

War Of Ascension Through The Eras

Part One – The Early Age

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I. Abysia - Children of Flame

Statistics	
Nation	Abysia
Era	Early Age
Nation number	8
Gem income	6 F
Capital Site(s)	The Smouldercone, Temple of the All-Consuming Flame

Overview	
Race	Radiates heat, fire resistance, prefers Heat scale +3, wasteland survival
Military	Very heavy infantry, no missile weapons, salamanders
Magic	Fire, Blood, Astral, some Earth
Priests	Powerful, can perform blood sacrifices

Abysians are lava-born humanoids that radiate heat. Abysians mainly use heavy infantry. They have skilled Fire and Blood mages and their priests can perform blood sacrifices. Abysians dislike cold provinces.

Abysia in the Early Ages

Abysia is a hot wasteland at the centre of which lies a great volcano whose lava-lit caverns are inhabited by magma-born humanoids. Their flesh radiates heat and they are not harmed by flames. Abysians are stronger than humans and use very heavy armour and weaponry. Bows are not used, as they would turn to cinders in the glowing hands of the

Abysians. The war machine of Abysia also includes Salamanders, lizardlike beings composed of the same hot lava-born flesh as the Abysians. The Anointed of Rhuax and the Anathemant Priests of the Flame Cult practice blood sacrifice to strengthen the power of the Awakening God. The Warlocks of the Smouldercone, a newly formed magical order, practice Blood magic and search for suitable blood slaves in conquered lands. Abysians prefer to live in extremely hot places. They do not farm or hunt for a living, so their income and supplies are not affected by the Growth/Death scale of a province. However, population will still die slowly in Abysia-controlled provinces with Death scales.

Nation

Units

Name	Gold	HP	Morale	Move
Abysian Infantry	20	15	11	1 / 11
Abysian Infantry	20	15	11	1 / 11
Abysian Infantry	20	15	11	1 / 11
Abysian Infantry	20	15	11	1 / 11
Salamander	60	18	10	2 / 7

Commanders

Name	Gold	HP	Morale	Move
Warlord	60	19	13	2 / 12
Beast Trainer	75	19	13	2 / 13
Slayer	80	17	14	2 / 11
Anathemant Salamander	130	14	13	2 / 9
Anathemant Dragon	230	13	15	2 / 9

Spells

Spell	School	Paths
Contact Scorpion Man	Conjuration 8	E1 F1
Summon Spectral Infantry	Conjuration 2	D1 F1
Inner Furnace	Enchantment 5	F3

Magic

In the early era, Abysia lacks some of the magic power of later ages, but compensates with deadly sacred troops, and ready access to cheap, powerful fire mages.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital	4-5		1-2		1-2			2-3
Forts	3							

Research

Anathemant Salamander 4 RP / 130 gold, sacred
 32.5 gold/RP base cost
 1.08 gold/RP upkeep
 Warlock 5 RP / 140 gold, capitol only
 28 gold/RP base cost
 1.86 gold/RP upkeep

Thugs

Anointed of Rhuax 25 hp, capital-only, sacred, fire shield, heat aura, darkvision, fire/earth magic
 Warlord 19 hp, darkvision, ambidex, heat aura

II. Agartha - Pale Ones

Statistics	
Nation	Agartha
Era	Early Age
Nation number	12
Gem income	4 E, 1 D, 1 F
Capital Site(s)	Halls of the Oracles, Roots of the Earth, The Chamber of the Seal
Overview	
Race	Pale Ones and troglodytes. Darkvision. Poor amphibians.
Military	Light infantry, medium infantry, Wet Ones, huge Ancient Ones
Magic	Earth, Fire, Water, Death
Priests	Powerful

Agartha is a cavern realm of Pale Ones and troglodytes. Pale Ones can grow to huge proportions. Oracles and Earth-Blood mage-kings rule the Pale Ones. All Pale Ones have perfect night vision.

Agartha in the Early Ages

In dark caverns under the Roots of the Earth a strange race of one-eyed humanoids has evolved. Untouched by the sun, they have become known to humans as the Pale Ones. The Pale Ones are gifted with perfect darkvision and gills and inhabit underwater rivers and lakes as well as cavernous halls. Pale Ones never stop growing and ancient ones can

grow to huge proportions. The wisest of the Ancient Ones are known as the Oracles, priest-mages of great power. The Oracles are gathered in a great, cavernous hall where they divine the fate of the Pale Ones.

Nation

Units

Name	Gold	HP	Morale	Move
Troglodyte	50	37	14	2 / 16
Pale One Militia	7	18	8	2 / 10
Pale One Warrior	10	18	10	1 / 10
Cavern Guard	13	21	12	1 / 10
Pale One Warrior	10	18	10	2 / 10
Pale One	10	18	10	2 / 10
Ancient One	40	40	12	2 / 14
Ancient Stone Hurler	45	42	11	2 / 14
Wet One	10	18	10	2 / 10
Ancient Stone Hurler	45	42	11	2 / 14

Commanders

Name	Gold	HP	Morale	Move
Earth Reader	120	18	10	2 / 10
Troglodyte Lord	90	43	15	2 / 16
Pale One Commander	30	22	12	2 / 10
Pale One Scout	20	20	12	2 / 10
Ancient Lord	90	44	14	2 / 14

Spells

Spell	School	Paths
Summon Umbral	Conjuration 5	D1 E1
Rhuax Pact	Conjuration 3	F1 E1
Barathrus Pact	Conjuration 3	E2

Magic

Early Agarth has very powerful earth magic, but only out of the capital. Other magic paths are somewhat limited. Note that Agarth does not have access to the Fire/Water or Fire/Death combinations, as the magic paths do not appear on the same units.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital	2-3		4-5	2-3			2-3	
Forts	1		2	1			1	

Research

Earth Reader 4 RP / 120 gold, sacred
 30 gold/RP base
 1 gold/RP upkeep

Thugs

Oracle 40 hp, capital-only, sacred, amphibious, darkvision, Earth and Fire, Water or Death
 Ancient Lord 44 hp, sacred, amphibious, darkvision

III.Arcoscephale - Golden Era

Statistics	
Nation	Arcoscephale
Era	Early Age
Nation number	0
Gem income	2 E, 2 S, 2 A
Capital Site(s)	Akademieia, Lykeion, Mount Cephalos
Overview	
Race	Humans
Military	Heavy infantry, chariots, flying infantry, sacred Pegasus Riders, engineers
Magic	Nature, Astral, Elements. Philosopher researchers
Priests	Average, healing. Sceptic preachers (reduces Dominion)
Dominion	Scry (accurate and automatic military reports inside dominion)

An ancient human kingdom led by Philosophers, Arcoscephale mainly uses heavy infantry, chariots and flying Icarids. The Philosophers are skilled researchers. Oreiads, roaming mountain spirits, and Mystics skilled in Astral and Elemental magic give Arcoscephale great magical versatility. The priestesses of Arcoscephale can heal wounded soldiers.

Arcoscephale in the Early Ages

The kingdom of Arcoscephale is yet to be founded. Bronze is more common than iron and hoplites have yet to see the dawn of day. Instead, myrmidons and chariots compose the core of the armies. In this time, slaves are commonly used and most free men have plenty of time to spend on fine arts and good living.

Philosophers gather in the cities to discuss esoteric truths and engineers manufacture clever contraptions for civil or military use. At the heart of Arcoscephale lies Mount Cephalos, abode of the Awakening God. At the foot of the mountain is a great temple where sacred Pegasus Riders are trained. Icarids, men with mechanical wings, are also used in warfare. The philosophers are better at magical research in a slothful Dominion.

Nation

Units

Name	Gold	HP	Morale	Move
Slinger	7	10	7	1 / 12
Cardaces	10	10	10	2 / 12
Peltast	10	10	10	2 / 12
Myrmidon	14	12	13	1 / 12
Chariot	45	10	10	3 / 18
Chariot Archer	55	10	9	3 / 18
Icarid	18	12	13	1 / 12

Commanders

Name	Gold	HP	Morale	Move
Priestess	110	9	10	2 / 8
Mystic	150	10	10	2 / 10
Scout	20	10	10	2 / 12
Sceptic	50	10	7	1 / 10
Myrmidon Champion	35	14	15	1 / 12
Chariot Commander	70	10	12	3 / 18
Icarid Champion	50	14	14	1 / 12

Spells

Spell	School	Paths
Summon SIRRUSH	Conjuration 5	S1 E1
Monster Boar	Conjuration 5	N3

Magic

In the early era, Arcoscephale supplements the ubiquitous Mystic with powerful air and nature mages recruited out of the capital.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital		3-4	2-3			4-5		
Forts	2		2	2	2	2		

Research

Mystic 5 RP / 150 gold
 30 gold/RP base
 2 gold/RP upkeep
 Priestess 4 RP / 110 gold, sacred
 27.5 gold/RP base
 0.917 gold/RP upkeep
 Philosopher 5 RP / 50 gold, capital-only, boosted by Sloth
 6.25 gold/RP base (assumes Sloth 3)
 0.417 gold/RP upkeep (assumes Sloth 3)

Thugs

Wind Lord, 14 hp, capital-only, sacred, flying
 Oreiad

IV. Atlantis - Emergence of the Deep Ones

Statistics	
Nation	Atlantis
Era	Early Age
Nation number	21
Gem income	3 E, 2 W, 1 F
Capital Site(s)	The Basalt City, The Dark Crystal
Overview	
Race	Amphibious
Military	Light infantry, Shamblers, no missile weapons
Magic	Earth, Water, Fire, some Astral
Priests	Powerful

Atlantis is an underwater nation of amphibious beings. They do not use missile troops. They have powerful Earth and Water mages and powerful priests.

Atlantis in the Early Ages

For centuries the seas have been the domain of the Tritons, but recently a nation of beings resembling a cross between fish, frog and human has emerged in the deepest gorges of the oceans. The race is not entirely unknown as there are a few of them who have made shallow coastal reefs their home, but the Triton Kings

never imagined that they were numerous or powerful enough to form a nation. These Atlanteans of the deeps never stop growing and will live for several hundred years unless killed. The Atlantean society is organized in a strict hierarchy of size and age. The oldest and most cunning Atlanteans have made themselves kings and queens of The Basalt City in the deepest reaches of the ocean. The Atlanteans of the deeps use weapons of enchanted basalt made by the Basalt Kings.

Nation

Units

Name	Gold	HP	Morale	Move
Atlantean Spearman	10	12	10	2 / 10
Reef Dweller	10	12	10	2 / 12
Shambler	25	22	11	2 / 11
War Shambler	30	22	13	2 / 11
Coral Guard	40	24	14	1 / 11
Deep One	10	14	12	1 / 9
Deep One Spearman	10	14	12	2 / 9
Shambler of the Deep	25	26	13	2 / 12
Warrior of the Deep	30	27	13	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Scout	20	12	10	2 / 10
Mage of the Deep	250	20	11	2 / 11
Mother of the Deep	130	22	13	2 / 11
Coral Priest	40	12	10	2 / 10
Shambler Chief	45	22	11	2 / 11
Coral Commander	70	25	15	1 / 11

Spells

Spell	School	Paths
Summon Monster Fish	Conjuration 6	W3

Magic

Early Atlantis has stronger elemental magic than other eras, but less astral magic.

Access to magic paths							
	Fire	Air	Earth	Water	Astral	Nature	Death
Capital	2-3		4-5				
Forts	2		2	4	1		

Research

Mage of the Deep 6 RP / 250 gold
 41.667 gold/RP base
 2.778 gold/RP upkeep
 Basalt King 9 RP / 500 gold, sacred capitol-only
 55.556 gold/RP base
 1.85 gold/RP upkeep

Thugs

Basalt King 51 hp, capital-only, sacred, fear, fr 50, cr 50, high natural protection, amphibious, fire/water/earth magic
 Coral Commander 25 hp, darkvision, amphibious

V. Caelum - Eagle Kings

Statistics	
Nation	Caelum
Era	Early Age
Nation number	9
Gem income	5 A, 1 W
Capital Site(s)	Palace of the Eagle Kings
Overview	
Race	Flying, partially cold resistant, partially shock resistant, prefers Cold scale +2
Military	Flying units, skilled archers, mammoths
Magic	Air, some Water, Earth and Death, rarely Fire
Priests	Average

Vale and the Caelians of High Caelum. The Spire Horn Caelians are partially resistant to cold and lightning. The Raptorians are stronger and attuned to the Earth, but lack the elemental resistance characteristic of the other clans. The High Caelians live in the coldest mountain peaks and are unaffected by low temperatures. They are thinner and lighter than the other clans. The high Caelians are led by mages known as Seraphs, masters of Air magic. The Seraphs craft the magical ice that Caelians use instead of regular metal. The ice tempers with lower temperatures and the heavy ice armour is more durable in cold climates than in warmer ones. All weapons crafted from the ice are magical and capable of harming magical beings. The Caelians are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops, such as huge Mammoths.

Caelum is a union of three tribes of winged beings that live on high mountaintops. One tribe is fully immune to cold and another tribe is cold and lightning resistant. All mages of Caelum are skilled in Air magic and some also have some skill in Water and Death. All of Caelum dislikes warm lands.

Caelum in the Early Ages

Caelum is a magocracy of winged humanoids inhabiting the highest mountain peaks. Under the wise rule of the Eagle Kings, semi-divine beings of an earlier age, three tribes have formed a kingdom. The tribes are the Tempest Lords of Spire Horn Mountain, the Raptors of Raven's

Nation

Units

Name	Gold	HP	Morale	Move
Blizzard Warrior	10	9	10	2 / 9
Spire Horn Archer	10	9	10	2 / 9
Spire Horn Warrior	10	10	10	2 / 9
Caelian Light Infantry	10	9	10	2 / 9
Spire Horn Warrior	10	10	10	2 / 9
Mammoth	120	72	10	3 / 16
Caelian Infantry	10	9	10	2 / 9
Raptorian Warrior	10	11	11	2 / 9
Iron Crow	15	12	12	2 / 9
Iceclad	15	9	12	1 / 9
Tempest Warrior	15	9	11	1 / 9
Raptor	10	11	11	2 / 9

Commanders

Name	Gold	HP	Morale	Move
Caelian Seraph	140	9	11	2 / 8
Seraphine	90	8	13	2 / 8
Caelian Scout	20	9	10	2 / 9
Spire Horn Seraph	60	9	11	2 / 8
Tempest Lord	35	11	14	2 / 9
Harab Seraph	80	9	12	2 / 8

Spells

Spell	School	Paths
Call Amesha Spenta	Conjuration 8	S5
Summon Yazatas	Conjuration 5	S2

Magic

Caelum has the strongest air magic in the early era, but non-capital-only mages are weaker than in other eras.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital	0-1	4-5	1-2	1-2				
Forts		2		1			1-2	

Research

Spire Horn Seraph 3 RP / 60 gold
20 gold/RP base
1.333 gold/RP upkeep
Harab Seraph 4 RP / 80 gold
20 gold/RP base
1.333 gold/RP upkeep
Caelian Seraph 5 RP / 140 gold
28 gold/RP base
1.867 gold/RP upkeep

Thugs

Eagle King 19 hp, capital-only, sacred, flying, awe, air/earth/water magic

VI.C'tis - Lizard Kings

Statistics	
Nation	C'tis
Era	Early Age
Nation number	10
Gem income	4 D, 2 N
Capital Site(s)	The Temple City
Overview	
Race	Thick hides, cold-blooded, poison resistance, prefers Heat scale +2
Military	Chariots, infantry, slave warriors, sacred serpents
Magic	Death, Nature, some Water and Astral
Priests	Powerful

C'tis is an ancient kingdom of lizardmen. They do not use cavalry or archers, but use chariots and javelins instead. C'tis has powerful Death mages and powerful Lizard King priests. The lizards dislike cold provinces.

C'tis in the Early Ages

C'tis is a swampy river valley surrounded by sandy deserts. In the fertile valley a sacral kingdom of lizardlike humanoids has formed. The kingdom is ancient by human standards and its wisdom and magical knowledge are great. At the top of the society are the Lizard King and his Royal Heirs. The King is the highest priest of C'tis. Under the king

are the High Priests with their sacred serpents and the enigmatic Sauromancers, great mages of death and rebirth. The lizards are herbivores, but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. Both lizard races are cold-blooded and become exhausted very quickly when fighting in cold provinces. They have partial resistance to poisons. The inhabitants of C'tis prefer to live in warm provinces.

Nation

Units

Name	Gold	HP	Morale	Move
Heavy Infantry	10	11	9	1 / 10
City Guard	10	11	9	2 / 10
Light Infantry	10	11	9	2 / 10
Militia	7	11	7	1 / 10
Slave Warrior	12	13	11	2 / 11
Elite Warrior	14	13	12	2 / 11
Runner	12	12	11	3 / 16
Sacred Serpent	30	22	14	1 / 8
Falchioneer	13	11	10	2 / 11
Lizard Chariot	50	13	11	3 / 16

Commanders

Name	Gold	HP	Morale	Move
High Priest of C'tis	100	11	11	2 / 9
Sauromancer	200	12	10	2 / 9
Lizard Lord	60	14	13	2 / 10
Commander of C'tis	40	13	11	2 / 10
Taskmaster	30	13	11	2 / 10
Shaman	110	13	13	2 / 10
Hierodule	40	10	9	2 / 9
Reborn	100	11	8	2 / 9

Spells

Spell	School	Paths
Summon Monster Toads	Conjuration 5	N2
Contact SIRRUSH	Conjuration 5	S1 N1
Contact Couatl	Conjuration 7	N1 S1
Devourer of Souls	Conjuration 9	D6
Summon Scorpion Man	Conjuration 8	E1 F1

Magic

In the early era, C'tis enjoys access to some of the strongest death mages at a proportionally very low recruitment cost.

Access to magic paths							
	Fire	Air	Earth	Water	Astral	Nature	Death
Forts				1-2	1-2	2-3	4-5

Research

Sauromancer 7 RP / 200 gold
 28.57 gold/RP base
 1.905 gold/RP upkeep
 Shaman 4 RP / 110 gold, sacred
 27.5 gold/RP base
 0.916 gold/RP upkeep

Thugs

None notable

VII. Ermor - New Faith

Statistics	
Nation	Ermor
Era	Early Age
Nation number	1
Gem income	3 F, 3 S
Capital Site(s)	Temple of the Shroud
Overview	
Race	Human
Military	Human legionnaires and lizard auxiliaries
Magic	All paths except Blood. Primarily Fire, Death and Astral
Priests	Powerful, can heal afflictions

Ermor is a human empire centred on a great city. The Empire has just recently converted to the New Faith and its magical skills are very versatile as mage-priests from the Old Faith still linger.

Ermor in the Early Ages

Ermor is an empire centred on a great city. For centuries it has grown and become more and more influential. Traders and travelers from near and far come to the city. By military campaigns, diplomacy and trade, Ermor has become a power to be reckoned with. By adopting local traditions and beliefs, the Ermorians posed little threat to neighbours and

conquered peoples, but this has begun to change. A New God is arising. Old syncretistic faiths and spirit worship were banned by a Prophet dressed in white shrouds. The remnants of his body and shrouds are buried in the Holy City of Eldregate where the adherents of the New Faith are awaiting the arrival of the Reawakening God foreseen by the Prophet. The all-encompassing old state cult of the Numinas still survives, but the Pontifices and Flamen are slowly adopting the New Faith.

Nation

Units

Name	Gold	HP	Morale	Move
Retiarius	8	12	15	2 / 10
Gladiator	8	12	15	2 / 10
Slinger	7	10	7	1 / 12
Leve	10	10	10	2 / 12
Accensus	8	10	8	2 / 12
Rorarus	10	10	10	2 / 12
Hastatus	12	10	11	2 / 12
Principe	15	11	12	2 / 12
Triarius	14	10	13	1 / 11
Lizard Auxiliare	10	11	9	2 / 10
Equite	40	10	11	2 / 23

Commanders

Name	Gold	HP	Morale	Move
Scout	20	10	10	2 / 12
Assassin	60	10	13	2 / 12
Centurion	30	12	12	2 / 12
Flamen	120	10	8	2 / 10
Pontifex	120	10	12	2 / 10
Acolyte	40	10	9	2 / 10
Augur	80	10	13	2 / 10
Augur Elder	250	10	13	1 / 10
Legatus Legionis	70	13	14	2 / 12

Magic

In the early era, Ermor has access to powerful mages in all forts. Some path combinations, notably earth/astral, do not appear because they are available on different units.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Forts	3-4	1-2	1	1	2-3	1	3-4	

Research

Augur Elder 7 RP / 250 gold, fortune teller
35.7 gold/RP base cost
2.38 gold/RP upkeep
Augur 4 RP / 80 gold, fortune teller
20 gold/RP base cost
1.33 gold/RP upkeep
Flamen 4 RP / 120 gold, sacred
30 gold/RP base cost
1 gold/RP upkeep

Thugs

None notable

VIII. Fomoria - The Cursed Ones

Statistics	
Nation	Fomoria
Era	Early Age
Nation number	14
Gem income	3 A, 1 W, 2 D
Capital Site(s)	Isle of Balor, Rath Chimbalth
Overview	
Race	Malformed Fomorian giants, Fir Bolg, Nemedians. Ocean sailing and units able to enter the sea.
Military	Fir Bolg infantry, Fomorian infantry, Nemedian infantry
Magic	Air, Death, some Water and Nature
Priests	Mostly weak, Fomorian King of average skill

Fomoria is a bountiful land inhabited by malformed giants. The land was attacked by wave after wave of invaders. Of these, the Fir Bolg, lesser descendants of the Nemedians, have established themselves and live in peace with the Fomorians. A few of the magically powerful Nemedians also linger on.

Fomoria in the Early Ages

The bountiful land of Fomoria was claimed by giants who once guarded the dark and stormy ocean realm of the drowned dead. With death ever near, their loyalties had changed and their malice grown. With the ascendancy of a previous Pantokrator they were punished for their sins and banished from their dark home. The

full effects of the Curse became evident when the Fomorians settled in a fertile land. Their offspring were short and cursed with monstrous appearance. The few surviving Fomorian giants saw their once proud race degenerate and die. Then came the invasions - Partholonians, Nemedians, Fir Bolg and Tuatha all claimed the land of Fomoria. Twice the Fomorians were all but defeated by foreign magic, but twice they conjured a plague that slew the invaders. The third wave of invaders, the Fir Bolg, accepted Fomorian rule and aided the giants in defeating the Tuatha. Now Fir Bolg compose much of the Fomorian population. Fomorians are skilled shipwrights, powerful storm crafters and have a legacy of mastery over the dead.

Nation

Units

Name	Gold	HP	Morale	Move
Fomorian Militia	15	30	10	2 / 15
Fomorian Javelinist	20	30	12	2 / 15
Fomorian Spearman	20	30	12	2 / 15
Fomorian Warrior	30	33	13	2 / 15
Fir Bolg Warrior	13	13	11	2 / 13
Fir Bolg Warrior	13	13	11	2 / 13
Fir Bolg Slinger	11	13	10	2 / 13

Commanders

Name	Gold	HP	Morale	Move
Fomorian Champion	60	35	14	2 / 15
Fir Bolg Scout	25	13	11	2 / 13
Fir Bolg Champion	45	13	11	2 / 13
Fomorian Scout	50	33	13	2 / 15
Unmarked Champion	120	38	15	2 / 15
Fomorian Druid	150	32	13	2 / 15

Spells

Spell	School	Paths
Summon Black Dogs	Conjuration 2	D2
Summon Barghests	Conjuration 4	D2
Summon Morrigan	Conjuration 6	D2 A1
Dance of the Morrigan	Conjuration 8	D5 A2

Magic

As with other giant nations, Fomoria is capable of recruiting durable thug chassis but has a low research/gold ratio. Fomoria does not recruit powerful mages outside of the capital.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital		4-5		1-2			3-4	
Forts		2		1		1	1	

Research

Fomorian Druid 4 RP / 150 gold, sacred
 37.5 gold/RP base
 1.25 gold/RP upkeep

Thugs

Fomorian King 70 hp, capital-only, sacred, poor amphibian, sailing, cr 50, air/death/water magic
 Nemedian Champion 15 hp, capital-only, stealthy, sacred, glamour, air/death magic
 Unmarked Champion 38 hp, sacred
 Fomorian Scout 33 hp, stealthy

IX. Helheim - Dusk and Death

Statistics	
Nation	Helheim
Era	Early Age
Nation number	16
Gem income	1 A, 1 E, 4 D
Capital Site(s)	Helhalla, Gnipahålan
Overview	
Race	Flying troops, illusions, prefers Cold scale +1
Military	Vanir heavy infantry, Valkyries, Vanir cavalry
Magic	Death, Air, Earth, Blood, some Fire
Priests	Average, can perform blood sacrifices

Helheim is a nation of Vanir ruled by Hanged Kings guarding the entrance to Hel. Vanir can hide themselves with illusions. They utilize many unique troops, including flying Valkyries. The Hangadrotts are powerful Death and Air mages and the Svartalf smiths are skilled in Earth and Death magics.

Helheim in the Early Ages

Helheim is a land of shadows, windswept moors and silent mountains. Here lies Gnipahålan, the Stone Cave, where the dead pass through on their way to Hel. The Hanged Kings, ancient Vanir that have hanged themselves to learn the

secrets of Death, rule the land from their thrones of Helhalla. Helheim is inhabited by Vanir, a race of tall and innately magical beings who are able to trick mortals with their glamour. The Vanir of Helheim have sequestered themselves from the Vanir of Vanheim and have not been part of the Great War with the giants. For ages they have been guiding the dead on their way to Hel in service of a dead god. Now a new God is arising and the old ways are changing. The Valkyries, guides of the dead, have become messengers of death and sacred warriors of the new God. Valkyries, the female Vanir of Helheim, are able to fly, a gift from the dead god they once served. Lesser beings are not held in high regard and their blood is sacrificed to sate the Awakening God. Unlike their cousins in Vanheim, the Vanir of Helheim are not shipwrights and sailors.

Nation

Units

Name	Gold	HP	Morale	Move
Mounted Hirdman	55	13	12	3 / 26
Huskarl	25	13	11	2 / 13
Huskarl	25	13	11	2 / 13
Hirdman	30	13	12	2 / 13
Serf Warrior	8	10	8	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Helkarl	160	15	14	3 / 26
Vanherse	160	14	13	3 / 26
Vanjarl	280	15	14	3 / 26
Van Scout	40	13	12	2 / 13

Spells

Spell	School	Paths
Pack of Wolves	Conjuration 3	N2

Magic

With the exception of the Svartalf, Helheim's mages are proportionally expensive, and the powerful mages can only be recruited in the capital. Note that the blood/earth combo is very rare, and blood/fire is not available.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital	1	3-4	3				4-5	1-2
Forts		2					1	1

Research

Svartalf 7 RP / 180 gold, capital-only
 25.714 gold/RP base
 1.714 gold/RP upkeep
 Vanjarl 5 RP / 280 gold, sacred
 56 gold/RP base
 1.867 gold/RP upkeep
 Helkarl or Vanherse 3 RP / 160 gold, sacred
 53.333 gold/RP base
 1.778 gold/RP upkeep

Thugs

Hangadrott 15 hp, capital-only, sacred, stealthy, glamour, air/death/earth/blood magic
 Dis 14 hp, capital-only, sacred, stealthy, glamour, flying, air/death magic
 Vanjarl 15 hp, sacred, stealthy, glamour, air/blood magic

X. Hinnom - Sons of the Fallen

Statistics	
Nation	Hinnom
Era	Early Age
Nation number	20
Gem income	2 F, 2 E, 1 S, 2 B
Capital Site(s)	Mount Hermon, Gomorrah

Overview	
Race	Rephaite giants with enormous appetites. Lesser Avvite and Horite giants. Prefers Heat scale +2
Military	Horite cave dwellers, Avvite giants, chariots.
Magic	Fire, Earth, Astral, Blood, some Nature and Air.
Priests	Weak, sacred Rephaite giants, can perform blood sacrifices.

Hinnom is a wasteland inhabited by several kinds of giants. The Rephaite lords rule the lesser giants by fear and force.

Hinnom in the Early Ages

Hinnom is a dry wasteland inhabited by giants. At the dawn of time, on the sacred Mount Hermon, six Angels in full celestial splendour descended to aid and instruct the giants of the land. The Avvim were a people strong and beautiful of mind and body. They were adept students and their culture flourished under the tutelage of the Grigori, the angelic Watchers. But before long the Angels became enamoured with the Avvim and taught them things that should not be taught. Tempted by the beauty of the Avvim, they took their daughters as

wives and sinned before the Celestial Powers. Their offspring were the Nephilim, giants of godlike power, abominable to the world. The Angels were imprisoned in the Underworld for their sins, but the Nephilim were partly of this world and could not be banished by the Celestial Powers. The Nephilim made themselves kings over the Avvim, and they fathered sons who became known as the Rephaim. The Nephilim and their sons had unnatural appetites and consumed food, livestock, beasts and finally their own offspring. With time, the Nephilim left Hinnom in search of a purpose and left their sons to rule the Avvim.

Nation

Units

Name	Gold	HP	Morale	Move
Avvite Spearman	30	24	12	2 / 14
Horite	25	25	13	2 / 14
Horite Champion	30	27	14	2 / 14
Avvite Light Infantry	30	24	12	2 / 14
Avvite Swordsman	30	24	12	2 / 14
Horite Hunter	28	26	13	2 / 14
Avvite Charioteer	75	24	12	3 / 15
Avvite Horn Blower	35	24	12	2 / 14
Dawn Guard	45	25	13	2 / 14
Avvite Heavy Archer	30	24	10	1 / 14

Commanders

Name	Gold	HP	Morale	Move
Acha	125	23	10	2 / 14
Ammi	125	23	10	2 / 14
Qedesim	40	21	8	2 / 14
Qedesot	50	19	10	2 / 14
Horite Shaman	120	25	12	2 / 14
Avvite Commander	60	27	13	2 / 14
Avvite Scout	45	25	12	2 / 14
Kohen	150	50	13	3 / 14

Spells

Spell	School	Paths
Release Lord of Civilization	Blood 9	B8
Summon Mazzikim	Conjuration 3	N1
Summon Lilot	Conjuration 5	N4
Summon Se'irim	Blood 3	B2
Summon Shedim	Blood 4	B3 A1

Magic

Hinnom has access to high values in a wide range of magic paths, including all paths except water. Like other giant nations, their cost/research is higher than for most human positions, but they have recruitable sacred thugs equivalent in power to summoned commanders. Their blood mages can only be recruited in the capital.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital	3-4		3-4		3-4			3
Forts	2	2	2		2	2	1	

Research

Ammi 4 RP / 125 gold, fortune teller
 31.25 gold/RP base
 2.083 gold/RP upkeep
 Acha 4 RP / 125 gold, healer
 31.25 gold/RP base
 2.083 gold/RP upkeep
 Kohen 4 RP / 150 gold, sacred, but eats people
 37.5 gold/RP base
 1.25 gold/RP upkeep

Thugs

Ba'al 66 hp, capital-only, sacred, fear, fr 75, blood and fire/earth/astral magic.
 Melqart 69 hp, capital-only, sacred, fear, fr 75, blood and fire/earth/astral magic
 Kohen 50 hp, sacred, fr 60, poor combat stats
 Avvite Scout 25 hp, stealthy

XI. Kailasa - Rise of the Ape Kings

Statistics	
Nation	Kailasa
Era	Early Age
Nation number	18
Gem income	2 E, 2 S, 2 N
Capital Site(s)	Mount Kailasa, The Lotus Garden
Overview	
Race	Yakshas and apes, prefers Heat scale +2
Military	A multitude of missile weapons and light infantry
Magic	Water, Earth, Astral, Nature
Priests	Weak

mysteries of metalworking.

Kailasa is a realm of intelligent apes ruled by Yakshas and Yavanas, divine beings living on the Sacred Mountain of Kailasa.

Kailasa in the Early Ages

On the sacred Mount Kailasa, beings from an earlier era still linger. They are blessed with mystical powers but are few in number. With the emergence of the new God they have mustered aid from a most unsuspected source. Deep in the forests below the Sacred Mountain, apes of uncanny brightness have evolved. The apes are uncivilized and have only recently mastered the

Nation

Units

Name	Gold	HP	Morale	Move
Markata	5	5	7	2 / 14
Markata Archer	5	5	7	2 / 14
Atavi Archer	9	10	8	2 / 10
Atavi Infantry	9	10	8	2 / 10
Light Bandar Archer	20	18	12	2 / 10
Guhyaka	35	23	13	2 / 14
Bandar Warrior	20	18	12	2 / 10
Bandar Swordsman	23	18	13	2 / 10

Commanders

Name	Gold	HP	Morale	Move
Markata Scout	20	5	7	2 / 14
Atavi Chieftain	40	12	10	2 / 10
Guru	160	9	13	1 / 2
Yogi	80	9	7	2 / 10
Bandar Commander	50	21	14	2 / 10

Spells

Spell	School	Paths
Ambush of Tigers	Conjuration 3	N2
Summon Apsaras	Conjuration 3	S2
Contact Yaksha	Conjuration 4	N2 E1
Contact Yakshini	Conjuration 4	N2 W1
Summon Gandharvas	Conjuration 5	S2
Summon Kinnara	Conjuration 6	S3
Summon Siddha	Conjuration 7	S4
Summon Devata	Conjuration 8	S5
Celestial Music	Thaumaturgy 6	S3
Summon Devala	Conjuration 9	S5
Summon Rudra	Conjuration 9	S5

Magic

Kailasa has access to powerful capital-only earth and water mages and to proportionally inexpensive, sacred astral mages in all forts. Kailasa has access to notable national conjuration spells which can provide additional sacred troops, thug chassis, and diversification into other magic paths.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital			4-5	4-5		2-3		
Forts					2	1		

Research

Guru 5 RP / 160 gold, sacred
 32 gold/RP base
 1.067 gold/RP upkeep
 Yogi 3 RP / 80 gold, sacred
 26.667 gp/RP base
 0.889 gold/RP upkeep

Thugs

Yaksha 28 hp, capital-only, sacred, awe, earth/nature/water/astral magic.
 Yakshini 23 hp, capital-only, sacred, awe, water/nature/earth/astral magic.
 Bandar Commander 21 hp, animal, only mr 8

XII. Lanka - Land of Demons

Statistics	
Nation	Lanka
Era	Early Age
Nation number	68
Gem income	1 A, 3 D, 2 N
Capital Site(s)	Sri Pada, Lanka
Overview	
Race	Demon ogres, apes and undead, prefers Heat scale +2
Military	Strong Rakshasa infantry, missile units and light infantry, reanimated apes
Magic	Air, Blood, Death, Nature
Priests	Medium

Lanka is a realm of intelligent apes ruled by Rakshasas, demon ogres skilled in dark sorcery and necromancy.

Lanka in the Early Ages

On the dark and densely forested island of Lanka, Rakshasas, demon ogres from an earlier era, still linger. Gifted with tremendous strength, they once fought the Devatas of Kailasa, but since then the most powerful of the Rakshasas have left this world for the Nether Realms. The remaining Rakshasas have captured and enslaved the monkey people of Kailasa and made them serve as warriors, hunters or food. The

Rakshasas had no use for the peaceful White Ones and Kala-Mukhas, Rakshasa half-breeds, lead the monkey people of Lanka. Since the enslavement of the apes, the ancient conflict between the Devatas of Kailasa and the Rakshasas of Lanka has been renewed.

Nation

Units

Name	Gold	HP	Morale	Move
Markata	5	5	7	2 / 14
Markata Archer	5	5	7	2 / 14
Atavi Archer	9	10	8	2 / 10
Atavi Infantry	9	10	8	2 / 10
Light Bandar Archer	20	18	12	2 / 10
Bandar Warrior	20	18	12	2 / 10
Kala-Mukha Warrior	65	24	15	2 / 10

Commanders

Name	Gold	HP	Morale	Move
Markata Scout	20	5	7	2 / 14
Atavi Chieftain	40	12	10	2 / 10
Raktapata	90	21	12	2 / 10
Yogini	110	16	13	2 / 10
Kala-Mukha	160	25	15	2 / 10
Bandaraja	75	23	15	2 / 10
Bandar Commander	50	21	14	2 / 10

Spells

Spell	School	Paths
Summon Rakshasas	Blood 1	B1
Feast of Flesh	Blood 2	B1 N1
Summon Asrapas	Blood 3	B2
Summon Rakshasa Warriors	Blood 4	B2
Summon Sandhyabalas	Blood 5	B2 D1
Summon Dakini	Blood 6	B2 A1
Summon Samanishada	Blood 7	B3 D1
Summon Mandeha	Blood 8	B5 D2
Summon Davanas	Blood 8	B5
Host of Ganas	Conjuration 2	D1
Summon Vetalas	Conjuration 5	D2

Magic

Lanka has access to powerful mages out of the capital, and to lesser blood mages, slightly relatively expensive, in all forts. Lanka has some capacity to recruit thug chassis, and significant national blood spells that provide additional thug chassis, magic diversity and sacred troops.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital		3-4				2-4	2-4	3-4
Forts						2	1	2

Research

Yogini 6 RP / 110 gold
 18.333 gold/RP base
 1.222 gold/RP upkeep
 Raktapata 3 RP / 90 gold, sacred
 30 gold/RP base
 1 gold/RP upkeep

Thugs

Raksharaja 35 hp, capital-only, sacred, demon, fr -50, air/blood/death magic
 Kala-Mukha 25 hp, sacred, darkvision, blood/death/nature magic.

XIII. Maverni - Time of Druids

Statistics	
Nation	Marverni
Era	Early Age
Nation number	3
Gem income	2 E, 3 S, 1 N
Capital Site(s)	Carnutes
Overview	
Race	Humans
Military	Light and medium infantry, medium cavalry
Magic	Earth, Astral, Nature, Water
Priests	Medium, can perform blood sacrifices

Marverni is a nation of tribal chiefdoms led by Druids, powerful readers of the stars and the Earth. Most warriors fight bare-chested, but noble warriors use chainmail cuirasses.

Marverni in the Early Ages

The Marverni is a nation of tribal chiefdoms guided by Druids and religious magistrates. The tribes have a long history of war and infighting, but recent developments have joined the tribes in pursuit of a single goal. The most prominent tribes are the Marverni, the Ambibates, the Eponi and the Carnutes. The Sequani,

though a small tribe, are influential due to the large number of Druids among them. The smiths of the Marverni tribe are reputedly the inventors of chainmail and most nobles of the tribes use it. Lowborn warriors fight bare-chested. The Ambibates are known for their martial skills. The Eponi nobles fight on horseback and are the only cavalry available to the nation. The Carnute tribe guards the Sacred Forest of Carnutes where the Druids gather every year. The Carnute warriors are able to go berserk when wounded. Boars are a sacred symbol to the Marverni nation.

Nation

Units

Name	Gold	HP	Morale	Move
Eponi Knight	30	12	11	3 / 23
Marverni Horn Blower	20	10	9	2 / 9
Marverni Slinger	9	10	8	2 / 12
Marverni Javelineer	9	10	9	2 / 12
Marverni Bare Chested Warrior	9	10	9	2 / 12
Marverni Noble Warrior	11	12	10	2 / 12
Ambibate Bare Chested Warrior	11	10	10	2 / 12
Ambibate Noble Warrior	14	12	11	2 / 12
Carnute Bare Chested Warrior	13	12	11	2 / 12
Carnute Noble Warrior	17	13	12	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Druid	380	10	12	1 / 9
Gutuater	120	10	13	2 / 9
Vergobret	50	10	11	2 / 9
Eponi Chieftain	60	13	13	3 / 23
Marverni Scout	20	10	9	2 / 12
Marverni Chieftain	30	13	12	2 / 12
Ambibate Chieftain	35	13	12	2 / 12
Carnute Chieftain	40	14	14	2 / 12
Sequani Stargazer	80	9	8	1 / 10

Spells

Spell	School	Paths
Sounder of Boars	Conjuration 3	N2
Contact Boar of Carnutes	Conjuration 5	N1 E1
Monster Boar	Conjuration 5	N3

Magic

Marverní is able to recruit powerful mages out of all forts, with the notable earth/astral combo, as well as less expensive astral mages. Marverní has some access to sacred national summons out of conjuration.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Forts			3-5	1-3	3-5	2-3		

Research

Druid 8 RP / 380 gold, sacred
Gutuater 4 RP / 120 gold, sacred
Sequani Stargazer 3 RP / 80 gold

Thugs

Boar Lord 15 hp, capital-only, sacred, berserker

XIV. Mictlan - Reign of Blood

Statistics	
Nation	Mictlan
Era	Early Age
Nation number	7
Gem income	2 F, 1 W, 1 N, 1 S, 3 B
Capital Site(s)	Temple of the Land, Temple of the Rain, Temple of the Moon, High Temple of the Sun
Overview	
Race	Humans, prefers Heat scale +1
Military	Light infantry with slings and javelins, tribal kings can levy slaves
Magic	Blood, Fire, Astral, Nature, Water
Priests	Powerful, can perform blood sacrifices, Dominion does not spread unless blood is sacrificed

Mictlan is an old kingdom ruled by priest-kings. Their God hungers and must be sated with blood sacrifices. Mictlan has powerful blood mages and priests, but its infantry uses archaic weapons.

Mictlan in the Early Ages

Mictlan is an ancient tribal empire that has been isolated for centuries. The foul practices of the priest-kings of Mictlan have caused most neighbours to leave or face slavery or death by sacrifice. Since the dawn of the kingdom, blood has been spilled in the temples of the capital to feed the waning powers of the Hungry God. The armies are mainly composed of slaves from newly conquered lands. The mage-priests of

Mictlan celebrate the two Faces and the two Dominions of the Hungry God, namely the Sun and the Moon, the Rain and the Forest. They are all skilled blood mages.

Nation

Units

Name	Gold	HP	Morale	Move
Warrior	9	10	10	2 / 12
Warrior	9	10	10	1 / 12
Warrior	9	10	10	1 / 12
Warrior	9	10	10	1 / 12
Jaguar Warrior	25	12	12	2 / 12
Feathered Warrior	18	10	11	1 / 12
Moon Warrior	12	12	12	1 / 12

Commanders

Name	Gold	HP	Morale	Move
Scout	20	10	10	2 / 12
Tribal King	40	13	14	2 / 12
Mictlan Priest	60	10	10	2 / 12
Nahualli	110	10	9	2 / 12

Spells

Spell	School	Paths
Summon Jaguar Toad	Conjuration 1	N1
Summon Jaguars	Conjuration 3	N2
Summon Monster Toad	Conjuration 5	N2
Contact Couatl	Conjuration 6	N1 S1
Summon Tlaloque	Conjuration 7	W4
Bind Beast Bats	Blood 2	B1
Bind Jaguar Fiends	Blood 4	B1 F1
Contact Civateteo	Blood 5	B2 D2
Bind Tzitzimitl	Blood 6	B2 S2
Contact Tlahuelpuchi	Blood 6	B2
Contact Onaqui	Blood 7	B4
Rain of Jaguars	Blood 8	B6 F2
Summon Jade Serpent	Conjuration 4	W2

Magic

Early era Mictlan has proportionally inexpensive mages available in the capital, proportionally inexpensive weak blood mages and average-price middling nature mages available elsewhere. Mictlan has a very substantial number of national spells in blood and conjuration, providing sacred troops, thug chassis and magic path increases or diversification.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital	2			2	2			3
Forts	0-1			0-1	1-2	2-3		1

Research

Mictlan Priest 3 RP / 60 gold, sacred
Nahualli 5 RP / 110 gold

Thugs

Tribal King 13 hp, sacred

XV. Niefelheim - Sons of Winter

Statistics	
Nation	Niefelheim
Era	Early Age
Nation number	17
Gem income	4 W, 2 D
Capital Site(s)	Niefelheim

Overview	
Race	Cold resistant, needs lots of supplies, prefers Cold scale +3
Military	Niefel Giants, giant infantry
Magic	Water, Blood, Death, Nature, Astral, some Air
Priests	Average
Dominion	Spreads cold

Niefelheim is a frozen realm and the home of the Niefel Giants, descendants of the Rimtursar. Giants are immune to the cold and dislike hot lands. Their mages are versatile and powerful sorcerers.

Niefelheim in the Early Ages

Niefelheim, the Land of Eternal Frost, was once the home of the frost giants. The Rimtursar, ancient giants who possessed godlike powers, were the undisputed rulers of the world. The giants of Jotunheim are the descendants of the Rimtursar. From the cold glaciers in Niefelheim, frost giants have emerged anew. These Niefel Giants are not nearly as

powerful as their ancestors, but they are stronger by far than the giants of later ages. Giants are immensely strong and resilient, but their size makes them easy targets. They are born in the cold and do not suffer from cold climates. Niefelheim is ruled by several Jarls who rarely join forces. Gygjas, old and wicked hags, serve the Niefel giants with sorcerous advice. The people of Niefelheim prefer to live in very cold provinces. The icy winds of Niefelheim cause the cold climate to expand beyond the Dominion of the Pretender God.

Nation

Units

Name	Gold	HP	Morale	Move
Jotun Militia	20	30	10	2 / 15
Jotun Spearman	30	30	12	2 / 15
Jotun Javelinist	30	30	12	2 / 15
Jotun Hurler	30	30	12	2 / 14
Jotun Huskarl	35	30	13	2 / 15
Jotun Huskarl	35	30	13	2 / 15
Jotun Hirdman	40	33	13	2 / 15

Commanders

Name	Gold	HP	Morale	Move
Jotun Skratti	250	32	12	2 / 16
Gygja	250	38	12	2 / 14
Jotun Scout	50	32	13	2 / 15
Jotun Jarl	130	35	14	2 / 16
Jotun Gode	200	32	13	2 / 16
Jotun Herse	60	32	13	2 / 16

Spells

Spell	School	Paths
Pack of Wolves	Conjuration 3	N2
Illwinter	Blood 6	B5 W3

XVI. Oceania - Triton Kings

Statistics		Oceania is an underwater realm of tritons and mermen. Tritons are unable to leave the sea, but mermen can shed their tails and walk on dry land. Both races have mages, but only the merman mages can leave the sea and their magical power becomes severely reduced when they do. The legendary Bishop Fishes lead the Cult.
Nation	Oceania	
Era	Early Age	
Nation number	26	
Gem income	4 W, 2 N	
Capital Site(s)	Palace of Pearls	
Overview		<h3>Oceania in the Early Ages</h3> <p>For ages the oceans have been dominated by the tritons of Oceania. But recently other races have been stirring in the depths and the Triton Kings muster their forces to meet the new threat. Oceania is a nation of tritons and mermen. Tritons are unable to leave the sea, but mermen can shed their tails and walk on dry land. Both races have mages, but only the merman mages can leave the sea, although their magical power is reduced when they do. The legendary Bishop Fishes are powerful priests and lead the sacred Triton Knights who are mounted on magical Hippocampi steeds.</p>
Race	Underwater	
Military	Aquatic tritons and amphibious mermen. Light infantry, medium infantry, sacred, aquatic knights	
Magic	Water, Nature, some Fire, Air and Earth. Mages weaker on dry land.	
Priests	Powerful, underwater only	

Nation

Units

Name	Gold	HP	Morale	Move
Merman	10	10	10	1 / 22
Wave Warrior	13	10	12	1 / 22
Oceanian Triton	10	15	11	1 / 20
Oceanian Soldier	10	15	11	1 / 20
Knight of the Deep	85	16	15	1 / 30
Turtle Warrior	11	10	11	1 / 22
Amber Clan Guard	12	16	12	1 / 22

Commanders

Name	Gold	HP	Morale	Move
Bishop Fish	120	17	9	1 / 10
Merman Scout	25	12	10	1 / 22
Wave Lord	45	12	13	1 / 22
Triton Prince	125	17	16	1 / 30
Oceanian Captain	30	16	11	1 / 20
Turtle Chief	40	12	13	1 / 22
Mermage	175	10	11	1 / 20
Amber Clan Mage	160	14	10	1 / 22
Amber Clan Priest	45	15	12	1 / 22
Merman Priest	65	10	8	1 / 20

Magic

Oceania has access to very powerful water mages out of the capital, and to middling water and nature mages out of all forts. The capital-only mages are notable thugs, as well. Oceania faces significant magic restrictions when working on land.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital		1-2	1-2	4-5				
Forts	1	1	1	3		2		

Research

Amber Clan Mage 6 RP / 160 gold

Thugs

Triton King 45 hp, capital-only, sacred, aquatic, water and air/earth/nature magic.
Triton Prince 17 hp, sacred, aquatic, recuperation

XVII. Pangaea - Age of Revelry

Statistics	
Nation	Pangaea
Era	Early Age
Nation number	11
Gem income	6 N
Capital Site(s)	The Grove of Gaia
Overview	
Race	Forest beings, stealthy troops, troops may heal their battle afflictions
Military	Satyr and minotaur infantry, centaur archers and warriors
Magic	Magical Tunes, Nature, Earth, Blood
Priests	Average

Pangaea is a woodland realm of wild halfmen. Pangaea has stealthy satyrs, flying harpies, strong centaurs, and raging Minotaur warriors. The Panii are powerful mages of Nature and Earth and are able to lure women into the wild.

Pangea in the Early Ages

Pangaea is a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and Minotaurs serve the lords of the Sacred Groves deep in the forests. Expansion by the civilized nations has forced the beasts of Pangaea to arm themselves with man-made weapons. Minotaurs wield

huge battleaxes and centaurs are trained to use spears and longbows. The magic of the Panii lures women into the forests where they turn wild and shed all their clothing. These women are called Maenads and are turned loose to fight humans with their bare hands and teeth.

Nation

Units

Name	Gold	HP	Morale	Move
Centaur	30	20	11	3 / 30
Satyr Sneak	10	12	8	2 / 14
Satyr	10	12	8	2 / 14
Satyr	10	12	8	2 / 14
Minotaur	40	25	13	2 / 15
Harpy	7	7	8	2 / 4
Reveler	14	15	11	2 / 15
Satyr Warrior	13	14	10	2 / 14
Minotaur Warrior	50	27	14	2 / 15
Centaur Warrior	40	20	12	3 / 30

Commanders

Name	Gold	HP	Morale	Move
Centaur Hierophant	90	23	13	3 / 30
Dryad	110	11	10	2 / 15
Black Harpy	20	8	10	2 / 4
Minotaur Lord	65	29	15	2 / 15
Pan	350	27	16	2 / 15

Spells

Spell	School	Paths
Tune of Fear	Enchantment 0	N1
Tune of Growth	Enchantment 0	N1
Tune of Dancing Death	Enchantment 0	N1
Carriion Centaur	Enchantment 1	N1 D1
Quick Roots	Enchantment 1	H1
Carriion Lady	Enchantment 4	N1 D1
Regrowth	Enchantment 4	H2
Carriion Lord	Enchantment 6	N3 D2
Mend the Dead	Enchantment 6	H3
Puppet Mastery	Enchantment 6	H3
Carriion Woods	Enchantment 8	N6 D5
Carriion Growth	Enchantment 8	H4
Monster Boar	Conjuration 5	N3

XVIII.R'lyeh - Time of Aboleths

Statistics	
Nation	R'lyeh
Era	Early Age
Nation number	22
Gem income	2 W, 1 E, 3 S
Capital Site(s)	The Gorge of Ancient Cities
Overview	
Race	Underwater
Military	Atlantean and Oceanian slaves, Aboleths
Magic	Astral, Water, some Earth, Death and Nature
Priests	Average

R'lyeh is an underwater nation. An ancient species of mentally superior beings has enslaved other species' to work for it. R'lyeh has Atlantean and Oceanian troops as well as their own Aboleth units. The Aboleths are powerful Astral and Water mages.

R'lyeh in the Early Ages

In the deep oceans live the strange fishlike beings called Aboleths. These beings are highly intelligent and the oldest Aboleths, called Mind Lords, can enslave lesser beings with the force of their will alone. Using their colossal psychic powers, they have enslaved and bred Mermen and Deep

Ones for many lifetimes, both to perform the daily labours of empire, and to fill the ranks of their armies. In a miles-deep ocean trench, generations of enslaved workers have built more than a score of magnificent cities for their aboleth rulers. In this grand gorge live the most ancient of the Aboleths.

Nation

Units

Name	Gold	HP	Morale	Move
Slave Trooper	9	12	8	2 / 9
Slave Guardian	9	12	8	2 / 9
Lobo Guard	5	13	50	2 / 8
Shambler Thrall	25	24	50	2 / 10
Giboleth	40	21	11	2 / 7
Slave Trooper	9	10	8	1 / 22
Slave Trooper	9	15	8	1 / 20
Slave Guardian	9	10	8	1 / 22
Slave Guardian	9	15	8	1 / 20

Commanders

Name	Gold	HP	Morale	Move
Scout	20	12	10	2 / 10
Polypal Mother	100	30	30	0 / 2
Slave Mage	175	10	8	1 / 20
Aboleth	200	54	12	2 / 6
Slave Prince	60	27	12	2 / 11
Slave Priest	65	10	8	1 / 20

Magic

Early era R'lyeh has access to very powerful astral and water mages, especially in the capital, but these mages cannot leave the water. Amphibious mages have limited skills. Early era R'lyeh does not have access to the national spells of later eras.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital			1-2	4-5	4-5		1-2	
Forts			1	3	3	1	1	

Research

Slave Mage 6 RP / 175 gold

Thugs

Mind Lord 84 hp, capital-only, darkvision, water/astral/earth/death magic, only 2 misc slots

Slave Prince 27 hp, darkvision, amphibious

XIX. Sauromatia - Amazon Queens

Statistics	
Nation	Sauromatia
Era	Early Age
Nation number	4
Gem income	1 W, 3 D, 1 N, 2 B
Capital Site(s)	The Great Cauldron, The Bitter Stream, The Enchanted Isle, Swamps of Pythia
Overview	
Race	Humans
Military	Light and medium cavalry, serpent riders, lizard riders, hydras.
Magic	Death, Nature, Blood, some Astral and Water.
Priests	Weak

Sauromatia is a tribal nation ruled by women. Swift raiders and lancers form the backbone of the armies. Amazon warriors and Androphags are the sacred elites of the Sauromatians. Witch Kings, masters of dark sorcery, rule the Androphag tribe. Hydras from the Pythian Marsh are tamed and used in warfare.

Sauromatia in the Early Ages

Sauromatia is a nation of nomadic warrior tribes ruled by women. Men and women fight side by side and all prominent tribes are ruled by warrior queens. This is a legacy of the Sauromatians merging with the Amazon tribes in times past. The

Amazons leaders were not accepted, because they were not warriors, but they influenced the Sauromatians and women warriors gained power and prestige. Only the tribe of the Androphags has totally rejected the notion of female leadership. The Androphags are ruled by ancient Witch Kings who introduced cannibalism and man-flaying to the Sauromatians. The Androphags also use hydras from the Marshes of Pythia in warfare.

Nation

Units

Name	Gold	HP	Morale	Move
Lancer	20	11	11	3 / 26
Raider	20	11	11	3 / 26
Sauromatian Lancer	25	10	12	3 / 24
Sauromatian Raider	25	10	12	3 / 24
Sauromatian Cataphract	40	10	12	2 / 24
Sauromatian Archer	10	11	11	2 / 12
Sauromatian Amazon	13	10	12	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Scout	20	10	10	2 / 12
Chieftain	60	12	13	3 / 26
Sauromatian Manflayer	80	13	15	3 / 24
Warrior Priestess	110	12	13	3 / 24
Warrior Queen	90	12	14	3 / 24
Spirit Guide	60	9	9	1 / 9
Enarie	150	9	8	1 / 8
Warrior Sorceress	160	12	15	2 / 18
Soothsayer	60	10	10	2 / 12

Spells

Spell	School	Paths
Call Ancestor	Conjuration 1	D1
Wrath of the Ancestors	Conjuration 7	D1
Daughter of Typhon	Conjuration 9	N5 D2

Magic

Like other human nations in the early era, Sauromatia is able to recruit relatively inexpensive, powerful mages. Sauromatia, however, can only recruit the more powerful mages in the capital. Sauromatia has some access to national spells in Conjunction.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital				1-2		2-3	4-5	2-3
Forts				1	1	2	2	1

Research

Soothsayer 3 RP / 60 gold, old, fortune teller, 10% are frauds
Spirit Guide 3 RP / 60 gold
Enarie 6 RP / 150 gold
Warrior Sorceress 4 RP / 160 gold, sacred

Thugs

Witch King 15 hp, capital-only, sacred, fear, capital-only magic
Warrior Sorceress 12 hp, sacred, national magic

XX. T'ien Ch'i - Spring and Autumn

Statistics	
Nation	T'ien Ch'i
Era	Early Age
Nation number	5
Gem income	1 F, 2 W, 2 S, 1 D
Capital Site(s)	The Bamboo Grove, The Gate of Spring and Autumn
Overview	
Race	Humans
Military	Versatile and well-equipped with large shields and iron armaments. Noble chariots.
Magic	Water, Astral, Air, Fire, Nature, some Earth and Death, Summon Celestial Beings
Priests	Average

T'ien Ch'i is an emerging empire. Masters of the Five Elements and Celestial Masters are versatile mages. The nobles partake personally in battles and their chariots form an important part of the army. Sacred Celestial Beings and the Sacred Warriors of the Five Elements form the elite core of the armies.

T'ien Ch'i in the Early Ages

The Celestial Empire has not yet been founded. The magic of The Way permeates the realm and reclusive mages conjure Celestial Beings to do their bidding. Nobles wage war upon each other for honour and glory. A few chosen warriors and mages dedicate their lives to training in the Way of the Five Elements. The

deceased are worshipped and village priests conjure the dead to ask for guidance and aid. It is a time of legends.

Nation

Units

Name	Gold	HP	Morale	Move
Horseman	20	10	10	3 / 24
Footman	10	10	10	2 / 12
Footman	10	10	10	2 / 12
Footman	10	10	10	2 / 12
Archer	10	10	10	2 / 12
Noble	50	12	13	3 / 16
Heavy Footman	10	10	10	1 / 12
Heavy Footman	10	10	10	1 / 12
Medium Footman	10	10	10	1 / 12
Medium Footman	10	10	10	1 / 12

Commanders

Name	Gold	HP	Morale	Move
Scout	20	10	10	2 / 12
Master of the Dead	75	9	10	2 / 8
Master of the Way	100	9	10	2 / 8
Noble Commander	80	12	14	3 / 16

Spells

Spell	School	Paths
Celestial Servant	Conjuration 1	E1 S1
Heavenly Rivers	Conjuration 3	W1 S1
Ambush of Tigers	Conjuration 3	N2
Celestial Hounds	Conjuration 4	A1 S1
Heavenly Fires	Conjuration 5	F1 S1
Call Celestial Soldiers	Conjuration 6	A2 S1
Call Ancestor	Conjuration 1	D1
Wrath of the Ancestors	Conjuration 7	D1
Celestial Chastisement	Evocation 5	S3
Internal Alchemy	Alteration 5	W2 S1
Contact Huli Jing	Conjuration 6	N2

Magic

Early era T'ien Ch'i has powerful, proportionally very inexpensive mages recruitable in the capital, but limited magic available elsewhere. Early era T'ien Ch'i has national spells available in the conjuration school providing additional sacred units.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital	2	2-3	2	3-4	2-3	2		
Forts		1		2	1	1	1	

Research

Master of the Way 4 RP / 100 gold, sacred

Thugs

Noble 12 hp, trample

XXI. Tir na n'Og - Land of the Ever Young

Statistics	
Nation	Tir na n'Og
Era	Early Age
Nation number	13
Gem income	3 A, 1 E, 2 N

Capital Site(s)	Tir Na N'Og, Mag Mor
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Overview	
Race	Tuatha, Sidhe, Fir Bolg, illusions
Military	Fir Bolg infantry, Sidhe infantry, sacred Tuatha warriors
Magic	Spell Songs, Air, Nature, Water, some Earth
Priests	Average

Tir na n'Og is a blessed isle ruled by a magical race known as Tuatha and their Sidhe descendants. Fir Bolg, lesser descendants of the Nemedians, compose much of the population. The Sidhe and Tuatha are able to weave illusions to hide their true appearance.

Tir na n'Og in the Early Ages

Tir na n'Og is a blessed isle surrounded by whispering mists. It is the home of the Tuatha, a highly magical race descended from the Nemedians who once warred with the Fomorian. The Tuatha have made themselves lords and masters over the Fir Bolg, a lesser race

descended from the same Nemedian ancestors. With the aid of the Fir Bolg, the Tuatha attacked the Fomorian giants and almost succeeded where the Nemedians failed, but eventually the Fomorian proved too powerful and the Tuatha were driven back to their blessed isle. The Tuatha and their Sidhe descendants have turned to crafts, poetry and magical arts, but some have chosen the path of war and have become warriors and generals of great renown. The Fir Bolg, inferior to the Tuatha, but still far superior to ordinary men, compose much of the population and serve as farmers and lowly warriors.

Nation

Units

Name	Gold	HP	Morale	Move
Fir Bolg Militia	10	13	9	2 / 13
Sidhe Warrior	25	13	12	2 / 13
Fir Bolg Warrior	13	13	11	2 / 13
Fir Bolg Warrior	13	13	11	2 / 13
Fir Bolg Slinger	11	13	10	2 / 13

Commanders

Name	Gold	HP	Morale	Move
Fir Bolg Champion	45	13	11	2 / 13
Sidhe Champion	140	14	13	2 / 13
Fir Bolg Scout	25	13	11	2 / 13
Sidhe Lord	280	15	14	3 / 26
Bean Sidhe	220	13	10	2 / 13
Baobhan Sidhe	225	13	12	2 / 13

Spells

Spell	School	Paths
Song of Bravery	Enchantment 0	N1
Soothing Song	Enchantment 0	N1
Healing Song	Enchantment 0	N1
Contact Cu Sidhe	Conjuration 3	N2

Magic

Tir na n'Og has access to capital-only powerful mages of air and nature at a moderate premium in relative cost, and to middling mages in all forts. Some spell songs are available but no national summonings.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital		4-5	1-2			3-4		
Forts		2	2	2		2		

Research

Bean Sidhe 6 RP / 220 gold, sacred

Thugs

Ri 15 hp, capital-only, sacred, stealthy, glamour, darkvision, air/nature/earth/water magic
Sidhe Lord 15 hp, sacred, stealthy, glamour, darkvision, air/nature magic

XXII. Ulm - Enigma of Steel

Statistics	
Nation	Ulm
Era	Early Age
Nation number	2
Gem income	3 E, 1 D, 2 N
Capital Site(s)	The Wheel of Pain, Irminsul
Overview	
Race	Barbarians, partial cold resistance, prefers Cold scale +1.
Military	Strong medium infantry, stealthy infantry
Magic	Earth, Nature, Fire, Air, Water, some Death, superior magic item forging
Priests	Weak

Ulm is a nation with a barbarian legacy. They are strong and proud and worship steel and spirits of the wild. The warriors of Ulm are stealthy and well versed in the ways of the wild. The warrior smiths are masters of magical forging.

Ulm in the Early Ages

Ulm is a land of cold mountains and dense forests. These wild lands were settled by proud and fierce barbarians in ages past. Their ancestry has made the inhabitants of the forests stronger and more resilient to the cold climate than ordinary men. Upon becoming men, youngsters are given a single knife and left in the forest at first snowfall. Those who survive the winter are allowed to return to their

family.
The barbarians of Ulm live in small settlements ruled by chieftains and warrior smiths who search for the Enigma of Steel. Steel is a sacred metal and its maker is as well. Smithing has become equivalent of making a sacrifice to the Lord and no other culture has developed such a skill in magical forging.
Horses are rare and those who use them in warfare are held in contempt. Sneak attacks, on the other hand, are common, and many warriors use stealth to engage opponents in hand-to-hand combat.

Nation

Units

Name	Gold	HP	Morale	Move
Axe Warrior	10	13	11	2 / 13
Warrior	10	13	11	2 / 13
Forest Warrior	12	13	12	1 / 13
Mountain Warrior	12	13	12	1 / 13
Iron Warrior	14	14	13	1 / 13
Archer	10	12	11	2 / 13
Warrior Maiden	12	12	12	2 / 13
Steel Maiden	14	12	13	2 / 13
Shield Maiden	13	12	13	2 / 13

Commanders

Name	Gold	HP	Morale	Move
Scout	20	10	10	2 / 12
Warrior Chief	40	16	14	2 / 13
Warrior Smith	170	13	13	2 / 13
Shaman	190	13	10	2 / 13

Spells

Spell	School	Paths
Sloth of Bears	Conjuration 3	N2
Pack of Wolves	Conjuration 3	N2

Magic

Early era Ulm has access to mages of middling power in all forts, with somewhat stronger nature mages restricted to the capital. Significantly, early Ulm has mages with both a forge bonus and substantial path diversity. Because of the forge bonus, we note that Warrior Chiefs can be used as thugs.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital						2-3		
Forts	1-2*	1-2*	2-3*	1-2*		1-2	1-2	

* Indicates a path for which forge bonuses are available.

Research

Shaman 4 RP / 190 gold, sacred

Warrior Smith 4 RP / 170 gold, forge bonus and multiple randoms

Thugs

Warrior Chief 16 hp, stealthy, only MR 8

XXIII. Vanheim - Age of Vanir

Statistics	
Nation	Vanheim
Era	Early Age
Nation number	15
Gem income	3 A, 3 E
Capital Site(s)	Vanhalla, The Halls of Andvare
Overview	
Race	Ocean sailing, illusions, prefers Cold scale +1
Military	Vanir
Magic	Air, Earth, Blood, some Fire and Death
Priests	Average, can perform blood sacrifices

Vanheim is a nation ruled by Vanir, ancient enemies of the Jotun giants. Vanir can sail across the oceans and hide themselves with illusions. They mostly use infantry and sacred berserkers. Their Dwarven smiths are powerful Earth mages.

Vanheim in the Early Ages

Vanheim is a land of misty moors and bitter forests inhabited by a tall and innately magical race known as the Vanir. The Vanir are mortal enemies of the giants of Jotunheim and since the beginning of time they have waged a great war upon each other. They are masters of illusions and are able to trick mortals with their

glamour. In halls under the mountains of Vanheim live Dwarves, smiths capable of crafting fabulous items. Vanheim is a land of magic and even the horses are enchanted and exceptionally fast.

Vanir are skilled shipwrights and navigators and can sail the oceans. Lesser beings are not held in high regard and their blood is sacrificed to sate the Awakening God.

Nation

Units

Name	Gold	HP	Morale	Move
Mounted Hirdman	55	13	12	3 / 26
Huskarl	25	13	11	2 / 13
Huskarl	25	13	11	2 / 13
Hirdman	30	13	12	2 / 13
Serf Warrior	8	10	8	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Vanherse	160	14	13	3 / 26
Vanjarl	280	15	14	3 / 26
Van Scout	40	13	12	2 / 13

Magic

Early era Vanheim has moderately powerful mages recruitable in the capital and limited, expensive mages (with significant other advantages) recruitable elsewhere.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital	1-2	4-5	4-5				1-2	2-3
Forts		2						1

Research

Dwarven Smith 6 RP / 180 gold, capital-only
 Vanjarl 5 RP / 250 gold, sacred

Thugs

Vanadrott 15 hp, capital-only, sacred, stealthy, glamour, sailing, air/blood/earth/death magic
 Vanjarl 15 hp, sacred, stealthy, glamour, sailing, air/blood magic

XXIV. Yomi - Oni Kings

Statistics	
Nation	Yomi
Era	Early Age
Nation number	19
Gem income	3 D, 1 F, 1 E, 1 A
Capital Site(s)	Mountain of the Oni Kings
Overview	
Race	Demons
Military	Semi-immortal Oni, Bakemono and human servants. Light infantry, medium infantry
Magic	Death, Fire, Earth, some Air and Nature. Powerful mages, bad at research
Priests	Weak

Yomi is a nation of Oni and their servants. Oni are demons of the mountain wilderness. They are magically powerful and almost immortal, but few in number and rather stupid.

Yomi in the Early Ages

Yomi is a land of inhospitable mountains, steaming, sulphuric pools and sudden volcanic eruptions. At the center of this unforgiving land lies a great cone-shaped mountain at the top of which is an entrance to the Netherworld. From this gate the Oni have come, one by one or in small groups. Oni are demons of the wild: ugly, pot-bellied and mischievous. They are ruled by Oni Kings who occasionally emerge from the

Netherworld to wreak havoc on the land of the living. Oni are almost immortal and must be killed in spirit as well as in body to stay dead.

Nation

Units

Name	Gold	HP	Morale	Move
Ko-Oni	12	9	9	2 / 7
Ao-Oni	20	14	14	2 / 10
Aka-Oni	25	14	14	2 / 10
Oni	40	24	15	2 / 14
Kuro-Oni	50	24	15	2 / 14
Bandit	9	9	10	2 / 12
Bandit	9	9	10	2 / 12
Bakemono-Sho	8	9	8	2 / 10
Bakemono-Sho	8	9	8	2 / 10
Bakemono Archer	8	9	8	2 / 10

Commanders

Name	Gold	HP	Morale	Move
Oni General	150	30	18	2 / 14
Bandit Leader	35	9	10	2 / 12
Demon General	100	11	15	2 / 12
Sorcerer	115	9	8	1 / 9
Hannya	200	18	13	2 / 8
Demon Priest	40	8	8	1 / 8

Spells

Spell	School	Paths
Summon Kappa	Conjuration 1	W1 N1
Summon Karasu Tengu	Conjuration 2	N1 A1
Ambush of Tigers	Conjuration 3	N2
Summon Konoha Tengu	Conjuration 3	A1 E1
Ghost General	Conjuration 4	D3
Contact Dai Tengu	Conjuration 5	A2 E1
Contact Nushi	Conjuration 5	W2 N1
End of Culture	Thaumaturgy 6	F2
End of Weakness	Alteration 6	E2
Summon Shikome	Conjuration 4	D2
Summon Gozu Mezu	Conjuration 6	D3

Magic

Yomi has access both to powerful, recruitable, sacred thugs and to reasonably-priced human mages to serve as researchers, making it something of a hybrid between a giant nation and a more conventional human nation.

Access to magic paths								
	Fire	Air	Earth	Water	Astral	Nature	Death	Blood
Capital	3-4	2-3	3-4				4-5	
Forts	2	1	2			1	2	

Research

Sorcerer 5 RP / 115 gold, old

Hannya 7 RP / 200 gold

Thugs

Dai Oni 50 hp, capital-only, demon, sacred, fear, fr 50, pr 50, leaves a ghost, fire/earth/death/air magic

Oni General 30 hp, demon, sacred, fr 50, pr 50, death/fire/earth magic