTORS

Vanilla Spell Changes

Summon Yazatas 15 gems > 12 gems	Parting of the Soul Cannot be cast in caves
	Herd of Elephants 25 gems > 18 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Herd of Mammoths	W2	20	0	5+	Summons 5+ Mammoths
Conj5	Summon Daeva Champion	D3F1	10	0	1	Summon 1 x Daeva Commander
Conj5	Summon Yazata Champion	S3	10	0	1	Summon 1 x Yazata Commander
Conj7	Horde of Daevas	D3F1	30	0	10	Summon 10 x Daevas
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander
Alt5	Snow Storm	A3W1	8	4 Prov	1	Province suffers 5% popkill, +15 Unrest and gains 3 Cold scales in event phase. Battles for next 2 turns have Storm effect

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj5	Aid from the Afterlife	D1A1	30	0	0	0	-	2	Summons 2 x Spectral Caelians to the battlefield
Conj5	Storm Channeling	A1	100	0	15	0	-	1	NUW All units in the area gain +1 Air Magic
Alt0	Shield of Aella	A1W1	30	10	3++	0	-	1	NUW All units in the area gain Air Shield 80 and +4Prec
Alt7	Favour of Aella	A4W2	200	-	BFE	0	-	1	NUW All friendly units gain Air Shield 80 and +4Prec, Storm is in effect
Ench4	Wake the Buried Dead	E1D1	40	20	1	5	-	1	Enemies in the area suffer Earth Grip, summons 1 Caelian Longdead for each enemy affected

[Return to start](#)

Vanilla Spell Changes

Contact Scorpion Man Conj 8, 12 gems > Conj 6, 8 gems

Sacred Crocodile gained Grab & Swallow

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj4	Summon Beasts of Chaos	W2N1	6	0	2	Summon 2 Beasts of Chaos
Conj4	Call Ba Spirit	D3S1	15	0	1	Summon 1 x Ba Spirit Commander
Conj4	Summon Scarab	F3	5	0	1	Summon 1 Scarab
Conj5	Summon War Scarab	F3	6	0	1	Summon 1 War Scarab
Conj5	Children of the Neters	N2D2	20	0	10	Summons 10 x random Neter Children units
Conj5	Call Spectral Sauromancer	D3	18	0	1	Summon 1 x Spectral Sauromancer Commander
Conj6	Call Spectral High Priest	D3	22	0	1	Summon 1 x Spectral High Priest Commander
Conj7	Akhenaten	D5S2	50	0	1	Summon Akhenaten Unique Commander
Conj7	Call the Great Bulls	N6	50	0	1	Casters provinces gain 5% income per Growth Scale. Up to 2 random enemy land provinces per month will gain +3 Growth scales and be attacked by the White Bull or Black Bull along with an animal horde.
Conj8	Contact Scorpion Lord	E1F1	15	0	1	Summon 1 x Scorpion Man Commander
Conj8	Beseech Neter of Chaos	D4S3	50	0	1	Summon Set Unique Commander
Conj8	Beseech Neter of the Sun	F4S3	50	0	1	Summon Horus Unique Commander
Conj8	Beseech Neter of the Moon	S5	50	0	1	Summon Thoth Unique Commander
Ench0	Revive Tomb Prince	D1	3	0	1	Summon 1 x Mummified Prince Commander
Ench2	Ctissian Reanimation	D1	12	0	50	Summons 25 x Longdead and 25 x Soulless
Ench3	Disease Warding	D2	12	0	1	Target commander gains Disease Resistance 50
Ench4	Opening of the Mouth Ceremony	D3S1	8	0	1	Summon 1 x Sarcophagus Commander
Ench4	Sauromancy	D3	6	0	1	Caster gains Necromantic Reanimation bonus +6
Ench4	Light the Banefire Braziers	F1D1	3+	0	1	Fort & temple only, creates Banefire Braziers site
Ench6	Hidden in Tombs	D3F1	60	0	18+	Capital Only, Summon 15 x Mummified Soldiers, 10 x Mummified Ceremonial Guard, 1 x Tomb King Commander, 1 x Grave Consort Commander, 1 x Tomb Priest Commander, 1 x Tomb Sauromancer Commander
Ench7	Saurolichcraft	D5	30	0	1	Summon 1 x Saurolich Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo4	Release Sheut	D2	30	25+	0	100	20+AN	1	MR, MI, UI

Target suffers 20+AN damage, Shade unit appears if survives or is raised as a soulless if killed

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Heart Scarab	D2E1	-	-	-	-	-	-	Cursed, Chest Wound, MR+4, Reinvig +4, Second Life
Misc8	Book of the Dead	D5	-	-	-	-	-	-	+1 Death, Spell: Ritual of Rebirth

Vanilla Spell Changes

Awaken Hamadryad N4, 25 gems > N3, 15 gems

Dryad loses Seduction, 160 gold > 100 gold

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Pack of Animals	N3	12	0	30++	Summons 30++ random animal units
Conj5	Forest Horde	N4	18	0	100	Forest Only, Summons 100 random animal units
Conj7	Call the Great Bulls	N6	50	0	1	Casters provinces gain 5% income per Growth Scale. Up to 2 random enemy land provinces per month will gain +3 Growth scales and be attacked by the White Bull or Black Bull along with an animal horde.
Alt7	Wrath of the Forest	N5	15	4 Prov	1	Targeted Forest province suffers 5% popkill, 15 Unrest and is attacked by a horde of animals, vine creatures and an Awakened Tree lead by 2 Ivy Kings
Const0	Betrayal of Gaia	E2N1	1+	0	1	Forest Only, Creates Lumber Mill site (60 Resources), province suffers + Death scales, +unrest, loses resources and population.
Ench5	Awaken Sacred Grove	N3W1	15	0	5+	Forest Only, Summons 5+ Awakened Trees
Blood2	Dance of the Maenads	B1N1	8	0	8	Summon 8 x Maenads
Blood8	Call Lord of the Wild	B2N4	75	0	1	Forest Only, Summon 1 x Lord of the Wild Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt4	Protection of Gaea	N2	30	15	10	0	-	1	
									Friendly animals gain Barkskin
Alt5	Gaia's Fury	N3	50	15	25	0	-	1	AN
									Animals only gain +4 Str, go berserk and are fully healed. 10% chance of death.
Ench4	Primal Power	N3	200	0	BF	0	-	1	
									All friendly animals gain +4Str
Thaum3	Incite Passion	N1B1	10	30	1	3	-	1	MR, MI, LI
									Targets become enraged and armor is broken (1/2 Prot) – MR Negates
Thaum5	Madness of the Wild	N3B1	30	30	4+	3	-	1	MR, MI, LI
									Targets become enraged and armor is broken (1/2 Prot) – MR Negates
Thaum5	Stir the Blood	N3B1	40	15	10	0	-	1	AN, MR, MI
									Friendly units gain +4Str and go Berserk

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Dryad Charm	N1	-	-	-	-	-	0	Dryad Only, gains Seduction

Vanilla Spell Changes

Awaken Draugar 12 gems > 10 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Rescue from the Skies	A3D1	3	2 Prov	1	Target friendly province has a commander pulled to caster as per Wind Ride
Conj5	Summon Groa	D3	18	0	1	Summon 1 x Groa Commander
Conj6	Call from Vanhalla	A3D1	30	0	6	Summon 5 x Van units & 1 x Vanbaldr Commander
Ench7	Brunhilde	D2F1	50	0	21	Summon Brunhilde Unique Commander + 20 Valkyrie units
Ench0	Return from Hel	D4	10	0	1	Returns a dead Hero as Ritual of Rebirth however with a Draug body
Ench5	Ride of the Valkyries	A2D1	4	5 Prov	2D6	Teleports caster as Cloud Trapeze plus temp summons 2D6 Valkyries in the targeted province
Ench6	Hidden in Barrows	A3D1	60	0	17	Summons 20++ Draug, 1 x Draugadrott Commander with magic item & 1 x Draugherse Commander with magic item.
Thaum7	Visit Yggdrasil	N3	15	0	1	Caster is cured of all afflictions

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench2	Galdr of Madness	A2	5	0	15	3	-	1	MR, MI
Enemies in the area suffer Confusion, MR Negates									
Ench3	Galdr against Arrows	A2	80	0	25	0	-	1	
Friendly units in the area gain Air Shield 80									
Ench7	Galdr against Blades	E5	200	0	BF	0	-	1	
All friendly units gain resistance to Slashing & Piercing damage									
Blood5	Gift of the Einhere	B1H1	100	5	25	0	-	1	MR, MI, UI, NUW
Units in the area gain +4Str and Berserker Rage									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc6	Horn of Vanhalla	D2A2	-	-	-	-	-	-	Flying, BattleSummon 1D6 Valkyries
Helm8	Tarnhelm	A4E3	-	-	-	-	23	-	Start of battle spell: Mirror Image, Spell: Teleport, Stealth 25
Misc8	Andvaranaut	E5	-	-	-	-	-	-	Cursed, +100 Gold, 20% chance to transform into Dragon of Greed each month
Misc8	Brunhilde's Horn	D3A3	-	-	-	-	-	-	Spell: Ride of the Valkyries

RITUAL SPELLS

School	Spell	Path	Gems	Rng	Nr. Eff	Description
Conj0	Call Jotun Wolf	N1	2	0	1	Summons 1 x Jotun Wolf unit
Conj7	Howl of the Fenrer	W4N2	15	3 Prov	11+	Remote tempsummons 1 x Son of the Fenrer commander + 10 wolves, 2D6 Dire Wolves & 1D6 Jotun Wolves, kills 5% pop and adds 3 Cold scales
Thaum7	Visit Yggdrasil	N3	15	0	1	Caster is cured of all afflictions
Blood5	Send Mara	B2	5	5 Prov	1	1 x random enemy humanoid commander in the target province suffers a chest wound

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Alt4	Weave Fate	S3	40	10	10+	0	-	1	Twist Fate
Alt5	Blessing of Niefelheim	W3	50	5	5	0	-	1	Grants Barkskin, Cold Res 5 and Cold Aura 3
Alt6	Weave Destiny	S5	100	0	BF	0	-	1	All friendly units gain Twist Fate
Alt6	Cursed Luck	S5	200	0	BF	0	-	1	All enemy units lose Luck and gain Cursed Luck effect for 5 rounds (As Fateweaving bless)
Alt7	Endurance of Giants	D5B2	300	0	BF	0	0	1	Curse of Stones to all units however size 3-4 units have a chance to resist and size 5+are immune

MAGIC ITEMS

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Misc4	Heart of Ice	-	-	-	-	-	-	-	Cold Res +5, Morale +4, Ice Prot 1, Cold Aura 6, Autoblessed, cursed, Chest Wound whilst equipped
Misc4	Vial of Mimisbrunnr	W1	-	-	-	-	-	-	+9 Researchbonus, Shattered Soul 5%
Const8	The Head of Mimir	S5	-	-	-	-	-	-	+1 Magic Bonus, +1 Pen., +4MR, +20 Research

Vanilla Spell Changes

Summon Likho 10 gems > 5 gems	Summon Zmey 5 gems > 6 gems, Affected by Dragon Master
Contact Alkonost 15 gems > 12 gems	Contact Beregina 35 gems > 25 gems
Summon Rusalka 16 gems > 6 gems	Contact Cloud Vila 40 gems > 25 gems
Send Vodyanoy 20 gems > 15 gems	Contact Mountain Vila 40 gems > 25 gems
Send Lady Midday 10 gems > 6 gems	Contact Leshy 60 gems > 30 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Summon Kikimora	D2F1	18	0	1	Summon Kikimora Commander
Conj5	Summon Domovoy	N2E2	18	0	1	Summon Domovoy Commander
Conj6	Awaken Svyatarog	E3	20	0	1	Summon Svyatarog Unique Commander
Conj6	Summon Ubir	D3	3	0	1	Summon 1 Ubir
Alt4	Magnum Opus	E1	8	0	1	Alchemist Only, caster permanently generates 25 gold/month
Blood2	Bind Chort	B1D1	5	0	1	Summon 1 Chort
Blood5	Plague of Chorts	B2D2	15	0	3	Summon 3 Chorts
Blood7	Bind Bies	B4D2	99	0	1	Summon Old Bies Unique Commander
Blood9	Infernal Legion	B5D2	50	0	10+	Summon 10+ Chorts

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Blood0	Agony of the Khlyst	B1H1	80	35	2+	2	1	1	AN, MR, UI, NUW

Units in the area also suffer a Fear 4 attack

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Vial of Chemicals	F1	13	0	-	-	10APFire	-	Chest Wound, Aoe1
Misc4	Homunculous Jar	S1E1	0	0	-	-	-	-	Alchemists Only, +12 Research, Fortune Teller 5%

Vanilla Spell Changes

Summon Gandharvas 18 gems > 15 gems	Summon Devala Conj9 > Conj8, Devala autocasts Celestial Music
Summon Devata 45 gems > 35 gems	Herd of Elephants 25 gems > 18 gems
Summon Sandhybalas Summons 3 > Summons 5	Summon Samanishada B3D1, 35 slaves > B2D1, 25 slaves
Guru S2N1 > S1N1 100% WESN	

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Summon Asura	N1	3	0	1	Summon 1 Asura
Conj4	Contact Jewelled City	W2E2	25	0	13++	Cave Only, Summon 12++ Naga Warriors & 1 x Nagini Commander
Conj3	Summon Pretas	D3	5	0	5+	Waste Only, Summon 5+ Pretas
Conj6	Brew Gandapana Wine	N3	48	0	16+	Summons 12 x Asuras, 3 x Kalakanjakas & 1 x Asurendra Commander
Conj9	Shesanaga	W4E4	60	0	1	Cave Only, Summon Shesanaga Unique Commander
Ench5	Return from the Divine	S4	15	0	1	Returns a dead Hero as Ritual of Rebirth however with a random Celestial Being body
Thaum2	Samsara	S2	10	0	1	Caster is reborn in current province if dies

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench8	Weapons of Brahma	S4	100	10	5+	2	-	1	
	Friendly Sacred Magic Beings gain Astral Weapons (Attacks gain AN)								
Thaum0	Serpent Gaze	N1	10	10	1	100	-	1	MR, MI
	Targets are stunned unless they resist								
Thaum2	Serpent Dance	N2	20	20	5+	100	-	1	MR, MI
	Targets are stunned unless they resist								
Thaum8	Karmic Wheel	S5N2	200	-	BF	-	-	1	MI
	All enemies gain the Shredded Soul affliction (lose immortality), friendlies gain Reincarnation 5								

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Padma Lotus Blossom	S2N2	-	-	-	-	-	0	MR +2, Spirit Sight, Disease Resist 75%
Misc6	Shanka	W3N1	-	-	-	-	-	0	Start of battle spell: Divine Blessing

Vanilla Spell Changes

Call Hashmal 21 gems > 15 gems	Call Ophan 49 gems > 30 gems
Call Arel 39 gems > 25 gems	Call Merkhava S7F3, 222 gems > S5F3, 120 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander
Ench7	Ten Plagues	S4	15	3 Prov	1	Targeted province suffers +25 Unrest, +3 Misfortune scales. Next month suffers +20 Unrest, 8% units diseased, +3 Sloth scales. The next month suffers +20 Unrest, -100 gold, +3 Turmoil scales. Final month suffers +25 Unrest, 5% pop killed, +3 Death scales & Angel of Fury assassinates random commander.
Blood0	Banquet of the Melqarts	B1	5	0	1	As Blood Feast
Blood5	Consecrate Stone	B3H3	45	0	1	Capital Only, creates Foundation Stone site – 3 Blood Slaves & 2 Temple Checks / turn, Blood Sacrifice may create Levite Zealots or give Blood / Holy boosts to Blood mages
Blood7	Bind Lilith	B6	113	0	1	Summon Lilith Unique Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Blood0	Hunger of the Rephaim	B1	10	0	0	0	-	1	AN Target is swallowed, defence negates and larger targets harder to affect
Blood6	Strength of Blood	B3H1	100	-	BF	0	-	1	LI, UI All friendly sacreds gain +4Str

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Cosmetics of the Avvim	E2	-	-	-	-	-	0	Awe 2
Misc6	Cosmetics of the Grigori	E2B2	-	-	-	-	-	0	Awe 2, Fear 5

Vanilla Spell Changes

Summon Yazatas 15 gems > 12 gems	Herd of Elephants 25 gems > 18 gems
	Parting of the Soul Cannot be cast in caves
Whilst Second Sun is active all forts in Heat 3 gain 25% income boost	

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Summon Daeva Champion	D3F1	10	0	1	Summon 1 x Daeva Commander
Conj5	Summon Yazata Champion	S3	10	0	1	Summon 1 x Yazata Commander
Conj8	Release Anu	S4A3	40	0	1	Summons Anu Unique Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj5	Aid from the Afterlife	D1A1	30	0	0	0	-	2	
									Summons 2 x Spectral Caelians to the battlefield
Evo6	Heatwave	F5	200	0	BF	0	16+++	1	NUW, Fire, Stun
									Deals 16+++ stun fire damage to everyone on the battlefield
Ench0	Gift of the Airya	A2	20	5	1	0	-	1	NUW
									Grants Flying
Ench0	Burning Shield	F1	20	0	0	0	-	1	NUW
									Caster gains Fire Shield 8
Ench5	Wings of the Airyas	A2	50	10	5	0	-	1	NUW
									Grants Flying
Thaum3	Enslave Jann	F1A1	30	0	-	-	-	1	NUW
									Summons 1 x Jann Slave to the battle
Thaum5	Enslave Ifrit	F2A2	200	0	-	-	-	1	NUW
									Summons 1 x Ifrit Slave to the battle

Vanilla Spell Changes

Monster Toad Conj 5 > Conj 4

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj5	Knot of Toads	N3	15	0	1	Swamp/Forest Only, Summons 15 x Jaguar Toads & 3 x Monster Toads
Conj8	Teotl of the Sky	A4F3	50	0	1	Summons Huitzilopochtli Unique Commander
Conj8	The Obsidian Butterfly	S4B2	40	0	1	Summons Itzpapalotl Unique Commander
Conj8	The Call of the Dagon	W5	40	0	1	Deep Sea Only, summon 1 x Dagon Commander
Ench3	Carve Wooden Men	N2	8	0	15++	Summons 15++ Wooden Warriors
Thaum3	Deluge	W3N1	5+	4 Prov	1	Quagmire triggers in each battle at the province
Blood8	The Beast of the Night	B5D3	100	0	1	Summons Camazotz Unique Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench2	Create Mud Man	W1E1	20	-	-	-	-	1	NUW

Summons 1 x Mud Man unit to the battlefield

Vanilla Spell Changes

Gigantomachia reduces unrest in forts by 7 per turn

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Headless Men	E2	8	0	7+	Summons 7+ Blemmyes
Conj3	Call Lycaons	F1E1	30	0	10++	Summons 10++ Lycaons
Conj6	Guardian of Hades	D4	15	0	1	Summons Kerberos Unique Unit
Conj7	Release Laestrygonian	E3F2	25	0	1	Shattered Volcano Only, Summon 1 Laestrygonian
Thaum1	Mental Coercion	F1E1	2	0	10+	Summons 10+ Slaves
Thaum4	Mental Domination	F2E1	3	0	15++	Summons 15++ Mind-Broken Slaves

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Evo6	Volcanic Tremor	E4F1	200	0	BF	-	10AP	1	NUW
All non-flying units must resist with Def/Str/Size or take 10AP mundane damage									
Thaum5	Mental Oppression	F3E1	20	100	-	100	-	1	MR, MI
Target is mentally enslaved unless resist with MR									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc6	Golden Headband	E3	-	-	-	-	-	-	Spell: Enslave Mind

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj0	Call Jotun Wolf	N1	2	0	1	Summons 1 x Jotun Wolf unit
Conj3	Pack of Dire Wolves	N2	5	0	12++	Forest Only, Summon 12++ Dire Wolves
Conj5	Call of the Iron Woods	N4	18	4 Prov	15	Remote summon 5 x Jotun Wolves & 1 x Jotun Werewolf Commander to a forest.
Conj7	Howl of the Fenrer	W4N2	15	3 Prov	11+	Remote tempsummons 1 x Son of the Fenrer commander + 10 wolves, 2D6 Dire Wolves & 1D6 Jotun Wolves, kills 5% pop and adds 3 Cold scales
Ench5	Animate Ice	W3	12	0	4+	Summons 4+ Ice Elemental units
Blood5	Send Mara	B2	5	5 Prov	1	1 x random enemy humanoid commander in the target province suffers a chest wound

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt7	Entomb in Ice	W2	40	25+	0	100	12++	1	AN
Target suffers damage and is Encased in Ice as per the spell									
Blood7	Steal Vitality	B4N3	300	0	BF	0	0	1	MR, NUW
50% of friendly units will gain +4Str, all enemies must pass MR check or suffer Weakness affliction									

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Amarok	W3	3	0	1	Summon 1 x Amarok
Conj3	Summon Polar Bears	W2	10	0	10+	Summon 10+ Polar Bears
Conj3	Call Orca Pod	W3	8	0	3	UW Only, Summon 3 x Orcas
Conj4	Summon Akhlut	W2A1	15	0	1	UW Only, Summon 1 x Akhlut Commander
Conj5	The Shadow People	D2	10	0	3+	Summon 3+ Ijiraq
Conj8	The Call of the Dagon	W5	40	0	1	Deep Sea Only, summon 1 x Dagon Commander
Conj8	Great Bear of the North	W5D3	55	0	1	Summon 1 x Nanook Commander
Evo6	Send Kigatilik	D4W2	18	3 Prov	1	Sends a stealthy independent Kigatilik commander, feebleminds and sends spirit assassins against commanders in the province
Ench5	Animate Ice	W3	12	0	4+	Summons 4+ Ice Elementals
Ench6	Hidden in Depths	W3D1	60	0	18++	UW Only, Summon 8++ Returned Shamblers, 8 Returned Pillars, 1 Returned Priest Commander & 1 Ghost King Commander.

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt5	Murk of the Depths	E3W1	100	0	BF	0	-	1	UW Only Creates darkness as per Solar Eclipse
Alt7	Entomb in Ice	W2	40	25+	0	100	12++	1	AN Target suffers damage and is Encased in Ice as per the spell
Ench0	Frozen Aura	W1	20	0	0	0	-	1	NUW Caster gains Cold Aura 3
Ench8	Curse of Thetis	W5	500	0	BF	0	0	1	UW Only All friendly units gain +5 Defence
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW Affects airbreathing units only
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW Affects airbreathing units only
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW Affects all airbreathing units on the battlefield

Vanilla Spell Changes

Dominion no longer kills population, now causes unrest (1 per point/month), Forts gain 1-5 extra unrest/month

Capital Spawns more void beings	Dominion spawns more Void beings in high Dom & magic scales
Star Child lost Assassin, 85 gold > 60 gold	Cultist Leader gained Assassin, 1RP > 2RP

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj3	Void Portal	S1H1	1	0	1	Summon 1 Void Being, kill caster unless resist with Hard MR and Defence
Conj3	Call from Beyond	S1H1	5	0	3+	Capital Only, Summon 3+ Lesser Void Beings
Conj3	Call Host from Beyond	S2H2	10	0	8++	Capital Only, Summon 8++ Lesser Void Beings
Conj5	Call Color from the Spheres	S4D1	12	4 Prov	1	Remote summon stealthy independent Colour from the Spheres, +15 Unrest & 1 Death scale/turn
Conj6	Void Summoning	S1H1	5	0	3+	Summon 3+ Lesser Void Beings
Conj7	Void Incursion	S3H3	10	0	10++	Summon 10++ Void Beings
Conj8	Send Hound of Tindalos	S5	5	4 Prov	1	Remote summon 1 x Hound of Tindalos assassin
Ench8	The Stars are Right	S6W2	55	0	1	Capital Only, +30 unrest worldwide when cast. Summons K'lullu Unique Commander in capital who is immortal as long as spell remains. If dispelled K'lullu is immediately killed.
Thaum3	Bestow Void Skill	S1	4	0	1	Starspawn Priest Only, One non-mindless target without Void Sanity gains +3 Void Summoning skill
Thaum4	Strengthen Mind	S1	4	0	1	Star Child Only, Caster gains Assassin & Spy
Thaum4	Create Lobster Hybrid	S2W1	3	0	1	Summon 1 Lobster Hybrid
Thaum5	One with the Void	S3H2	5+	0	1	Capital Only, each month can convert up to 6d6 Dreamers in capital into 3D6 Astral Pearls
Thaum6	Lobster Hybrid Spawning	S3W2	15	0	5+	Summon 5+ Lobster Hybrids
Thaum6	Angles of Tindalos	S5	20+	6 Prov	1	Each month targeted province gains 10 Unrest and 3% pop killed. Commanders in province may be Horror marked, banished to the void or suffer assassination by Hound of Tindalos.
Thaum7	Whispers of R'lyeh	S4W3	40	0	1	Capital Only, enemy coastal provinces worldwide suffer -Dom, +unrest and Void Cult event chain. Friendly coast spawn extra Mad hybrids.
Thaum6	Open Gate to the Beyond	S2H2	15+	0	1	UW Only, Province gains Void Gate site whilst spell remains, also 2% pop killed, +5 Unrest +Turmoil
Thaum7	Prepare Gate to the Beyond	S3H2	25	0	1	Gate to the Beyond Only, each month convert up to 6d6 Dreamers in province into 3D6 Astral Pearls
Thaum8	Lord of the Void	S6	50	0	1	Summon random Unique Void commander, Caster must resist hard MR check or be killed

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt8	Enter the Void	S6	300	0	BF	0	-	1	
All friendly units become Ethereal									
Ench7	Protection of the Void	S5	200	0	BF	0	-	1	MR
All friendly units gain Astral Shield, MR Negates									
Thaum3	Power of the Void	S3	100	0	0	0	-	1	
Caster gains +2 to all paths and Astral Shield. Each round Horrors may appear near caster									
Thaum5	Visions of the Void	D2S2	20	25	5+	1	-	1	AN
Fear 5 attack and Feeblemind, MR negates, to all in area									
Thaum6	Dimensional Shambler	S5D1	50	25	0	100	-	1	
Target is banished to the void, Def negates.									
Thaum8	Terrors of the Void	S5D2	300	-	BF	-	-	1	MR, MI
All non-mindless units without Void Sanity suffer Confusion and 10% Insanity, MR Negates									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Elder Sign	E1	-	-	-	-	-	-	Void Sanity 5
Misc4	Necklace from Beyond	S1W1	-	-	-	-	-	-	Void Priests only, Spell : Rlyeh Fhtaghn
Misc6	Shining Trapezohedron	S4D1	-	-	-	-	-	-	Spell : Hunter of the Dark

Vanilla Nation Changes

Summon Hekateride 30 gems > 20 gems

Summon Daktyl 30 gems > 20 gems

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Teachings of Thaumus	W1S1	2	3 Prov	1	UW Only, reveals all W & S magical sites
Conj3	Call Knight of the Volans	S2W2	4	0	1	UW Only, Summons 1 x Knight of the Volans
Conj4	Summon Scarab	F3	5	0	1	Summon 1 Scarab
Conj5	Call Knight Commander	S3W2	8	0	1	UW Only, Summons 1 x Knight Commander
Conj7	Call Order of the Volans	S4W2	20	0	6+	UW Only, Summons 5+ Knights of the Volans & 1 x Knight Commander
Conj5	Children of the Neters	N2	20	0	10	Summons 10 x random Neter Children units
Conj5	Contact Oceanid	W3	25	0	1	UW Only, Summons 1 x Oceanid Commander
Conj7	Summon Tanagran Triton	W4S2	35	0	1	UW Only, Summon 1 x Tanagran Triton Commander
Conj7	Contact Nephelae	W3A1	30	0	1	Summons 1 x Nephelae Commander
Conj8	Beseech Neter of Chaos	D4S2	40	0	1	Summon Set Unique Commander
Conj8	Beseech Neter of the Sun	F4S2	40	0	1	Summon Horus Unique Commander
Conj8	Beseech Neter of the Moon	S5	40	0	1	Summon Thoth Unique Commander
Conj8	Titan of War & Wisdom	S4E3	50	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Alt0	Pearls of the Setting Sun	S1	1+	0	1	Converts Pearls into Gold, base 30 gold per extra gem spent, +2 per additional S level of the caster
Ench6	Mother of Pearls	W3S3	3+	0	1	UW Only, Each turn creates 1D3 Astral Pearls whilst the spell remains and province is owned by Pelagia

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Ench8	Curse of Thetis	W5	500	0	BF	0	0	1	UW Only
All friendly units gain +5 Defence									
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW
Affects airbreathing units only									
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW
Affects all airbreathing units on the battlefield									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc4	Bag of Dragons Teeth	E2	-	-	-	-	-	-	Battle retinue: 3 Spartae

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng.</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj1	Summon Sacred Eagle	A1H1	2	0	1	Summon 1 Sacred Eagle
Conj3	Summon Eagles	A2H1	8	0	5	Summon 5 Sacred Eagles
Conj4	Summon Atahsaia	E3	3	0	1	Summon 1 Atahsaia
Conj5	Ogre Dance	N1E1	5	0	1	Summon 1 Katsina Ogre
Conj5	Katsina Dance	N3E1	25	0	1	Summon 1 Mongkatsina Commander
Conj6	Yaayapontsa Dance	F3A2	30	0	1	Summon 1 Yaayapontsa Commander
Conj6	Katsina Warrior Dance	N2E1	20	0	5	Summon 5 Katsina Warriors
Conj6	Summon Corn Maiden	N3	18	0	1	Summon 1 Corn Maiden Commander
Conj6	Summon Primordial Deer	N4	25	0	1	Summon 1 Primordial Deer Commander
Conj6	Summon Achiyalatopa	S3	20	0	1	Mountain Only, Summon Achiyalatopa Commander
Conj7	Summon Primordial Eagle	A4	25	0	1	Summon 1 Primordial Eagle Commander
Conj7	Contact Coyote	F4	40	0	1	Summon Ma'ii Unique Commander
Conj7	Wuya Dance	N3E2	45	0	1	Summon 1 Wuya Commander
Conj7	Summon Primordial Wolf	N5	30	0	1	Summon 1 Primordial Wolf Commander
Conj8	Contact Masauwu	D4F3	50	0	1	Summon Masauwu Unique Commander
Conj8	Contact Spider Grandmother	N5	50	0	1	Summon Na'ashjeii Asdzaa Unique Commander
Alt3	Vision Quest	E1	8	0	1	Povosqa Only, Caster gains Master Ritualist 1 and Fortune Teller 15%, however must resist MR or die
Alt6	Vision Trance	E2	12	0	1	Povosqa Only, Caster becomes Povosqa Elder, however must resist MR or die

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Teachings of Thaumus	W1S1	2	3 Prov	1	UW Only, reveals all W & S magical sites
Conj3	Send Mosquito Queen	N2D1	3	5 Prov	1	Remote summon 1 x Mosquito Queen Assassin
Conj5	Summon Witte Wieven	D3	20	-	1	Summon 1 Witte Wieven Commander
Conj6	Contact Moss Maiden	N3	20	-	1	Summon 1 Moss Maiden Commander
Conj6	Contact Harbinger	S4	25	-	1	Summon 1 Harbinger Commander
Conj7	Divine Judgement	S3F1	8	4 Prov	1	Remote summon 1 x Angel of Fury assassin
Conj7	Heavenly Wrath	S3F1	20	-	1	Summon 1 x Angel of Fury Commander
Conj7	Angelic Host	S5	35	5 Prov	7	Remote Summon 6 x Angels of the Host and 1 x Archangel Commander
Conj9	Heavenly Choir	S5F2	88	-	13	Summon 9 x Angels of the Heavenly Choir, 3 x Harbingers and 1 x Seraph Commander

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Conj4	Summon Mosquito Cloud	N1D1	60	5	-	-	-	1	NUW, Not in Wastes Summons 1 x Mosquito Cloud unit to the battlefield
Alt4	Curse of Sinking Mire	W2E1	30	25	4+	4	-	1	NUW Non-flying targets are affected with Slime & must test Def or become Earth Gripped
Alt7	Oozing Marshlands	W4E3	300	-	BF	-	-	1	NUW All non-flying enemies must resist with Def or suffer Earth Grip & Slime, Quagmire is in effect
Evo5	Fetid Stench	D4N1	100	-	BF	0	-	1	MR, LI, UI All units on the battlefield must pass MR or become Diseased
Ench2	Form Mud Man	W1E1	30	-	-	-	-	1	NUW Summons 1 x Mud Man unit to the battlefield
Ench6	Army of Mud	W3E1	100	-	-	-	-	9+++	NUW Summons 9+++ Mud Man units to the battlefield
Thaum3	Word of Drowning	W1A1	30	20	1	1	10++	1	AN, MR, UI, NUW Affects airbreathing units only
Thaum5	Curse of Choking Brine	W3A1	30	25	4+	1	14+++	1	AN, MR, UI, NUW Affects airbreathing units only
Thaum6	Summon the Marshland	W3N2	200	0	BF	0	-	1	NUW As Quagmire, also summons 8 Bog Beasts from edge of battlefield
Thaum8	Drown Battlefield	W5A1	300	0	BF	0	8+	1	AN, MR, UI, NUW Affects all airbreathing units on the battlefield
Thaum9	Swamp Rot	D6N3	400	0	BF	0	-	1	UI, MRE 50% of enemies afflicted with Plague as per the spell, MR negates easily

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
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GREAT ARRADA, BLOODY KINGDOM

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng.</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Sacred Ancestor	D1	1	0	1	Summon 1 Ancestral Warrior
Conj3	Herd of Elephants	N2	18	0	5+	Summon 5+ Elephants
Conj3	Pride of Lions	N2	10	0	10++	Summon 10++ Lions
Conj4	Summon Biloko	D1N1	5	0	10++	Forest Only, Summon 10++ Bilokos
Conj4	Contact Aziza	F1N2	20	0	1	Forest Only, Summon 1 x Aziza Commander
Conj5	Contact Adze	D3F1	25	0	1	Summon 1 x Adze Commander
Conj6	Impundulu	A3D1	24	0	1	Summons 1 x Impundulu Commander
Conj7	Mokele-Mbembe	N4	30	0	4+	Swamp only, Summons 4+ Mokele-Mbembe
Ench3	Cave of the Grootslang	E2N1	5	0	1	Generates around 200 gold, 20% chance of Grootslang attack in coming months
Thaum3	Healing Ritual	N2	2	0	1	Gbo Healer Only, Cures disease from 1 unit
Blood3	Summon Mino Ancestor	B1H1	4	0	1	Summon 1 Ancestral Mino
Blood4	Tomb Temple Training	B1H1	7	0	1	Capital Only, caster gains Adept Sacrificer 1
Blood4	Offering to the Ancestors	B1H1	30	0	20+	Summon 10+ Ancestral Warriors & 10 Vultures
Blood4	Offering to the Minos	B2H2	40	0	20+	Summon 10+ Ancestral Minos & 10 Vultures
Blood5	Offering to the Warriors	B2H2	50	0	21+	Summon 10+ Ancestral Warriors, 1 Ancestral Champion Commander & 10 Vultures
Blood5	Offering to a Prince	B2H2	40	0	21	Summon 10+ Ancestral Warriors, 1 Ancestral Prince Commander & 10 Vultures
Blood6	Offering to a Princess	B3H2	60	0	21	Summon 10+ Ancestral Warriors, 1 Ancestral Princess Commander & 10 Vultures
Blood7	Offering to a Queen	B3H3	80	0	21	Summon 10+ Ancestral Warriors, 1 Ancestral Queen Commander & 10 Vultures
Blood7	Offering to a King	B3H3	120	0	21	Summon 10+ Ancestral Minos, 1 Ancestral King Commander & 10 Vultures

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IRAM, THE AGE OF REASON

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Bind Dust Scorpions	N1	3	0	3	Summon 3 Dust Scorpions
Const4	Fire Bows	A2F1	2	0	1	Summon 4 sacred Mubarak Archers
Const4	Fire Blades	F2A1	2	0	1	Summon 4 sacred Mubarak Swordsmen

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Thaum1	Evil Eye	D1	20	30	1	100	-	1	NUW
Units in the area are cursed									
Thaum3	Enslave Jann	F1A1	30	0	-	-	-	1	NUW
Summons 1 x Jann Slave to the battle									
Thaum5	Enslave Ifrit	F2A2	200	0	-	-	-	1	NUW
Summons 1 x Ifrit Slave to the battle									
Thaum7	Unleash Marid	F3A3	300	0	-	-	-	1	NUW
Summons 1 x Marid to the battle									

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc2	Vial of Chemicals	F1	13	0	-	-	10APFire	-	Chest Wound, Aoe1
Misc4	Vial of Acid	F1W1	13	0	-	-	13	-	Chest Wound, Aoe1, Corrosion
Misc4	Homunculous Jar	W1E1	0	0	-	-	-	-	Alchemists Only, +12 Research, Fortune Teller 5%

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RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng.</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Water Panthers	W2	8	0	5+	Can cast UW, Summons 5+ Water Panthers
Conj3	Summon Thunder Warriors	A2	3	0	3	Summons 3 Thunder Warriors
Conj3	Herd of Bison	N2	10	0	5+	Summons 5+ Bison
Conj5	Summon Stone Giant	E3	5	0	1	Summon 1 Stone Giant
Conj6	Summon Thunderbird	A3	30	0	1	Summons 1 Thunderbird Commander
Conj6	Summon Primordial Beaver	E5	30	0	1	Summons 1 Primordial Beaver Commander
Conj6	Summon Primordial Deer	N4	25	0	1	Summons 1 Primordial Deer Commander
Conj7	Contact Coyote	F4	40	0	1	Summon Ma'ii Unique Commander
Conj7	Summon Primordial Wolf	N5	30	0	1	Summons 1 Primordial Wolf Commander
Conj8	Sky Attack	A5	5	5 Prov	1	Summons size 6 Air Elemental remote assassin
Conj8	Contact Spider Grandmother	N5	50	0	1	Summons Na'ashjeii Asdzaa Unique Commander
Alt5	Spider's Strands	N4	10	3 Prov	1	As Wind Ride
Ench4	Purification Lodge	F2A1	5+	0	1	Creates Purification Lodge site in province whilst Enchantment remains
Ench5	Flying Head	D2	10	0	1	Summons 1 Flying Head Commander
Ench5	Dance of the Mountain Peopl	E2N1	25	0	41	Mountain Only, Summons 20 Nirumbee Archers, 20 Nirumbee Berserkers and 1 Nirumbee Chief Commander
Ench8	Master of Seasons	A7	80	0	80	Each month each temple produces 1D3 Seasonal Animal spirits appropriate to the current season.
Thaum3	Commune with War Spirits	F2	3+	6 Prov	1	Gain scouting reports from targeted province.
Blood4	Summon Naked Bears	B1N1	13	0	3	Summon 3 Naked Bears

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
Misc8	Oniate	D1N1	-	-	-	-	-	-	Battle summons Oniate, Dry Fingers

RITUAL SPELLS

School	Spell	Path	Gems	Rng.	Nr. Eff	Description
Conj4	Winged Lions	S2F1	5	-	2	Summon 2 Winged Lions
Conj5	Contact Lar	N1	16	-	1	Summon 1 Lar Commander
Conj6	Contact Harbinger	S4	25	-	1	Summon 1 Harbinger Commander
Conj7	Divine Judgement	S3F1	8	4 Prov	1	Remote summon 1 x Angel of Fury assassin
Conj7	Heavenly Wrath	S3F1	20	-	1	Summon 1 x Angel of Fury Commander
Conj7	Angelic Host	S5	35	5 Prov	7	Remote Summon 6 x Angels of the Host and 1 x Archangel Commander
Conj8	Titan of War & Wisdom	S4E2	40	0	1	Summons Athene Unique Commander
Conj8	Titan of the Seas	W4E2	40	0	1	UW Only, Summons Poseidon Unique Commander
Conj9	Heavenly Choir	S5F2	88	-	13	Summon 9 x Angels of the Heavenly Choir, 3 x Harbingers and 1 x Seraph Commander
Const3	Create Ornithopter Scout	A2	3	0	1	Summon 1 Ornithopter Commander
Const5	Create Ornithopters	A2E2	15	0	5+	Summon 5+ Ornithopters
Const5	Create Flying Ship	A3	10	0	1	Summon 1 Flying Ship
Const7	Create Flying Boat	A2S2	25	0	1	Summon 1 Flying Boat Commander
Ench5	Enchant Glass Angel	F2S1	25	0	1	Summon 1 Glass Angel Commander
Ench8	Enchant Gilded Angel	F3S2	60	0	1	Summon 1 Gilded angel Commander

COMBAT SPELLS

School	Spell	Path	Fat	Rng	Aoe	Pre	Dmg	Nr. Eff	Special
Div0	Shield of Faith	H2	0	10	5	5	-	1	UI

Friendly Sacreds in the area gain Luck

MAGIC ITEMS

Type	Name	Path	Rng	Att	Def	Par	Dmg/Prt	Enc	Special
Misc2	Vial of Chemicals	F1	13	0	-	-	10APFire	-	Chest Wound, Aoe1
Misc4	Homunculous Jar	W1E1	0	0	-	-	-	-	Alchemists Only, +12 Research, Fortune Teller 5%
1Hand4	Crystal Telescope	E1S1	-	0	0	-	3	0	Prec +5, S range +1
Helm4	Mask of Seduction	A1S1	0	0	-	-	-	-	Casanovas & Columbines only, Awe 1, Seduction +1
Shield4	Weeping Shield	S1W1	-	-	-1	8	21	1	Inspirational 1, Halt Heretic 5, 1 temp water gem
Misc6	Vial of Saints Blood	S3	0	0	-	-	-	-	Bearer is blessed, Spell: Blessing

GONDWANA, THE SHROUDED LAND

RITUAL SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Gems</u>	<u>Rng</u>	<u>Nr. Eff</u>	<u>Description</u>
Conj2	Summon Rockshell	N2	4	0	1	Summon 1 Rockshell
Conj3	Pack of Sabre-Teeth	N2	10	0	9+	Summon 10+ Sabre-Teeth
Conj3	Summon Terror Bird	N3	3	0	1	Summon 1 Terror Bird
Conj4	Summon Biloko	D1N1	5	0	10++	Forest Only, Summon 10++ Bilokos
Conj5	Summon Quaggaraffe	N3	4	0	1	Summon 1 Quaggaraffe
Conj4	Contact Aziza	F1N2	20	0	1	Forest Only, Summon 1 x Aziza Commander
Conj5	Contact Adze	D3F1	25	0	1	Summon 1 x Adze Commander
Conj5	Flock of Terror Birds	N4	15	0	3+	Summon 6+ Terror Birds
Conj5	Summon Tree Breaker	N3	6	0	1	Summon 1 Tree Breaker
Conj6	Impundulu	A3D1	24	0	1	Summons 1 x Impundulu Commander
Conj6	Summon Earthshaker	N4	10	0	1	Summon 1 Earthshaker
Alt6	Form of the Hunter	N1F1	6	3 Prov	1	Witch Doctor Only, Summons Spirit of the Lion remote assassin, caster must resist with MR or die
Ench3	Bind Dark Spirit	D1	2	0	1	Summon 1 Dark Spirit
Ench6	Host of Dark Spirits	D3	20	0	10+	Summon 10+ Dark Spirits

COMBAT SPELLS

<u>School</u>	<u>Spell</u>	<u>Path</u>	<u>Fat</u>	<u>Rng</u>	<u>Aoe</u>	<u>Pre</u>	<u>Dmg</u>	<u>Nr. Eff</u>	<u>Special</u>
Alt3	Imbue with N'um	N3H1	30	5	0	100	-	1	
									Target animal is Enlarged and Blessed, even if not Sacred
Alt4	Protection of Gaia	N2	30	10	10	0	-	1	
									Friendly animals gain Barkskin
Alt5	Gaia's Fury	N3	50	15	5+	0	-	1	AN
									Animals only gain +4 Str, go berserk and are fully healed. 10% chance of death.
Alt6	Flood of N'um	N4H2	100	10	10	100	-	1	
									All animals in the area are Enlarged and Blessed, even if not Sacred
Ench6	Primal Power	N3	200	0	BF	0	-	1	
									All friendly animals gain +4Str
Thaum1	Trance Master	N1	20	0	0	0	-	1	Spellsingers Only
									Caster becomes Chorus Master, as per the spell

MAGIC ITEMS

<u>Type</u>	<u>Name</u>	<u>Path</u>	<u>Rng</u>	<u>Att</u>	<u>Def</u>	<u>Par</u>	<u>Dmg/Prt</u>	<u>Enc</u>	<u>Special</u>
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