

War Of Ascension Through The Eras

Part Three - The Late Age

I.	Abysia - Blood of Humans	3
II.	Agartha - Ktonian Dead	5
III.	Bogarus - Age of Heroes	8
IV.	Arcoscephale - Sibylline Guidance	11
V.	Atlantis - Frozen Sea	13
VI.	Caelum - Return of the Raptors	15
VII.	C'tis - Desert Tombs.....	17
VIII.	Ermor - Ashen Empire.....	19
IX.	Gath - Last of the Giants.....	21
X.	Man - Towers of Chelms	23
XI.	Marignon - Conquerors of the Sea.....	25
XII.	Mictlan - Blood and Rain	27
XIII.	Midgård - Age of Men.....	29
XIV.	Pangaea - New Era.....	31
XV.	Patala - Reign of the Nagas.....	33
XVI.	Ulm - Black Forest.....	36
XVII.	Pythium - Serpent Cult	39
XVIII.	R'lyeh - Dreamlands.....	41
XIX.	T'ien Ch'i - Barbarian Kings	43
XX.	Utgård - Well of Urd.....	45
XXI.	Jomon - Human Daimyos	47

I. Abysia - Blood of Humans

Statistics	
Nation	Abysia
Era	Late Age
Nation number	58
Gem income	4 F
Capital Site(s)	Temple of the Everburning Pyre, Temple Sanguine, The Smouldercone

Overview	
Race	Humanbred Abysians. Fire resistance, prefers Heat scale +2, wasteland survival
Military	Light and heavy infantry, axe throwers
Magic	Fire, Blood, Astral, some Earth
Priests	Powerful, can perform blood sacrifices

Humanbreds who were multiplying and swarming the kingdom like vermin. Now the heat of the Smouldercone is faltering with the declining number of pure Abysians and magic is seeping from the land. Other sources of magic are needed and the Blood Cult of ancient times is renewed with fervour. Pure-blooded Abysians, now rare, serve as priests and sacred warriors.

Abysians are lava-born humanoids that radiate heat. With the dilution of their blood, humanbreds have become increasingly common and now pure-blooded Abysians are rare and sacred. 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 Late Ages

When the Warlocks began their horrible breeding experiments, they unknowingly spelled the doom of Abysia. But it was not the Demonbreds that posed a threat. The real threat came from the

Nation

Units

Name	Gold	HP	Morale	Move
Abysian Light Infantry	13	12	10	2 / 11
Abysian Light Infantry	13	12	10	2 / 11
Abysian Heavy Infantry	13	12	10	1 / 11
Abysian Heavy Infantry	13	12	10	1 / 11
Abysian Heavy Infantry	13	12	10	1 / 11
Abysian Heavy Infantry	13	12	10	1 / 11
Abysian Axe Thrower	14	12	10	2 / 11
Warbred	30	22	14	1 / 13

Commanders

Name	Gold	HP	Morale	Move
Newt	90	11	10	2 / 11
Abysian Commander	35	14	12	2 / 11
Sanguine Acolyte	100	11	10	2 / 11
Sanguine Anathemant	180	14	13	2 / 9
Slayer Newt	60	12	13	1 / 12
Slayer Worm	100	17	14	2 / 13
Anathemant Salamander	170	14	13	2 / 9

Spells

Spell	School	Paths
Contact Scorpion Man	Conjuration 8	E1 F1
Inner Furnace	Enchantment 5	F3
Summon Abysian Ancestors	Conjuration 2	D1 F1
Reawaken Fossil	Enchantment 5	E2 D1

II. Agartha - Ktonian Dead

Statistics	
Nation	Agartha
Era	Late Age
Nation number	57
Capital Site(s)	Tombs of the Oracles, Mines of the Pale Ones

Overview	
Race	Humans with limited darkvision.
Military	Light and heavy infantry, steel crossbows, cave drake knights.
Magic	Earth, Death, Fire, some Astral
Priests	Average

Agartha is a cavern realm of humans who worship and consult the remains of the older race of Pale Ones. Cave drakes are tamed and used as mounts for their knights. Ktonian necromancers skilled in Death and Earth magic reanimate the dead so they can continue to assist the realm.

Agartha in the Late Ages

In dark caverns under the Roots of the Earth a strange race of one-eyed humanoids once evolved. Untouched by the sun they became known to

humans as the Pale Ones. When humans first met these pale giants, it was in war. With the destruction of the false god of the Pale Ones, peace was established and humans moved down into the caverns of Agartha. Here they found fabulous riches and ancient secrets. The humans replaced the Pale Ones and now all Agarthans are pale-skinned humans with large eyes. Everything left by the Ancients became subject to worship in Agartha. At first, statues of the Ancients were adored and animated by the Golem Crafters, but most of the statues were destroyed during the great war and new forms of worship have evolved. The mummified remains of the now-extinct Pale Ones are worshipped and reanimated by necromancer-priests. While the mummies of Pale Ones are sacred, the human dead are not treated with the same respect. Used for menial tasks and warfare, the dead of Agartha now walk side by side with the living.

Nation

Units

Name	Gold	HP	Morale	Move
Entrance Guard	18	14	14	1 / 12
Agarthan Heavy Infantry	10	10	10	1 / 12
Agarthan Infantry	10	10	10	1 / 12
Blindfighter	30	14	14	1 / 12
Agarthan Light Infantry	10	10	10	2 / 12
Agarthan Sapper	20	10	10	2 / 12
Cave Knight	100	13	14	1 / 7
Agarthan Light Crossbowman	10	10	10	2 / 12
Agarthan Crossbowman	10	10	10	2 / 12
Agarthan Heavy Crossbowman	10	10	10	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Ktonian Necromancer	250	10	11	1 / 10
Attendant of the Dead	100	10	9	2 / 10
Servant of the Oracles	140	10	12	1 / 10
Blindlord	80	16	15	1 / 12
Cave Captain	30	12	12	2 / 12
Gate Lord	50	14	14	1 / 12
Agarthan Scout	20	10	10	2 / 12
Drake Lord	120	13	14	1 / 7

Spells

Spell	School	Paths
Summon Umbral	Conjuration 5	D1 E1
Iron Corpse Reanimation	Enchantment 3	E1 D1
Reanimate Ancestor	Enchantment 3	E2 D2
Flame Corpse Construction	Enchantment 5	F1 D1
Ktonian Legion	Enchantment 6	E2 D2
Awaken Cavern Wight	Conjuration 3	D1 E1
Awaken Sepulchral	Conjuration 4	D2 E1
Awaken Tomb Oracle	Conjuration 5	D3 E2
Hall of the Dead	Conjuration 8	D5 E1
Iron Marionettes	Alteration 5	E3

III. Bogarus - Age of Heroes

Statistics	
Nation	Bogarus
Era	Late Age
Nation number	71
Gem income	2 S, 1 A, 1 F
Capital Site(s)	Grand Cathedral, Hall of Elders
Overview	
Race	Humans with partial cold resistance, prefers Cold scale +2
Military	Heavy cavalry, mounted archers, infantry
Magic	Fire, Astral, Blood, some Air and Death, Summonable beings of earlier eras
Priests	Powerful

Bogarus is a nation of humans that have replaced the Vanir as rulers of a cold and inhospitable land. From mighty cities, princes and religious leaders carve an empire out of the frozen lands. Mages of various traditions ply their trade sponsored by the princes. In villages across the land fanatic cults of flagellants have formed.

Bogarus in the Late Ages

Bogarus is a land of harsh winters and short summers. When the Vanir claimed the cold and bitter land of the north they named it Vanarus and carved a kingdom out of the frozen land. Now humans have replaced the last of the Vanjarls and the kingdom

is now guided by Eparchs and Exarchs. Mighty cities under the rule of warring princes have united under a few Grand Princes and a reformed faith. Bogatyrs of heroic stature and prowess, defenders and champions of the faith, occasionally emerge to lead and protect the people from the wicked.

The Grand Princes use infantry as well as elite cavalry forces. Mages of various traditions ply their trade in the palaces of the Grand Princes. The people of Bogarus prefer a cold climate.

Nation

Units

Name	Gold	HP	Morale	Move
Khlyst	10	9	15	2 / 12
Grid Druzhina	30	11	11	3 / 22
Malaia Druzhina	50	13	13	3 / 20
Styag	50	10	13	3 / 23
Black Hood	25	10	10	3 / 24
Peshtsi City Guard	11	10	11	1 / 12
Peshtsi Axeman	10	10	10	1 / 12
Peshtsi Spearman	10	10	10	2 / 12
Voi Spearman	8	10	8	1 / 12
Voi Axeman	8	10	8	1 / 12
Voi Archer	8	10	8	1 / 12

Commanders

Name	Gold	HP	Morale	Move
Scout	20	10	10	2 / 12
Veliki Knyaz	130	16	15	3 / 24
Knyaz	60	14	13	3 / 24
Voivode	30	12	11	2 / 12
Fivefold Angel	180	8	18	2 / 12
Skopets	80	9	16	2 / 12
Alchemist	200	10	9	2 / 12
Kalendologist	120	10	9	2 / 12
Occultist	110	10	9	2 / 12
Astrapelagist	130	10	9	2 / 12
Master of Names	160	10	9	2 / 12
Exarch	75	9	8	2 / 10

Spells

Spell	School	Paths
Summon Simargl	Conjuration 2	A1
Summon Firebird	Conjuration 3	F1 S1
Summon Lady Midday	Conjuration 3	A1 D1
Contact Sirin	Conjuration 3	S2
Send Vodyanoy	Conjuration 4	W2
Summon Rusalka	Conjuration 4	W1 D1
Summon Likho	Conjuration 4	D1
Contact Alkonost	Conjuration 4	S2
Summon Zmey	Conjuration 5	F2
Send Bukavac	Conjuration 5	W4
Contact Gamayun	Conjuration 5	S3
Contact Beregina	Conjuration 6	W3 E1
Contact Mountain Vila	Conjuration 7	N4
Contact Cloud Vila	Conjuration 7	A4
Contact Leshiy	Conjuration 8	N6

IV.Arcoscephale - Sibylline Guidance

Statistics	
Nation	Arcoscephale
Era	Late Age
Nation number	49
Gem income	3 S, 1 N
Capital Site(s)	The Sibylline Caves, The Cerulean Tower, Gymnasium
Overview	
Race	Humans
Military	Heavy spear-armed infantry, elephants, ape warriors
Magic	Astral, Nature, Fire, Earth, Water, some Death
Priests	Average, healing
Dominion	Scry (accurate and automatic military reports inside dominion)

Arcoscephale. The infantry and cavalry are still hopelessly archaic, but the awakening of the new God has brought some changes. Some traditions have been abandoned and the cavalry has been improved. Skilled and lightly armed phalangites are starting to replace the heavier hoplites and the cardaces. Although the wise Astrologers who aided past kings were killed or disbanded, a new breed of seeresses called the Sibyls has appeared. The Sibyls offer great help in manoeuvring the once-mighty kingdom to a powerful platform for the Awakening God. Priestesses with great knowledge of healing are trained in ancient temples built during the peak of the Old Kingdom. The priestesses are able to scry upon enemy troops and provinces that are located within the God's Dominion.

An ancient human kingdom led by Astrologers, Arcoscephale mainly uses heavy infantry backed up by strong ape warriors from a distant land and heavily armed war elephants. Both Sibyls and Mystics are powerful Astral mages. The priestesses of Arcoscephale have some skill in Nature magic and can heal wounded soldiers.

Arcoscephale in the Late Ages

Arcoscephale is an old kingdom that once ruled much of the known world. With the fall of the Old Kingdom centuries ago, tradition was the only thing that remained to the population. Mystics and priestesses of the old cult still serve the kings of

Nation

Units

Name	Gold	HP	Morale	Move
Hoplite	11	11	12	1 / 12
Hypaspist	15	11	14	2 / 13
Slinger	7	10	7	1 / 12
Peltast	10	10	10	2 / 12
Phalangite	11	11	12	2 / 12
Agema Companion	40	13	14	2 / 22
Elephant	100	64	9	3 / 18

Commanders

Name	Gold	HP	Morale	Move
Hoplite Commander	40	13	13	2 / 12
Hypaspist Commander	45	13	15	2 / 13
Priestess	110	9	10	2 / 8
Mystic	150	10	10	2 / 10
Scout	20	10	10	2 / 12
Strategos	65	13	15	2 / 13
Phalangite Commander	40	13	13	2 / 12
Agema Commander	90	15	15	2 / 22

Spells

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

V. Atlantis - Frozen Sea

Statistics	
Nation	Atlantis
Era	Late Age
Nation number	66
Gem income	3 W, 1 D
Capital Site(s)	The Coast of Ice and Bones
Overview	
Race	Amphibious, prefers Cold scale +2
Military	Polearms, magical ice armaments, no missile weapons
Magic	Water, Death, some Air and Earth
Priests	Medium

Atlantis is a nation of amphibious beings that have been forced out of the water. They do not use missile troops. They have powerful Water and Death mages.

Atlantis in the Late Ages

With the Second Fall of Atlantis and the demise of the Coral Queens at the hands of R'lyeh, the Atlanteans were forced to retreat from the seas. A few surviving Kings of the Deep entered a pact with a sleeping God at a forsaken coast of ice and bones. The Atlantean Angakut, Shaman Kings, lead the Bone Cult and practice Death magic

previously unheard of in Atlantean history. The Angakut have coerced captured Caelian ice crafters to yield the secrets of their skills and now most of the Atlanteans use arms of enchanted ice. Even their great city is built on interlinked ice floes.

Nation

Units

Name	Gold	HP	Morale	Move
Seal Hunter	10	12	10	2 / 10
Snow Warrior	10	12	10	2 / 10
Snow Warrior	10	12	10	2 / 10
Ice Warrior	13	13	12	2 / 10
Ice Guard	16	15	13	2 / 10
Ice Guard	16	15	13	2 / 10
Mournful	30	20	9	2 / 11

Commanders

Name	Gold	HP	Morale	Move
Tungalik	130	12	10	2 / 10
Tent Owner	25	14	11	2 / 10
Snow Captain	40	14	11	2 / 10
Ice Captain	60	15	13	2 / 10

Spells

Spell	School	Paths
Send Tupilak	Enchantment 5	D3 W1
Summon Monster Fish	Conjuration 6	W3

Notes

All your troops have a lifespan of around 500 years and are relatively young. You can pretty much ignore decay effects on your national troops. Banefire crossbows can provide AOE 3 "resist or die very soon" artillery on short-lived enemies without friendly fire problems.

Burden of Time is a great spell if you're left with one or two equal sized nations of short lived enemies. Their troops will be crippled by old age, while your national troops will be unaffected.

Your troops have cold resistance 50% and darkvision 50%. Cold based spells like falling frost can be used in combat with not much danger. Darkness will also hurt your enemies more than your troops in general.

Definitely take the scale cold 3. The ice armour of your troops becomes better the colder it is.

VI.Caelum - Return of the Raptors

Statistics	
Nation	Caelum
Era	Late Age
Nation number	59
Gem income	1 A, 1 W, 1 E, 1 D
Capital Site(s)	The Citadel of Frozen Crystal, Ravens Vale
Overview	
Race	Flying, cold resistant, prefers Cold scale +1
Military	Flying units, skilled archers, mammoths
Magic	Air, Death, Earth, some Water
Priests	Average

Caelum is a magocracy of slender, winged beings living on the coldest mountaintops. The mages are skilled in Air, Earth and Death magic. They also have Earth smiths capable of producing magic items with very few magic resources. Caelum has very skilled archers and trains mammoths. The nation prefers cold lands.

Caelum in the Late Ages

Caelum is a magocracy of winged humanoids inhabiting the highest mountain peaks. In ancient times, there were three Caelian clans, but when the Harab Seraphs of the Raptor Clan began to study the dark ways, the High Caelians condemned them and civil war broke out. The Raptor Clan was banished and scattered across the world. The Eagle Kings were replaced by the High Seraphs of the Palace of Frozen Crystal. But now a new God is rising and the scattered tribes have gathered. The Raptors returned to Caelum and overthrew the magocracy. Harab Seraphs, the mage-priests of this new and dark faith, have replaced the High Seraphs and black-winged Raptors have become the ruling elite. Now the Raptors have cast their eyes upon other nations. The Harab Seraphs are skilled in Air, Death and Earth magic. Some Seraphs are still alive and craft the magical ice that Caelians use instead of regular metal. The ice tempers with lower temperatures and the heavy ice armor 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 High Caelians live in the coldest mountain peaks and are unaffected by low temperatures. They are thin and light. Spire Horn Caelians are less resistant to cold but have partial resistance to lightning. The Raptor Clan Caelians live on the lower mountain slopes and are of heavier stock. They are not as resistant to the elements as the other Caelians. The Caelians are skilled archers and prefer hit-and-run tactics, even though they do have some heavy troops, such as huge Mammoths.

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
Iceclad	15	9	12	1 / 9
Mammoth	120	72	10	3 / 16
Caelian Infantry	10	9	10	2 / 9
Storm Guard	15	10	11	1 / 9
Raven Guard	17	12	13	2 / 8
Raptorian Warrior	10	11	11	2 / 9
Iron Crow	15	12	12	2 / 9
Raptor	10	11	11	2 / 9

Commanders

Name	Gold	HP	Morale	Move
Storm General	35	11	14	2 / 9
Caelian Scout	20	9	10	2 / 9
Harab Seraph	140	9	12	2 / 8
Iron Crafter	70	9	12	2 / 8
Caretaker	125	9	12	2 / 8

Spells

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

VII. C'tis - Desert Tombs

Statistics	
Nation	C'tis
Era	Late Age
Nation number	60
Gem income	3 D, 1 F
Capital Site(s)	The City of Tombs, Empoisoners Guild
Overview	
Race	Thick hides, cold-blooded, poison resistance, prefers Heat scale +2. Reanimated dead
Military	Infantry, slave warriors, sacred serpents, undead
Magic	Death, Fire, some Nature, Astral and Earth
Priests	Powerful, Undead priests

C'tis is an ancient kingdom of lizardmen. They do not use cavalry or archers. C'tis has powerful priest-kings and Death mages able to reanimate mummified kings of ancient times. The lizards dislike cold provinces.

C'tis in the Late Ages

C'tis is a river valley surrounded by sandy deserts. Once the valley was fertile and great swamps surrounded the great river. Now the deserts spread and the swamps grow fewer and smaller each passing year. The valley is the home of an ancient sacral kingdom of lizardlike humanoids. In ancient times, the High Priests of C'tis mastered the craft of embalming to preserve the remains of their kings. Since the dawn of the kingdom,

tombs have been constructed in the desert to contain the mummified kings and priests. With the awakening of the God, the Sauromancers, great mages of death and rebirth, have re-emerged and taken the place of the Marshmasters. Through studies of ancient lore they have perfected dark rituals that awaken the kings of old to lead the stirring dead as the Lizard Kings lead the kingdom of the living. At the top of the C'tissian society is the Lizard King. The King is the highest priest of C'tis. Under the King are the High Priests and the enigmatic Sauromancers. The lizards are herbivores, but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The C'tissians are somewhat slow in movement, but have thick hides that protect them from cuts and bruises. Both lizard races are cold-blooded and become exhausted very quickly when fighting in cold provinces. They have partial resistance to poisons. The inhabitants of C'tis prefer to live in warm provinces. The Tomb Kings and Tomb Priests are able to reanimate the dead.

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
Sacred Serpent	30	22	14	1 / 8
Falchioneer	13	11	10	2 / 11

Commanders

Name	Gold	HP	Morale	Move
High Priest of C'tis	100	11	11	2 / 9
Lizard Lord	60	14	13	2 / 10
Commander of C'tis	40	13	11	2 / 10
Taskmaster	30	13	11	2 / 10
Lizard King	280	17	14	2 / 11
Hierodule	40	10	9	2 / 9
Sauromancer	240	11	10	2 / 9

Spells

Spell	School	Paths
Revive Grave Consort	Enchantment 0	D1
Revive Tomb Priest	Enchantment 0	D2
Revive Tomb King	Enchantment 0	D3
Protection of the Grave	Divine 0	H1
Power of the Grave	Divine 0	H1
Protection of the Grave	Divine 0	H2
Royal Power	Divine 0	H3
Royal Protection	Divine 0	H3
Power of the Reborn King	Divine 0	H4
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

VIII. Ermor - Ashen Empire

Statistics	
Nation	Ermor
Era	Late Age
Nation number	50
Gem income	15 D
Capital Site(s)	The Unholy Sepulchre
Overview	
Race	Undead. Do not need supplies, can enter water, are unbreakable and can walk day and night.
Military	Undead legionnaires, wailing ladies, unholy knights and hordes of newly dead.
Magic	Death, some Elemental and Astral
Priests	Powerful. Can reanimate the dead.
Dominion	Reanimates the dead. Kills population.

God, a dark and hungry God. The vast power of this Awakening God erased the boundaries between the land of the living and the land of the dead. Ermor is now a cursed land of ashes and darkness where nothing grows. The bones of long-dead inhabitants reassemble to form legions of undead under the leadership of the cursed priests of the old Ermorian cult. Undead legions are now marching forth to reconquer a world once theirs. The Ermorian Dominion reanimates the dead without the aid of unholy priests. It also destroys the land, turning crops and forests into ashes. Population and supplies are reduced.

Ermor was a human empire that was corrupted and fell into darkness. Now Ermor is a land of the dead. Skeletal legions march from the Ashen Empire to conquer the lands of the living.

Ermor in the Late Ages

Ermor was once a great empire that had conquered most of the known world. The realm crumbled as the great mages of the Empire studied dark magic under the Sauromancers of C'tis. Unaware of the dangers of dark sorcery, priests performed unholy rites in the capital city of Eldregate. In one cataclysmic event, Death was let loose. For a long time, Death was held at bay by the Ermorian Death Cult, but it was only a temporary solution. The Cult attracted attention from an earlier

Nation

Spells

Spell	School	Paths
Unholy Command	Divine 0	H1
Unholy Protection	Divine 0	H1
Unholy Blessing	Divine 0	H1
Unholy Power	Divine 0	H1
Anathema	Divine 0	H2
Unholy Protection	Divine 0	H2
Unholy Blessing	Divine 0	H2
Unholy Power	Divine 0	H3
Unholy Blessing	Divine 0	H3
Protection of the Sepulchre	Divine 0	H3
Power of the Sepulchre	Divine 0	H4
Revive Lictor	Conjuration 0	D2
Revive Censor	Conjuration 0	D2
Revive Acolyte	Conjuration 0	D2
Revive Bishop	Conjuration 0	D2
Revive Arch Bishop	Conjuration 0	D3
Revive Spectator	Conjuration 0	D2
Revive Dusk Elder	Conjuration 0	D3
Revive Shadow Tribune	Conjuration 1	D2
Revive Wailing Lady	Conjuration 2	D2
Lictorian Guard	Conjuration 3	D2
Revive Wraith Centurion	Conjuration 5	D3
Lamentation	Conjuration 5	D3
Revive Wraith Senator	Conjuration 6	D4
Revive Wraith Consul	Conjuration 7	D5
Great Lamentation	Conjuration 7	D5
Soul Gate	Conjuration 8	D9
Lictorian Legion	Conjuration 8	D4
Ermorian Legion	Enchantment 6	D4

IX. Gath - Last of the Giants

Statistics	
Nation	Gath
Era	Late Age
Nation number	65
Gem income	2 S, 1 F, 1 E
Capital Site(s)	Palace of the Sage King, Temple of the Sage King
Overview	
Race	Gittite giants and humans. Prefers Heat scale +1
Military	Gittite infantry, several human tribes with different skills
Magic	Fire, Earth, Astral, Nature, Death.
Priests	Medium with powerful priest at capital, temples cost 800 gold, sacred Gibborite giants, can perform blood sacrifices.

the kingdom, the Gittites are the undisputed rulers of the land. By keeping iron-working from the human population and through a strictly centralized cult focused around bloody sacrifices at the Great Temple, the Gittites have kept control of the land. The Gittites are small compared to the ancient Rephaim, but still large by human standards.

Gath is a nation of human tribes subjugated by the giants of Gath, last of the Rephaim.

Gath in the Late Ages

Gath is a dry land that has only recently recovered from the devastation caused by its earlier inhabitants. For ages the land has been dominated by giants, but under constant pressure from human immigrants and the Abyssian Tide of Fire, the original inhabitants of the land were forced to retreat and watch as city after city was destroyed. Now there is but one city left: Gath, the City of Giants. The Gittites still dominate the surrounding land and have subjugated several human tribes. While the human tribes comprise much of the population of

Nation

Units

Name	Gold	HP	Morale	Move
Levite Zealot	15	11	14	2 / 12
Asherite Soldier	15	11	12	1 / 12
Gadite Swordsman	12	12	11	2 / 12
Zebulunite Soldier	13	10	13	2 / 12
Naphtali Spearman	10	10	10	2 / 12
Reubenite Archer	10	10	8	2 / 12
Benjaminite Slinger	11	10	10	2 / 12
Gittite Soldier	30	24	12	2 / 14
Zebulunite Horn Blower	20	10	13	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Levite Priest	40	9	13	2 / 10
Kohen	150	23	10	2 / 14
Yeddeoni	120	23	10	2 / 14
Iassacharite Scout	25	10	7	2 / 12
Iassacharite Sage	50	9	7	2 / 10
Gittite Commander	60	27	13	2 / 14
Abba	120	23	10	2 / 14
Iassacharite Sibyl	80	9	7	2 / 10

Spells

Spell	School	Paths
Memories of Stone	Enchantment 5	D2 E1
Strange Fire	Evocation 4	S2 F1
Call Malakh	Conjuration 4	S2
Call Hashmal	Conjuration 6	S3 F1
Call Arel	Conjuration 7	S4 N1
Call Ophan	Conjuration 8	S5 F2
Call Merkavah	Conjuration 9	S7 F3
Summon Mazzikim	Conjuration 3	N1
Summon Lilot	Conjuration 5	N4
Summon Se'irim	Blood 3	B2
Summon Shedim	Blood 4	B3 A1

X. Man - Towers of Chelms

Statistics	
Nation	Man
Era	Late Age
Nation number	51
Gem income	2 N, 2 A
Capital Site(s)	The Forest of Avalon

Overview	
Race	Humans
Military	Infantry, longbowmen, crossbow-equipped heavy infantry, knights, Wardens of Avalon
Magic	Air, Earth, Astral, some Fire, rarely Death
Priests	Average

Man is a feudal kingdom of humans who have almost lost the magic of an earlier age. They use knights, skilled longbowmen and crossbowmen. They have mage scholars who are able to study in magically drained lands. The surviving Wardens of Avalon are sacred stealthy troops.

Man in the Late Ages

The kingdom of Man is a feudal kingdom. Their kingdom was established by conquering a race of tall and magically powerful beings known as the Tuatha. When the Tuatha were destroyed, their magic was taken by the Witches of Man. They helped Man to grow in power and influence, but with the great magic came a great Curse and the

Witches dwindled in number and magic left the kingdom. To contain the Curse, the Old Magic was banned and a scholarly order of Magisters replaced the Witches of Avalon and their wild ways. The infantry of Man has evolved since the Age of Avalon and the crossbow is common, but knights and longbowmen still make up a large part of the armies. The Wardens of Avalon have escaped the Curse and are the only remnant of the Old Ways.

Nation

Units

Name	Gold	HP	Morale	Move
Axeman	10	10	10	1 / 12
Longbowman	12	10	10	2 / 12
Spearman	10	10	10	2 / 12
Longspear	10	10	10	1 / 12
Defender	15	13	13	1 / 12
Tower Knight	45	12	14	2 / 20
Tower Guard	13	11	12	1 / 12

Commanders

Name	Gold	HP	Morale	Move
Castellan	30	12	12	2 / 12
Forester	25	10	10	2 / 12
Magister of Theology	40	10	9	2 / 10
Magister	70	10	9	2 / 10
Judge	50	10	12	2 / 10
Magister Arcane	250	10	11	1 / 10
Bishop	75	10	10	2 / 10

Spells

Spell	School	Paths
Summon Black Dogs	Conjuration 2	D2
Summon Barghests	Conjuration 4	D2
Summon Cu Sidhe	Conjuration 3	N2
Summon Bean Sidhe	Conjuration 5	D1

XI. Marignon - Conquerors of the Sea

Statistics	
Nation	Marignon
Era	Late Age
Nation number	53
Gem income	2 S, 1 A, 1 F
Capital Site(s)	Naval Academy, House of Justice
Overview	
Race	Humans, Ocean sailing
Military	Heavy infantry, crossbows, knights
Magic	Fire, Blood, Astral, Air, some Water and Earth
Priests	Powerful, Inquisitors

Marignon is a human kingdom based on religious zeal. Missionaries sail out to spread the word of the True God. Marignon has powerful priests as well as Fire and Blood mages.

Marignon in the Late Ages

With the recapture of the Chalice, the threat of heretics has diminished and with the aid of the Goetic Masters' inexpensive human sacrifices, the Infernal forces can be kept dormant and the Holy Knights of the Chalice are no longer needed. Marignon is slowly turning its interests outwards. Recent developments in shipbuilding

and navigation have allowed priests and nobles of Marignon to expand the influence of God to distant shores. To bring the True Faith to the heathens has become more important than hunting heretics at home. Witch Hunters have been replaced by Navigators and Chartmakers.

Nation

Units

Name	Gold	HP	Morale	Move
Man at Arms	14	11	12	1 / 12
Royal Guard	50	12	14	2 / 23
Flagellant	10	9	15	2 / 12
Crossbowman	10	10	11	2 / 12
Swordsman	10	10	11	1 / 12
Halberdier	10	10	11	1 / 12
Pikeneer	10	10	11	1 / 12

Commanders

Name	Gold	HP	Morale	Move
Inquisitor	110	9	15	2 / 10
High Inquisitor	210	10	16	2 / 10
Scout	20	10	10	2 / 12
Spy	30	10	10	2 / 12
Assassin	60	10	13	2 / 12
Diabolist	80	9	15	2 / 10
Goetic Master	190	8	15	1 / 8
Captain	75	11	12	2 / 12
Chartmaker	70	10	10	2 / 12
Royal Navigator	150	10	11	2 / 12
Missionary	60	9	13	2 / 10

Spells

Spell	School	Paths
Contact Harbinger	Conjuration 6	S4
Angelic Host	Conjuration 7	S5
Heavenly Wrath	Conjuration 7	S3 F1
Heavenly Choir	Conjuration 9	S7 F2
Bind Harlequin	Blood 1	B1
Reascendence	Blood 7	B4 S1
Holy Pyre	Evocation 4	F2

XII. Mictlan - Blood and Rain

Statistics	
Nation	Mictlan
Era	Late Age
Nation number	54
Gem income	1 N, 1 W, 1 S, 1 F, 1 B
Capital Site(s)	Temple of the Land, Temple of the Moon, Temple of the Sun, High Temple of the Rain
Overview	
Race	Humans and Atlanteans, prefers Heat scale +1
Military	Light infantry with slings and javelins, tribal kings can levy slaves. Sacred Atlanteans can enter the sea.
Magic	Water, Blood, Fire, Astral, Nature
Priests	Powerful, can perform blood sacrifices, Dominion does not spread unless blood is sacrificed

Mictlan is an old kingdom overtaken by Atlantean Kings. Their God hungers and must be sated with blood sacrifice. Mictlan has powerful Water and Blood mages and priests, but its infantry uses archaic weapons.

Mictlan in the Late Ages

When Atlantis was destroyed and the Atlanteans scattered, some fled into the deep swamps and jungles of Mictlan. Here they found a people who worshiped the Rain as one aspect of their God. The Atlantean Kings became Kings of Rain and reshaped the faith to their needs. They found the secrets of the ancient Blood Cult and reinstalled the foul practices of ancient times. Then the New God rose, hungry for blood. Now Mictlan is once again expanding its territories to feed the hunger of its

Lord. Isolation has made Mictlan a backward nation and its warriors use archaic weaponry and armour. 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.

Nation

Units

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

XIII. Midgård - Age of Men

Statistics	
Nation	Midgard
Era	Late Age
Nation number	62
Gem income	3 A, 1 E
Capital Site(s)	Vanhalla
Overview	
Race	Ocean sailing, illusions, prefers Cold scale +1
Military	Heavy infantry, skinshifters, berserkers, Vanir
Magic	Air, Astral, Blood, Earth, Death, some Nature
Priests	Average, can perform blood sacrifices

Midgård is a human nation whose religious leaders are the few remaining Vanir. Vanir can sail across the oceans and hide themselves with illusions. They mostly use infantry, but utilize many unique troops, including human berserkers and skinshifters. Their human mages are accomplished at Air and Astral magic.

Midgård in the Late Ages

Once Midgård was called Vanheim, home of the Vanir, but since the coming of man, the Vanir have dwindled in numbers. At first, the Vanir were the undisputed rulers of the land, but the growing human population has taken over the land

and renamed it Midgård. Only a few Vanir survive, but their magic has not yet departed the land. The Vanir are sacred to the human population and the few surviving Vanjarls carry great influence. The humans of Midgård themselves have become altered by the ancient magic of the Vanir and skinshifters are more common than they once were.

Nation

Units

Name	Gold	HP	Morale	Move
Huskarl	10	10	10	2 / 12
Huskarl	10	10	10	2 / 12
Hirdman	12	10	11	1 / 12
Hirdman	12	10	11	1 / 12
Einhere	20	12	13	1 / 13
Skinshifter	20	13	12	2 / 13

Commanders

Name	Gold	HP	Morale	Move
Herse	30	12	11	2 / 12
Scout	20	10	10	2 / 12
Galderman	210	13	12	2 / 10
Völva	120	9	10	1 / 8

Spells

Spell	School	Paths
Pack of Wolves	Conjuration 3	N2

XIV. Pangaea - New Era

Statistics	
Nation	Pangaea
Era	Late Age
Nation number	61
Gem income	3 N, 1 D
Capital Site(s)	The Grove of Gaia, The Carrion Grove
Overview	
Race	Forest beings, stealthy troops, troops may heal their battle afflictions
Military	Infantry composed of minotaurs, centaurs, satyrs and dryads, centaur cataphracts
Magic	Magical Tunes, Nature, Earth, Death, rarely Blood
Priests	Weak

Civilization has finally reached Pangaea and the halfmen have built cities and are using iron armaments. The strong and well-armed Minotaurs and centaurs are formidable warriors, but the priests have dwindled in power.

Pangaea in the Late 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. In ancient times, the woods covered much of the world, but that has changed. Civilization has finally reached the forests of Pangaea. The old ways are giving way to new traditions. Archaic weapons are

replaced by new ones of tempered steel. Ancient cultic practices have all but disappeared and human females once attracted to the wild dances and songs no longer seek the revelry of the Panic tunes.

Nation

Units

Name	Gold	HP	Morale	Move
Satyr Sneak	10	12	8	2 / 14
Satyr	10	12	8	2 / 14
Satyr	10	12	8	2 / 14
Harpy	7	7	8	2 / 4
Satyr Hoplite	13	14	10	1 / 14
Centaur Cataphract	40	20	11	2 / 24
Minotaur Soldier	35	23	14	2 / 15
Grove Guard	50	25	15	1 / 15

Commanders

Name	Gold	HP	Morale	Move
Black Harpy	20	8	10	2 / 4
Cataphract Commander	60	21	12	2 / 24
Minotaur Commander	60	25	16	2 / 15
Keeper of Traditions	90	27	15	2 / 15
Dryad	80	11	10	2 / 15
Pan	330	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
Carrion Centaur	Enchantment 1	N1 D1
Quick Roots	Enchantment 1	H1
Carrion Lady	Enchantment 4	N1 D1
Regrowth	Enchantment 4	H2
Carrion Lord	Enchantment 6	N3 D2
Mend the Dead	Enchantment 6	H3
Puppet Mastery	Enchantment 6	H3
Carrion Woods	Enchantment 8	N6 D5
Carrion Growth	Enchantment 8	H4
Monster Boar	Conjuration 5	N3

XV. Patala - Reign of the Nagas

Statistics	
Nation	Patala
Era	Late Age
Nation number	64
Gem income	1 E, 2 W, 1 S
Capital Site(s)	Patala, The Jeweled City
Overview	
Race	Nagas and apes, prefers Heat scale +2
Military	A multitude of missile weapons, light and medium infantry, sacred naga warriors
Magic	Water, Earth, Nature, Astral
Priests	Average

Patala is a realm of intelligent apes ruled by Nagas, divine serpent beings of the Underworld Realm of Patala.

Patala in the Late Ages

In the dense forests of the Bandar realm, apes of uncanny brightness have emerged. Under the influence of semi-divine beings, the apes evolved intelligence and culture. When the former rulers of Bandar Log returned to their Celestial Realms, the apes were left without leadership and innovation in the nation ground to a halt. A warlike hierarchical society was formed with the large Bandar apes at the top. Later, Nagas arrived from the Nether Realm of Patala,

from where all rivers spring. The Nagas are divine beings of the Underworld and its rivers and are to the apes what the Yakshas had been in ages past. With mesmerizing stares and dancing serpentine bodies, they entranced the Bandar Log and claimed their empire as their own. Patala is a divided society. Small Markatas are at the bottom of the society. Vanara apes of human size are the most common. Large Bandar apes rule most of the society and form the military. Above all are the sacred Nagas and their kings.

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
Vanara Archer	10	10	9	2 / 10
Vanara Chakram Thrower	10	10	9	2 / 10
Vanara Infantry	10	10	9	2 / 10
Vanara Swordsman	13	11	10	2 / 10
Light Bandar Archer	20	18	12	2 / 10
Bandar Archer	20	18	12	2 / 10
Bandar Warrior	20	18	12	2 / 10
Bandar Warrior	20	18	12	2 / 10
Elephant	100	64	9	3 / 18
Light Bandar Warrior	20	18	12	2 / 10

Commanders

Name	Gold	HP	Morale	Move
Markata Scout	20	5	7	2 / 14
Atavi Chieftain	40	12	10	2 / 10
Vanara Captain	45	13	12	2 / 10
Bandar Commander	50	21	14	2 / 10
Guru	160	9	13	1 / 2
Yogi	80	9	7	2 / 10
Brahmin	40	9	7	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
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
Summon Devala	Conjuration 9	S5
Summon Rudra	Conjuration 9	S5

XVI. Ulm - Black Forest

Statistics	
Nation	Ulm
Era	Late Age
Nation number	52
Gem income	2 D, 1 S, 1 N
Capital Site(s)	The Ruined Keep, Black Forest, The Black Temple
Overview	
Race	Stocky humans, production bonus in all castles
Military	Medium infantry, stealthy rangers, knights, ghouls, guardians
Magic	Astral, Blood, some Earth, Death and Nature, rarely Fire.
Priests	Weak

Ulm is a human kingdom destroyed by civil war and a great curse. Hunger for mortal flesh plagues the nobles of the land. An Iron Inquisition controls the kingdom and all magic is banned. Secretive occultists of the Illuminated Order hide in the shadows and manipulate leaders far and close.

Ulm in the Late Ages

After years of civil war, the Iron Kingdom crumbled. During the Night of the Treason a great Malediction was placed upon the kingdom. The forests became dark and hostile. Wolves and creatures even worse stalked the land. Slowly the kingdom recovered, but it was not what it once was. The knightly order was all but

destroyed and the Master Smiths had disappeared. The secrets of blacksteel were forgotten. An order of Black Priests emerged in Ulm. They formed an Iron Cult and forbade the use of magic. Magic outside religion was announced to be sacrilegious and the few surviving Master Smiths were put to the flames. Although magery is forbidden, there are some fortune tellers and members of the Order of the Illuminated Ones who secretly ply their trade in the arcane.

Nation

Units

Name	Gold	HP	Morale	Move
Villain	10	10	8	2 / 12
Pikeneer	10	12	10	1 / 12
Halberdier	10	12	10	1 / 12
Infantry of Ulm	10	12	10	1 / 12
Ranger of Ulm	12	12	10	2 / 12
Zweihaender	14	13	12	1 / 12

Commanders

Name	Gold	HP	Morale	Move
Black Acolyte	45	12	10	2 / 10
Black Priest	170	12	11	2 / 8
Member of the Second Tier	160	10	10	2 / 10
Commander of Ulm	40	12	10	2 / 12
Ranger Captain	45	12	10	2 / 12
Illuminated One	80	10	10	2 / 10

Spells

Spell	School	Paths
Sloth of Bears	Conjuration 3	N2
Pack of Wolves	Conjuration 3	N2
Sanguine Heritage	Blood 0	B3 S3
Tempering the Will	Thaumaturgy 5	E3
Iron Darts	Evocation 3	E1 H1
Iron Blizzard	Evocation 6	E1 H1

Magic

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

* Indicates a path for which forge bonuses are available.

Research

Black Acolyte, H 10%E -> 4 RP / 45 gold, sacred

Black Priest, H2E 100%EFAS -> 4 RP / 170 gold, 15% forge bonus, sacred

Illuminated One, S1 -> 3 RP / 80 gold, spy (stealth 25)

Member of the Second Tier, S2B1 10%FSDB -> 5 RP / 160 gold, spy (stealth 35)

Fortune Teller, S1 100%SBND, -> 4 RP / 90 gold, capital only, cancel bad event (10)

Thug

Hochmeister mounted, Lance, morningstar, Hoof, H1 (can self bless), sacred, capital only, 17 hp, prot 20

Vampire Count (national summon) flying, immortal, life-draining, regen, stealth, undead, 25 hp, prot 0

XVII. Pythium - Serpent Cult

Statistics	
Nation	Pythium
Era	Late Age
Nation number	70
Gem income	3 N, 1 S
Capital Site(s)	The Imperial Capital, Temple of the Spheres, The Sacred Swamp
Overview	
Race	Humans
Military	Heavy Legionnaires, sacred Serpent Cataphracts, Gladiators, sacred Hydras
Magic	Access to weak mages of all paths, with stronger mages of Nature
Priests	Weak, one available priest of average level. Heretical mystics who lower Dominion.

struggled to keep the old Ermorian provinces under their rule. From these provinces came strange cults and foreign beliefs. Just as Ermor was seduced by the C'tissian cults of Death, the Pythians were fascinated by the exotic practices of the lizardmen. With shadows lingering near, the C'tissian cults were particularly seductive. No other people had such knowledge of Death and the dead. The popularity of the Theurgs diminished and the Serpent Cult gradually replaced the old state cult. But the Serpent Cult was not the only foreign cult that got a foothold in the Empire. Heretical mystery cults flourish and threaten to cast the Empire into disorder.

Pythium uses a reformed legionnaire army with frontier soldiers and mobile field troops. The Serpent Cataphracts have received special status and they have become the most respected force in the Empire.

Pythium is a splinter empire that broke free from Ermor when it fell. Pythium uses legionnaires, but also has Serpent Cataphracts and hydras. Since the heyday of the Empire, the Theurgs have lost much of their power. Instead, a multitude of heretical mystery cults flourish.

Pythium in the Late Ages

The Emerald Empire of Pythium was a splinter empire of the great Empire of Ermor. As dark arts were practiced in the heart of the Empire, the stars warned the Theurgs of Pythia to flee the impending doom. They led Pythia away from the falling Empire and formed an imperial theocracy under their wise rule. As Ermor slowly crumbled, the Emerald Empire

Nation

Units

Name	Gold	HP	Morale	Move
Retiarius	8	12	15	2 / 10
Gladiator	8	12	15	2 / 10
Standard	20	10	10	2 / 12
Milite	8	10	8	1 / 12
Limitane	9	10	9	1 / 12
Limitane Primani	12	10	11	1 / 12
Limitane Solaris	15	11	12	1 / 12
Primani Solaris	20	12	13	1 / 12

Commanders

Name	Gold	HP	Morale	Move
Battle Deacon	40	11	12	2 / 12
Scout	20	10	10	2 / 12
Serpent Acolyte	70	10	9	2 / 10
Centurion	30	12	12	2 / 12
Magister Militum	75	13	14	2 / 12
Leo	80	14	14	2 / 12
Heliodromus	110	10	13	2 / 10
Epoptes	90	9	10	2 / 8
Mystes	60	9	10	2 / 8
Renata	110	9	10	2 / 8
Renatus	110	10	10	2 / 8
Reveler	90	10	11	2 / 10

Spells

Spell	School	Paths
Daughter of Typhon	Conjuration 9	N5 D2
Orgy	Blood 1	B1 N1
Call SIRRUSH	Conjuration 5	S1 N1

XVIII.R'lyeh - Dreamlands

Statistics	
Nation	R'lyeh
Era	Late Age
Nation number	67
Gem income	3 S, 2 W
Capital Site(s)	The Sunken City, The Void Gate
Overview	
Race	Underwater
Military	Atlantean and Oceanian slaves, hybrids, Illithids
Magic	Astral, Water, Earth, Death, some Nature
Priests	Average, can summon Void Beings
Dominion effect	Kills population. Creates dreamers, madmen and Void Beings. Makes all non-Void Beings insane.

R'lyeh is an underwater nation. A God dreaming of the Void is awakening and inflicting insanity on this world. The army of R'lyeh consists of madmen, Void Beasts, Atlantean slave troopers, strange hybrids, and Illithids who use mind blasts. The Starspawns of R'lyeh are powerful Astral mages.

R'lyeh in the Late Ages

In ages past, a distant star inhabited by a great race of strange, alien beings was struck with an unimaginable catastrophe. The star fell from the heavens, breaking into tiny shards. One such shard fell through the Spheres and down upon the world. The shard came to rest on the ocean floor and there a remnant of this great race adapted and survived. They

multiplied and enslaved a race of fishlike humanoids by sheer strength of mind and conquered the underwater realms of the world.

In the halls of R'lyeh the Starspawns, the Great Ones who survived the Fall, opened a gate into the Void and unleashed its horrors upon the world. But the Void was not to be controlled even by the Starspawns. The very fabric of the Veil was weakened and madness struck the inhabitants of mighty R'lyeh. Only the most powerful of the Starspawns were able to keep their minds intact. The Empire crumbled as insanity took the leaders and the former slaves and servants of the Empire were able to lift the yoke of R'lyeh.

But now a God is awakening, and it is a God Dreaming of the Void. Mind-defying Dreams of the Sleeping God are plaguing the inhabitants of coastal and underwater cities and with the Dreams come the horrors. Strange, cannibalistic cults worshipping the Void call them from Beyond. The Dreamlands of R'lyeh threaten to destroy the world.

All coastal forts of R'lyeh have a special well where women can submerge themselves in the hope of being impregnated by a Great One. However, most will be taken by Deep Ones instead and the women's offspring will be strange, fishlike humanoids instead of the noble Starchildren they wanted. These half-human hybrids are usually devoted to the cause of putting mankind below the sea and often join the army of R'lyeh free of charge.

Nation

Units

Name	Gold	HP	Morale	Move
Crab Hybrid	35	25	14	2 / 11
Illithid	50	28	10	2 / 8
Slave Trooper	9	12	8	2 / 9
Slave Guardian	9	12	8	2 / 9
Lobo Guard	5	13	50	2 / 8
Illithid Soldier	50	28	10	1 / 9
Meteorite Guard	13	14	12	1 / 9
Shambler Thrall	25	24	50	2 / 10
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
Starspawn	280	26	9	2 / 8
Starspawn	150	30	9	2 / 8
Scout	20	12	10	2 / 10
Star Child	85	14	10	2 / 10
Traitor Prince	60	27	12	2 / 11
Illithid Lord	80	30	12	2 / 9
Slave Mage	175	10	8	1 / 20
Slave Priest	65	10	8	1 / 20

Spells

Spell	School	Paths
Contact Void Spectre	Conjuration 6	S3
Dreams of R'lyeh	Thaumaturgy 6	S4

XIX. T'ien Ch'i - Barbarian Kings

Statistics	
Nation	T'ien Ch'i
Era	Late Age
Nation number	55
Gem income	1 D, 1 E, 1 S, 1 A
Capital Site(s)	The Celestial City, The Heavenly Gate
Overview	
Race	Humans
Military	Cavalry, heavy infantry, archers. Conscription
Magic	Water, Earth, Death, Nature, Air, Astral, Summon Celestial Beings
Priests	Weak

The Celestial Empire is crumbling and the Bureaucracy is all but destroyed. The Imperial Guard is no more and the cavalry of old has been replaced by skilled barbarian horsemen. Ancestral worship is popular once more and the Masters of the Dead are replacing the priests of the Bureaucracy.

T'ien Ch'i in the Late Ages

The Celestial Empire is crumbling. Constant invasions from the barbaric khans have all but destroyed the bureaucracy. The Imperial family has been replaced by Barbarian Kings. The Imperial Guard is no more and the cavalry of old has been replaced

by skilled barbarian horsemen. Ancestral worship is popular once more and the Masters of the Dead are replacing the priests of the Bureaucracy. The conscription policy is still in use, but not as efficient as before.

Nation

Units

Name	Gold	HP	Morale	Move
Footman	10	10	10	2 / 12
Footman	10	10	10	2 / 12
Footman	10	10	10	2 / 12
Archer	10	10	10	2 / 12
Heavy Footman	10	10	10	1 / 12
Heavy Footman	10	10	10	1 / 12
Barbarian Horseman	20	12	11	3 / 24
Barbarian Heavy Horseman	25	12	12	3 / 23
Medium Footman	10	10	10	1 / 12
Medium Footman	10	10	10	1 / 12

Commanders

Name	Gold	HP	Morale	Move
General	80	10	13	3 / 22
Master of the Way	100	9	10	2 / 8
Khan	100	14	13	3 / 22
Ancestor Smith	200	13	15	2 / 12
Spirit Master	200	15	15	2 / 12
Ancestor Guide	200	15	15	2 / 12
Scout	20	10	10	2 / 12
Ceremonial Master	50	9	10	2 / 8

Spells

Spell	School	Paths
Celestial Servant	Conjuration 1	E1 S1
Ambush of Tigers	Conjuration 3	N2
Celestial Hounds	Conjuration 4	A1 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

XX. Utgård - Well of Urd

Statistics	
Nation	Utgard
Era	Late Age
Nation number	63
Gem income	1 D, 2 S, 1 N
Capital Site(s)	Well of Urd
Overview	
Race	Cold resistant, needs lots of supplies, prefers Cold scale +1
Military	Giant infantry, human infantry
Magic	Water, Astral, Death, Blood, Nature
Priests	Average

Utgård is the home of the giants of the north. Jotuns are immune to the cold and dislike hot lands. With their numbers dwindling, the giants have allied with humans. They don't use heavy cavalry or bows. The human Norns are versatile and powerful sorceresses and seeresses.

Utgård in the Late Ages

Utgård is a land of bitter winters and cool summers. It was once Jotunheim, the home of giants. But with the coming of man, their population has dwindled. After man ventured to the icy lands of Jotunheim, the giants of Jotun discovered the humans to be

resourceful allies. With the awakening God, all grudges have been cast aside and men and giants fight side by side. The alliance with the humans has estranged the Gygas and their Vaetti servants, who no longer aid the giants. Instead, human seeresses have become influential. In the heart of Utgård lies the magical Well of Urd where the Norns gather and divine the future of the world. The giants of Utgård are immensely strong and resilient. They are born in the cold and do not suffer from cold climates. The people of Utgård prefer to live in cool provinces.

Nation

Units

Name	Gold	HP	Morale	Move
Jotun Javelinist	30	30	12	2 / 15
Jotun Militia	20	30	10	2 / 15
Jotun Spearman	30	30	12	2 / 15
Jotun Axeman	30	30	12	2 / 15
Jotun Hurler	30	30	12	2 / 14
Huskarl	10	10	10	2 / 12
Huskarl	10	10	10	2 / 12
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 Jarl	130	35	14	2 / 16
Jotun Gode	200	32	13	2 / 16
Seithkona	90	9	9	2 / 10
Scout	20	10	10	2 / 12
Jotun Herse	60	32	13	2 / 16
Jotun Skratti	250	32	12	2 / 16
Jotun Scout	50	32	13	2 / 15
Herse	30	12	11	2 / 12

Spells

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

XXI. Jomon - Human Daimyos

Statistics		Jomon is a feudal nation of human warlords and their samurai warriors. Ninja assassins complement the military forces.
Nation	Jomon	
Era	Late Age	
Nation number	56	
Gem income	1 A, 1 E, 1 N, 1 F	
Capital Site(s)	Temple of the Pure War, Mountain of the Mystics	
Overview		
Race	Humans	
Military	Light infantry, samurai archers, samurai infantry, samurai cavalry, ninja assassins	
Magic	Weak. Astral, Earth, Nature, Fire, Air, Water	
Priests	Average	

The rice fields of Jomon were the first to be attacked by the Bakemono onslaught. After years of slavery and mistreatment, the human inhabitants rebelled as the Bakemono had once rebelled against their Oni masters. One by one the Bakemono tribes were replaced by human Daimyos and their sworn warriors. A strict, feudal warrior society replaced the unorganized rule of the Bakemono Kings. Even war has become ritualized and peasants are left largely in peace. With the coming of the God, the Daimyos have joined forces and look for other realms to conquer.

Nation

Units

Name	Gold	HP	Morale	Move
Ashigaru	8	9	10	2 / 12
Samurai Archer	11	9	11	2 / 12
Samurai	10	9	11	2 / 12
Samurai	10	9	11	2 / 12
O-ban	12	11	13	1 / 12
Go-Hatamoto	14	11	13	1 / 12
Aka-Oni Samurai	15	11	14	2 / 12
Samurai Cavalry	40	11	14	3 / 24

Commanders

Name	Gold	HP	Morale	Move
Gokenin	35	11	13	2 / 12
Mounted Gokenin	60	11	13	3 / 24
Hatamoto	80	12	14	3 / 24
Daimyo	100	11	15	3 / 24
Shugenja	90	9	9	2 / 10
Master Shugenja	160	9	8	1 / 10
Ninja	60	9	14	2 / 12
Kannushi	80	9	8	1 / 10
Onmyo-ji	160	9	8	1 / 10

Spells

Spell	School	Paths
Summon Ko-Oni	Conjuration 1	D1
Summon Kappa	Conjuration 1	W1 N1
Summon Ao-Oni	Conjuration 2	W1 D1
Summon Karasu Tengu	Conjuration 2	N1 A1
Summon Aka-Oni	Conjuration 3	F1 D1
Ambush of Tigers	Conjuration 3	N2
Summon Konoha Tengu	Conjuration 3	A1 E1
Ghost General	Conjuration 4	D3
Summon Oni	Conjuration 4	E1 D1
Contact Dai Tengu	Conjuration 5	A2 E1
Contact Nushi	Conjuration 5	W2 N1
Summon Kuro-Oni	Conjuration 5	D2 F1
Summon Oni General	Conjuration 6	D2 F1
Contact Kitsune	Conjuration 6	N2
Summon Dai Oni	Conjuration 8	D4 F1
Contact Jigami	Conjuration 4	N1
Contact Mori-no-kami	Conjuration 5	N3
Summon Ujigami	Conjuration 5	E1 S1
Contact Kaijin	Conjuration 5	W3
Contact Tatsu	Conjuration 6	E3
Summon Kenzoku	Conjuration 6	S1 E1
Summon Gozu Mezu	Conjuration 6	D3
Contact Yama-no-kami	Conjuration 7	E4
Teaching Sign	Divine 0	H1 N1
Fear-not Sign	Divine 0	H1 A1
Welcome Sign	Divine 0	H1 F1
Earth-touching Sign	Divine 0	H1 E1
Meditation Sign	Divine 0	H1 W1