

War Of Ascension Through The Eras

Part Two - The Middle Age

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I. Abysia - Blood and Fire

Statistics	
Nation	Abysia
Era	Middle Age
Nation number	37
Gem income	5 F
Capital Site(s)	The Smouldercone, Temple of the All-Consuming Flame

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 Middle Ages

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

Abysia is a hot wasteland at the center of which lies a great volcano whose lava-lit caverns are inhabited by magma-born humanoids. Their flesh radiates heat and they are not harmed by flames. Abysians are stronger than humans and prefer heavy armor 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. Abysian Warlocks are very powerful Blood mages and skilled crossbreeders. The Anathemant Priests of the Flame Cult practice blood sacrifice to strengthen the power of the Awakening God. 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
Humanbred	15	12	10	2 / 11
Humanbred	15	12	10	2 / 11

Commanders

Name	Gold	HP	Morale	Move
Anathemant Salamander	160	14	13	2 / 9
Anathemant Dragon	320	13	15	2 / 9
Warlord	60	19	13	2 / 12
Beast Trainer	75	19	13	2 / 13
Slayer	80	17	14	2 / 11

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 middle era, Abysia has some of the most powerful blood and astral mages in the game, but they are available only in limited amounts. Outside of the capital, only fire magic is available. The non-capital-only mages suffer from a relatively low research / gold ratio, and are old. Abysia has some national magic available in conjuration and in enchantment.

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

Research

Anathemant Salamander 4 RP / 160 gold, sacred, old
 Demonbred 6 RP / 260 gold, capital-only, sacred
 Warlock 8 RP / 270 gold, capital-only, old

Thugs

Demonbred 17 hp, capital-only, sacred, darkvision, flying, heat aura, mediocre combat skills, fire/blood magic
 Warlord 19 hp, darkvision, ambidex, heat aura

II. Agartha - Golem Cult

Statistics	
Nation	Agartha
Era	Middle Age
Nation number	36
Gem income	5 E
Capital Site(s)	Halls of the Oracles

Overview	
Race	Humans and Pale Ones. Darkvision. Poor amphibians.
Military	Light and heavy infantry, huge and sacred Ancient Ones.
Magic	Earth, some Fire, Water and Death.
Priests	Powerful

Agartha is a cavern realm of humans and a few remaining Pale Ones. Pale Ones can grow to huge proportions and the old ones are rare and sacred. The Agarthan humans have only limited night vision, whereas the Pale Ones see perfectly in the dark.

Agartha in the Middle 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. When humans first met these pale giants, it was in war. With the destruction of the false god of the Pale Ones, peace was established and humans moved down into the caverns of Agartha. Here they found fabulous riches and ancient secrets. The humans slowly replaced the Pale Ones and now most of Agartha's inhabitants are pale-skinned humans with large eyes. Everything left by the Ancient Ones has become subject to worship by the humans. Ancient statues are enchanted and given life by Golem Crafters, priest-mages of the Agarthan Golem Cult. A few surviving Oracles lead the Cult and keep the memories of past ages alive.

Nation

Units

Name	Gold	HP	Morale	Move
Agarthan Heavy Infantry	10	10	10	1 / 12
Agarthan Infantry	10	10	10	1 / 12
Agarthan Light Infantry	10	10	10	2 / 12
Pale One Soldier	10	18	10	1 / 10

Commanders

Name	Gold	HP	Morale	Move
Cave Captain	30	12	12	2 / 12
Agarthan Scout	20	10	10	2 / 12
Pale One Captain	30	22	12	2 / 10
Earth Reader	90	10	12	1 / 10
Golem Crafter	200	10	12	1 / 10
Attendant of the Oracles	50	10	9	2 / 10

Spells

Spell	School	Paths
Summon Umbral	Conjuration 5	D1 E1
Attentive Statues	Enchantment 3	E2
Enliven Sentinel	Enchantment 4	E2
Enliven Granite Guard	Enchantment 5	E3
Enliven Marble Oracle	Enchantment 6	E3 D1
Awaken Cavern Wight	Conjuration 3	D1 E1

III. Bandar Log - Land of the Apes

Statistics	
Nation	Bandar Log
Era	Middle Age
Nation number	43
Gem income	2 N, 3 S
Capital Site(s)	The Lotus Gardens

Overview	
Race	Apes, prefers Heat scale +2
Military	A multitude of missile weapons, light and medium infantry, elephants, sacred tiger riders
Magic	Astral, Nature, some Water and Earth
Priests	Weak

In the dense forests of the Bandar is a realm of intelligent apes. The exceptionally smart white apes are sacred and blessed with the gift of magic. The apes have a multitude of missile weapons and have trained elephants and tigers to be used in warfare.

Bandar Log in the Middle Ages

In the dense forests of the Bandar realm, apes of uncanny brightness have emerged. Under the influence of semi-divine beings, the apes have evolved intelligence and culture. When the former rulers of Bandar Log returned to their Celestial Realms, the apes were left without leadership. A warlike, hierarchical society was formed with the large Bandar apes at the top. But the influence of the former masters was not forgotten and the blessed white apes that were gifted with higher intelligence and magical powers were able to keep their influence and power. Bandar Log is a divided society. Small Markatas are at the bottom of the society. Vanara apes of human size are the most common. Large Bandar apes rule most of the society and form the military. Sacred white apes are trained as sages, priests and holy warriors.

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
Royal Swordsman	28	20	13	2 / 10
White One	23	11	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
Bandar Noble	75	23	15	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 Nagas	Conjuration 3	W2 E1
Summon Apsaras	Conjuration 3	S2
Contact Yaksha	Conjuration 4	N2 E1
Contact Yakshini	Conjuration 4	N2 W1
Contact Nagini	Conjuration 4	W2 E1
Summon Gandharvas	Conjuration 5	S2
Contact Nagaraja	Conjuration 5	W2 E2
Summon Kinnara	Conjuration 6	S3
Contact Nagarishi	Conjuration 6	W3 E3
Summon Siddha	Conjuration 7	S4
Summon Devata	Conjuration 8	S5
Celestial Music	Thaumaturgy 6	S3
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

IV. Arcoscephale - The Old Kingdom

Statistics	
Nation	Arcoscephale
Era	Middle Age
Nation number	27
Gem income	4 S, 1 N
Capital Site(s)	Tower of a Thousand Stars
Overview	
Race	Humans
Military	Heavy spear-armed infantry, elephants, chariots
Magic	Astral, Fire, Earth, Water, some Nature
Priests	Average, healing
Dominion	Scry (accurate and automatic military reports inside dominion)

An ancient human kingdom led by Astrologers, Arcoscephale mainly uses heavy infantry, chariots and war elephants. The Astrologers are powerful Astral mages. Mystics skilled in Astral and Elemental magic give Arcoscephale great magical versatility. The priestesses of Arcoscephale can heal wounded soldiers.

Arcoscephale in the Middle Ages

Arcoscephale is an old kingdom. Although its glory days are long past, the ancient Astrologers who aided past kings in building Arcoscephale into a mighty empire have recently emerged from their centuries-old seclusion, to restore the Old Kingdom

to world domination once more. Priestesses with great knowledge of healing are trained in ancient temples built during the peak of the Old Kingdom. The priestesses are able to scry upon enemy troops and provinces that are located within the God's Dominion. The war machine of ancient Arcoscephale has not changed over the past centuries. Cumbersome plate hauberks and long spears are still used and the cavalry is primitive. Elephants and chariots, unpredictable but devastating, are still popular.

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
Elephant	100	64	9	3 / 18
Cardaces	10	10	10	2 / 12
Chariot	45	10	10	3 / 18
Peltast	10	10	10	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Hoplite Commander	40	13	13	2 / 12
Hypaspist Commander	45	13	15	2 / 13
Mounted Commander	60	11	11	3 / 25
Priestess	110	9	10	2 / 8
Mystic	150	10	10	2 / 10
Scout	20	10	10	2 / 12
Strategos	65	13	15	2 / 13

Spells

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

V. Ashdod - Reign of the Anakim

Statistics	
Nation	Ashdod
Era	Middle Age
Nation number	45
Gem income	2 E, 1 F, 1 S, 1 D
Capital Site(s)	The Twin Cities, Mount Seir
Overview	
Race	Giants
Military	Rephaite giant infantry and human slaves. Prefers Heat scale +2
Magic	Fire, Earth, Astral, Death
Priests	Weak, with one medium priest, sacred Anakite giants

Ashdod is a wasteland inhabited by giants. The giants have degenerated since earlier times and only in the twin cities live the Anakim of pure blood.

Ashdod in the Middle Ages

Ashdod is a dry wasteland inhabited by the Rephaim, giants descended from the Nephilim of primordial times. The Rephaim have degenerated and lost the prodigal powers of their predecessors, but they are still mighty in comparison to other beings. While not as mighty as they once were, there are still a few Rephaim with pure blood. In the twin cities of Ashdod and Ashkelon live

the Anakim, mightiest of the Rephaim, and the Anakite priest-kings. With the disappearance of the Nephilim and the pure-blooded Rephaim, the Nephilim Cult has been replaced by ancestor worship. Malikum, Rephaite kings of old, are worshipped at sacred banquets for the dead. The Kohanim of earlier times have been replaced by the Zamzummim, priest-mages and shepherds of the dead, who fulfil their purpose in life by being devoured at the funerary banquets.

Nation

Units

Name	Gold	HP	Morale	Move
Human Slinger	7	10	8	2 / 12
Human Slave	7	10	8	2 / 12
Edomite	25	21	9	2 / 14
Amorite	45	35	11	2 / 16
Gileadite	45	35	13	2 / 16
Bashanite	55	40	14	2 / 16
Gileadite Archer	45	35	12	1 / 16

Commanders

Name	Gold	HP	Morale	Move
Rephaite Commander	75	45	14	2 / 16
Edomite Scout	35	21	10	2 / 14
Zamzummite	310	35	13	2 / 14
Kohen	70	35	13	2 / 14
Emite	140	35	13	2 / 14
Rephaite Sage	175	35	12	2 / 14

Spells

Spell	School	Paths
Dirge for the Dead	Conjuration 6	D3 H1
Banquet for the Dead	Conjuration 8	D4 H1
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

VI. Atlantis - Kings of the Deep

Statistics	
Nation	Atlantis
Era	Middle Age
Nation number	46
Gem income	5 W
Capital Site(s)	The Coral Towers
Overview	
Race	Amphibious
Military	Coral-armed infantry, shamblers, war lobsters, no missile weapons
Magic	Water, Astral, Fire, Earth
Priests	Powerful

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

Atlantis in the Middle Ages

When the Star fell into the sea the Basalt City and the Dark Crystal were destroyed, the reign of the Basalt Queens was ended and the surviving Atlanteans reformed the kingdom. Atlantis is an underwater nation of strange beings resembling a cross between fish, frog and human. Atlanteans 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 are trained as priests or mages. Because the Atlanteans find it difficult to use magic, they often capture human children and train them in magic in the Coral Towers. The soldiers of Atlantis use spears tipped with living coral shards and wear armor made of coral chunks. The coral is poisonous and is cultivated solely for purposes of war.

Nation

Units

Name	Gold	HP	Morale	Move
Atlantean Light Infantry	10	12	10	1 / 10
Coral Guard	15	14	13	1 / 10
Atlantean Militia	8	12	8	2 / 10
Atlantean Shield Bearer	10	12	10	2 / 10
Shambler	25	22	11	2 / 11
War Shambler	30	22	13	2 / 11
War Lobster	50	13	11	1 / 8
Reef Warrior	12	13	12	1 / 12
Atlantean Infantry	10	12	10	1 / 10
Coral Guard	15	14	13	1 / 10

Commanders

Name	Gold	HP	Morale	Move
Coral Queen	230	31	14	2 / 12
Shambler Chief	45	22	11	2 / 11
King of the Deep	290	27	13	2 / 12
Scout	20	12	10	2 / 10
Consort	80	27	15	1 / 11

Spells

Spell	School	Paths
Summon Monster Fish	Conjuration 6	W3

VII. Caelum - Reign of the Seraphim

Statistics	
Nation	Caelum
Era	Middle Age
Nation number	38
Gem income	3 A, 2 W
Capital Site(s)	The Citadel of Frozen Crystal, Ravens Vale
Overview	
Race	Flying, cold resistant, partially shock resistant, prefers Cold scale +3
Military	Flying units, skilled archers, mammoths
Magic	Air, Water, some Astral and Death
Priests	Average

Caelum is a magocracy of slender, winged beings living on the coldest mountaintops. They are skilled archers and train war mammoths. The heavy infantry of Caelum uses arms and armour of magical ice. Caelian Seraphs are powerful mages of wind and frost. They are cold resistant and dislike warm lands.

Caelum in the Middle 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. The Seraphs are masters of Air magic and craft the magical ice that Caelians use instead of regular metal. The ice tempers with lower temperatures and the heavy ice 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 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

Commanders

Name	Gold	HP	Morale	Move
Caelian Seraph	140	9	11	2 / 8
High Seraph	270	9	12	2 / 8
Seraphine	90	8	13	2 / 8
Storm General	35	11	14	2 / 9
Caelian Scout	20	9	10	2 / 9
Ice Crafter	70	9	12	2 / 8
Spire Horn Seraph	60	9	11	2 / 8

Spells

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

VIII. C'tis - Miasma

Statistics	
Nation	C'tis
Era	Middle Age
Nation number	39
Gem income	2 D, 2 N, 1 W
Capital Site(s)	The Temple Marsh, Empoisoners Guild
Overview	
Race	Thick hides, cold-blooded, poison resistance, prefers Heat scale +2
Military	infantry, slave warriors, sacred serpents
Magic	Death, Nature, Water, some Astral
Priests	Powerful

C'tis is an ancient kingdom of lizardmen. They do not use cavalry or archers, but use poison slingers instead. C'tis has powerful priest-kings. The Dominion of C'tis causes lands to turn into rotting marshlands. The lizards dislike cold provinces.

C'tis in the Middle 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. 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. With the coming of the new God, the swamps of C'tis have begun to spread. Dense rains and oppressive heat turn the land into unhealthy marshlands, thick with the stench of rotting vegetation. Marshmasters have taken the place of the Sauromancers of old and the Swamp Guard has replaced the chariots as elite troops. In this land, the lizards prosper. Within provinces influenced by this Dominion, income is increased by 1 percent per level of Dominion, and the income of enemy provinces is reduced by 5 percent per level of Dominion. Unless cold-blooded, soldiers inside the Dominion will suffer from disease.

Nation

Units

Name	Gold	HP	Morale	Move
Swamp Guard	13	13	10	1 / 10
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

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
Shaman	110	13	13	2 / 10
Lizard King	280	17	14	2 / 11
Hierodule	40	10	9	2 / 9
Marshmaster	220	11	10	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

IX. Eriu - Last of the Tuatha

Statistics	
Nation	Eriu
Era	Middle Age
Nation number	69
Gem income	3 A, 2 N
Capital Site(s)	Mound of Ancient Kings
Overview	
Race	Milesian humans and Fir Bolg ruled by Sidhe and Tuatha, illusions
Military	Milesian infantry, Fir Bolg infantry, sacred Sidhe infantry
Magic	Spell Songs, Air, Nature, Water, some Earth
Priests	Average

Eriu was founded when humans defeated the Tuatha in ages past. Now the Tuatha and their Sidhe descendants re-emerge from their hiding places to lead the humans. The Sidhe and Tuatha are able to weave illusions to hide their true appearance. They are skilled Air and Nature mages.

Eriu in the Middle Ages

When men came to the land of the Tuatha and the Fir Bolg, there was a drawn out battle which ended with the defeat and total withdrawal of the Tuatha. The Land of the Ever Young was forever lost to this world and Avalon was taken by the witches of Man. The Sidhe, descendants of the

Tuatha, retreated into strange twilight realms with entrances hidden in ancient mounds. The land of the Fir Bolg was split by the invading forces: Man and their witches, and the Milesians. The Milesians named their land Eriu. Most of the Eriu population is composed of humans of Milesian ancestry, but a few Fir Bolg still survive in remote villages. With the coming of the new God, the Daoine Sidhe have re-emerged from their magical mounds to lead the Milesians. Eriu is now a nation of humans and Fir Bolg led by the awakening Sidhe.

Nation

Units

Name	Gold	HP	Morale	Move
Milesian Slinger	7	10	7	1 / 12
Milesian Spearman	10	10	10	2 / 12
Milesian Longspear	10	10	10	1 / 12
Milesian Swordsman	10	10	10	1 / 12
Fir Bolg Slinger	11	13	10	2 / 13
Fir Bolg	13	13	11	2 / 13
Fir Bolg	13	13	11	2 / 13

Commanders

Name	Gold	HP	Morale	Move
Sidhe Lord	280	15	14	3 / 26
Sidhe Champion	140	14	13	2 / 13
Milesian Champion	30	12	12	2 / 12
Milesian Monk	30	9	9	2 / 10
Fir Bolg Champion	45	13	11	2 / 13
Milesian Scout	20	10	10	2 / 12

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

X. Ermor - Broken Empire

Statistics	
Nation	Ermor
Era	Middle Age
Nation number	28
Gem income	4 D, 1 S
Capital Site(s)	Temple of the Dead, Temple of the Spheres
Overview	
Race	Men and undead. Undead do not need supplies, can enter water, are unbreakable and can walk day and night.
Military	Human legionnaires and undead hordes of lesser quality
Magic	Astral, Death
Priests	Can reanimate the dead

Ermor was a human empire that was corrupted and fell into darkness. Now Ermor is a land where the dead and the living walk side by side. Ermor uses legionnaires and undead. Their Thaumaturgs are skilled mages of Death and Astral magic. They are also unholy priests capable of reanimating the dead.

Ermor in the Middle 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. Only with extreme sacrifice did the Empire prevail. The Old Ermorian Faith was abandoned and the Death Cult was introduced to hold Death at bay. If the proper ceremonies are not performed, Death will once again walk the land. The Ermorian Thaumaturgs are leaders of the Death Cult and are able to call on the dead to make them fight side by side with the Ermorian legions. The human portion of the Empire's army consists of legionnaires.

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
Velite	10	10	10	2 / 12
Alae Legionnaire	10	10	10	2 / 12
Hastatus	12	10	11	2 / 12
Principe	15	11	12	2 / 12
Triarius	14	11	13	1 / 12
Praetorian Guard	18	10	14	1 / 12
Standard	20	10	10	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Scout	20	10	10	2 / 12
Assassin	60	10	13	2 / 12
Ermorian Cultist	45	10	10	2 / 10
Thaumaturg	130	9	13	2 / 10
Centurion	30	12	12	2 / 12
Legatus Legionis	70	13	14	2 / 12

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
Apostacy	Divine 0	H3
Unholy Power	Divine 0	H3
Unholy Blessing	Divine 0	H3
Protection of the Sepulchre	Divine 0	H3
Power of the Sepulchre	Divine 0	H4

XI. Jotunheim - Iron Woods

Statistics	
Nation	Jotunheim
Era	Middle Age
Nation number	42
Gem income	2 D, 1 S, 2 N
Capital Site(s)	Iron Woods
Overview	
Race	Cold resistant, needs lots of supplies, prefers Cold scale +2
Military	Giant infantry, Vaettir, and Wolf Riders
Magic	Water, Blood, Death, Nature, Astral
Priests	Average

Jotunheim is the home of the giants of the north. Jotuns are immune to the cold and dislike hot lands. Their Vaetti allies use wolf riders, but no heavy cavalry or bows are used. Their mages are versatile and powerful sorcerers.

Jotunheim in the Middle Ages

Jotunheim is a land of bitter winters and cool summers. It is the home of giants and goblins. The giants of Jotun are immensely strong and resilient. They are born in the cold and do not suffer from cold climates. Jotunheim is ruled by several Jarls who rarely join forces. In the heart of Jotunheim lies an ancient Forest of

Iron and Ice. Here live the Gygjas, old wicked hags with great sorcerous skills. They are served by the Vaettir, who are small, wicked goblins of the Jotun woodlands. They rarely venture outside the woodlands, but do join the armies of Jotunheim when the Gygjas bid them to. The people of Jotunheim prefer to live in very cold 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
Wolf Rider	20	8	9	3 / 22
Jotun Hurler	30	30	12	2 / 14
Vaetti	8	8	9	2 / 10
Jotun Huskarl	35	30	13	2 / 15
Jotun Huskarl	35	30	13	2 / 15
Jotun Hirdman	40	33	13	2 / 15
Moose Riders	30	38	9	3 / 24

Commanders

Name	Gold	HP	Morale	Move
Jotun Jarl	130	35	14	2 / 16
Jotun Gode	200	32	13	2 / 16
Chief	50	10	10	3 / 22
Jotun Herse	60	32	13	2 / 16
Jotun Skratti	250	32	12	2 / 16
Jotun Scout	50	32	13	2 / 15
Vaetti Hag	55	7	9	2 / 10

Spells

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

XII. Machaka - Reign of Sorcerors

Statistics	
Nation	Machaka
Era	Middle Age
Nation number	35
Gem income	2 N, 1 F, 2 E
Capital Site(s)	God Forest, God Mountain
Overview	
Race	Humans, prefers Heat scale +2
Military	Heavy infantry, light infantry, spider riders, assassins
Magic	Fire, Earth, Death, Nature
Priests	Average

A human kingdom ruled by priests. Machaka uses great spider mounts and has both light infantry and heavy hoplites. Witch doctors and Black Sorcerers give Machaka a wide range of magical skills. Machakans dislike cold lands.

Machaka in the Middle Ages

Machaka is an old sacral kingdom where the well-being of the land is thought to be dependent on the will of the king. The king is the highest priest of the kingdom, but should he fail in his duties, he is sacrificed and replaced by one of his numerous sons

or brothers. The priests of the kingdom are the true rulers of the land. Religious ceremonies, judicial tasks and the gathering of intelligence are all performed by the Eyes, Ears, and Voices of the Lord. Only warfare is handed over to secular commanders. Machaka uses light infantry, archers and heavy hoplites second only to those of Arcoscephale. In the forests of Machaka, giant spiders are caught and used as mounts. One other area is left untouched by the priests: magic. Simple witch doctors living outside villages grudgingly serve the priests. In the depths of the God Forest lies a lonely mountain filled with caves. Here resides the true power of Machaka - the Black Sorcerers, Sorceresses and their Spider Warriors. Machakans prefer hot lands.

Nation

Units

Name	Gold	HP	Morale	Move
Machaka Militia	7	10	8	2 / 13
Machaka Archer	10	10	8	3 / 13
Machaka Warrior	10	10	10	3 / 13
Machaka Hoplite	12	11	11	1 / 13
Spider Rider	50	10	10	2 / 13
Spider Knight	55	12	11	2 / 12
Machaka Warrior	10	10	10	3 / 13

Commanders

Name	Gold	HP	Morale	Move
Machaka Chief	30	10	11	3 / 13
Machaka Commander	45	12	12	2 / 13
Spider Lord	100	13	12	2 / 12
Witch Doctor	80	10	12	2 / 13
Sorcerer	190	10	12	2 / 13
Ear of the Lord	70	11	12	2 / 13
Eye of the Lord	50	12	12	2 / 13
Voice of the Lord	90	10	12	2 / 13

XIII. Man - Tower of Avalon

Statistics	
Nation	Man
Era	Middle Age
Nation number	30
Gem income	3 N, 2 A
Capital Site(s)	Forest of Avalon, Tower of Avalon
Overview	
Race	Humans
Military	Infantry, longbowmen, knights, special troops of Avalon
Magic	Spell Songs, Nature, Air, some Water and Earth
Priests	Weak

Man is a feudal kingdom of humans. They use knights and skilled longbowmen. They have powerful mages of Nature and Air, but their priests are weak. They have powerful special troops of Avalon.

Man in the Middle 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 greatest treasure was found: the magical forest of Avalon. Hidden deep within was great magic. The Witches of Man entered the forest, learned the old

lore, and helped Man to grow in power and influence. The infantry of Man is limited and lacks heavy troops. Their regular armies most often consist of powerful knights and skilled longbowmen. The Witches train their own special troops: the Wardens and Knights of Avalon. These troops are very skilled and are also magically enchanted by the Witches.

Nation

Units

Name	Gold	HP	Morale	Move
Light Cavalry	25	10	10	3 / 24
Militia	7	10	8	1 / 12
Slinger	7	10	7	1 / 12
Axeman	10	10	10	1 / 12
Knight	50	12	14	2 / 20
Longbowman	12	10	10	2 / 12
Spearman	10	10	10	2 / 12
Longspear	10	10	10	1 / 12
Tower Guard	13	11	11	1 / 12

Commanders

Name	Gold	HP	Morale	Move
Castellan	30	12	12	2 / 12
Forester	25	10	10	2 / 12
Monk	30	9	9	2 / 10
Mother of Avalon	130	9	11	2 / 9
Bard	75	10	10	2 / 12

Spells

Spell	School	Paths
Song of Bravery	Enchantment 0	N1
Soothing Song	Enchantment 0	N1
Healing Song	Enchantment 0	N1
Summon Black Dogs	Conjuration 2	D2
Summon Barghests	Conjuration 4	D2
Summon Cu Sidhe	Conjuration 3	N2

XIV. Marignon - Fiery Justice

Statistics	
Nation	Marignon
Era	Middle Age
Nation number	32
Gem income	4 F, 1 S
Capital Site(s)	The House of Fiery Justice
Overview	
Race	Humans
Military	Heavy infantry, crossbows, knights
Magic	Fire, Astral, some Air and Earth
Priests	Powerful, Inquisitors

Marignon is a human kingdom based on religious zeal. Holy knights and Inquisitors ride out to purge the world of enemy faiths. Marignon has powerful Fire mages and powerful priests.

Marignon in the Middle Ages

Marignon is a feudal theocracy. The Inquisition controls all aspects of the country, including warfare. The feudal lords pay tithes and tax the peasants, but all political decisions

are made solely by the Church. Marignon rose out of the ashes of Ermor and has succeeded in holding the shadow of the fallen empire at bay through religious zeal and austerity. The widespread fanaticism in Marignon has done wonders for its survival thus far. The heavy infantry of Marignon is armed with large weapons such as great swords and halberds. All units carry the bright red-and-orange livery of Marignon. The Inquisitors of Marignon are trained in the House of Fiery Justice together with Witch Hunters. The Witch Hunters are mage-priests who use Astral magic.

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
Friar	40	9	11	2 / 10
Inquisitor	110	9	15	2 / 10
High Inquisitor	210	10	16	2 / 10
Witch Hunter	150	10	14	2 / 10
Initiate	65	10	12	2 / 10
Scout	20	10	10	2 / 12
Spy	30	10	10	2 / 12
Assassin	60	10	13	2 / 12
Paladin	130	15	16	2 / 20

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
Holy Pyre	Evocation 4	F2

XV. Mictlan - Reign of the Lawgiver

Statistics	
Nation	Mictlan
Era	Middle Age
Nation number	33
Gem income	1 N, 1 W, 1 S, 1 A, 1 F
Capital Site(s)	Temple of the Moon, Temple of the Sun, High Temple of the Sky and the Rain, High Temple of the Land
Overview	
Race	Humans, prefers Heat scale +1
Military	Light infantry with slings and javelins, tribal kings can levy slaves
Magic	Fire, Astral, Nature, Water
Priests	Powerful

Mictlan is an old kingdom ruled by priest-kings. Mictlan has powerful priests, but its infantry uses archaic weapons.

Mictlan in the Middle 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. Now a new era has dawned and the isolation is broken with the coming of the Lawgiver. The Blood Cult has been abolished and the priests now follow

the Lawgiver. 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 Lawgiver, namely the Sun and the Moon, the Rain and the Forest.

Nation

Units

Name	Gold	HP	Morale	Move
Warrior	9	10	10	2 / 12
Eagle Warrior	15	12	11	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
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
Sky Priest	70	10	10	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
Contact Tlahuelpuchi	Blood 6	B2
Contact Onaqui	Blood 7	B4
Rain of Jaguars	Blood 8	B6 F2
Summon Jade Serpent	Conjuration 4	W2

XVI. Oceania - Coming of the Capricorns

Statistics	
Nation	Oceania
Era	Middle Age
Nation number	48
Gem income	3 N, 2 W
Capital Site(s)	The Grove of Kelp and Pearls

Overview	
Race	Underwater
Military	Aquatic tritons and amphibious half-men. Light infantry, medium infantry, sacred, amphibious ichtycentaur knights, sirens
Magic	Nature, Water, some Air and Earth. Mages weaker on dry land
Priests	Powerful, underwater only

Oceania is an underwater nation. Tritons are unable to leave the sea, but mermen and ichtysatyr can shed their tails and walk on dry land. The Capricorn is a powerful Nature and Water mage, but loses some of his power if he leaves the sea. Sirens can take birdshape and lure enemies into the sea. The legendary Bishop Fishes lead the Cult.

Oceania in the Middle Ages

Oceania is an underwater realm of tritons and half-men. Since the Atlanteans emerged from the deeps, the tritons have lost their former domains. Many of the pearl cities have been destroyed and royal bloodlines wiped out. Only with the Fall of the Star was the Atlantean

onslaught halted. The Starspawns of the Sunken City enslaved the Atlanteans and consumed their will. During the war between Atlantis and R'lyeh, a new God emerged from the depths and the Triton Kings were able to muster their forces and found allies in the mermen and ichtysatyr of more shallow waters. Now it is time to reclaim the deeps and conquer the world. Wise and powerful Capricorns, mages of the sea and shores, have been given the task of conquering the wild inlands. Sirens, magically skilled mermaids, lure men to watery graves with their beautiful songs.

Nation

Units

Name	Gold	HP	Morale	Move
Ichtysatyr	10	12	8	1 / 24
Ichtysatyr Soldier	11	12	9	1 / 24
Mermidon	20	14	11	1 / 24
Merman	10	10	10	1 / 22
Wave Warrior	13	10	12	1 / 22
Oceanian Triton	10	15	11	1 / 20
Turtle Warrior	11	10	11	1 / 22
Ichtycentaur	40	20	12	1 / 26

Commanders

Name	Gold	HP	Morale	Move
Capricorn	350	37	16	1 / 15
Bishop Fish	120	17	9	1 / 10
Merman Scout	25	12	10	1 / 22
Wave Lord	45	12	13	1 / 22
Siren	140	10	10	1 / 22
Turtle Chief	40	12	13	1 / 22
Mermage	175	10	11	1 / 20
Merman Priest	65	10	8	1 / 20

XVII. Pangaea - Age of Bronze

Statistics	
Nation	Pangaea
Era	Middle Age
Nation number	40
Gem income	5 N
Capital Site(s)	The Grove of Gaia, Hidden Grove
Overview	
Race	Forest beings, stealthy troops, troops may heal their battle afflictions
Military	Satyr and minotaur infantry, centaur cataphracts, warriors and archers
Magic	Magical Tunes, Nature, Earth, Blood, some Death
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.

Pangaea in the Middle 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. Man is no longer beast and animals are no longer wild. The world of the wild is disappearing.

Centaur have developed civilized societies and donned armour. The Panii, guardians of the Groves, have decided that it is time to act to preserve their dwindling habitat.

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
Satyr Hoplite	13	14	10	1 / 14
Centaur Cataphract	40	20	11	2 / 24
Minotaur	40	25	13	2 / 15
War Minotaur	50	25	14	2 / 15
Harpy	7	7	8	2 / 4
Centaur Warrior	40	20	12	3 / 30
Reveler	14	15	11	2 / 15

Commanders

Name	Gold	HP	Morale	Move
Centaur Hierophant	90	23	13	3 / 30
Centaur Commander	60	22	12	2 / 24
Minotaur Lord	65	27	15	2 / 15
Dryad	110	11	10	2 / 15
Pan	350	27	16	2 / 15
Black Harpy	20	8	10	2 / 4

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

XVIII. Shinuyama - Land of the Bakemono

Statistics	
Nation	Shinuyama
Era	Middle Age
Nation number	44
Gem income	2 D, 1 F, 1 E, 1 W
Capital Site(s)	Mount Shinuyama
Overview	
Race	Bakemono
Military	Light infantry, medium infantry, heavy infantry. Kappas able to enter the sea, supernatural commanders
Magic	Death, Fire, Earth, Water, Nature. Many national summons
Priests	Weak

Shinuyama is a nation of Bakemono, ghostly goblins of the wilderness. Some of them have supernatural abilities such as an aura of fear or shapeshifting abilities.

Shinuyama in the Middle Ages

When the entrance to the Netherworld closed, the Oni became fewer and fewer. Their Bakemono slaves and human servants rebelled, and when the last of the Dai Oni died, the realm was taken over by Bakemono Kings. Human smiths were forced to reveal the secrets of metalcraft and the Bakemono have become ready to conquer the lowlands from the humans. The Bakemono still live in a tribal society

ruled by the strongest and most powerful of their kin. The Bakemono are a diverse kind: huge lumbering O-Bakemono, proud Dai-Bakemono, strange shapeshifters and ghostly apparitions all heed the call of the Bakemono Kings and the Awakening God.

Nation

Units

Name	Gold	HP	Morale	Move
Bandit	9	9	10	2 / 12
Bandit	9	9	10	2 / 12
Bakemono-Sho	8	9	8	2 / 10
Bakemono Archer	8	9	8	2 / 10
Bakemono Warrior	10	11	9	2 / 10
Bakemono-Sho	8	9	8	2 / 10
Bakemono-Sho	8	9	8	2 / 10
Bakemono Archer	8	9	8	2 / 10
Dai Bakemono	30	21	13	2 / 14
Dai Bakemono	30	20	12	2 / 14
O-bakemono	40	28	14	2 / 14
Kappa	25	15	12	2 / 10

Commanders

Name	Gold	HP	Morale	Move
Bandit Leader	35	9	10	2 / 12
Bakemono General	100	25	15	2 / 14
Bakemono Sorcerer	300	26	14	2 / 14
Uba	150	9	12	2 / 8
Mujina	100	10	12	2 / 8
Kappa Chief	70	23	12	2 / 10
Shuten-doji	100	18	13	2 / 12
Bakemono Shaman	90	9	9	2 / 10
Bakemono Scout	25	9	8	2 / 10

Spells

Spell	School	Paths
Summon Ko-Oni	Conjuration 1	D1
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
Summon Gozu Mezu	Conjuration 6	D3

XIX. Pythium - Emerald Empire

Statistics	
Nation	Pythium
Era	Middle Age
Nation number	29
Gem income	5 S, 2 A, 1 W
Capital Site(s)	Cathedral of the Spheres, Swamps of Pythia
Overview	
Race	Humans
Military	Legionnaires, Serpent Cataphracts, Gladiators, Hydras
Magic	Astral, Air, Water, some Fire
Priests	Powerful

Pythium is a splinter empire that broke free from Ermor when it fell. Pythium uses legionnaires, but also has Serpent Cataphracts and hydras. The Theurgis of Pythium are powerful priests and Astral mages. Pythium uses Theurgical communion to empower their mages in battles.

Pythium in the Middle Ages

The Emerald Empire of Pythium is a splinter empire of the great Empire of Ermor. As dark arts were practiced in the heart of the Empire, the stars warned the Theurgis of Pythia to flee the impending doom. They led Pythia away from the falling Empire and

formed an imperial theocracy under their wise rule. But this was not enough to save them. As Ermor crumbled, the provinces of Pythium rebelled and broke away from their old masters. The Emperor of Pythium could not reclaim the rebelling lands and the power of the Emerald Empire diminished over the centuries.

The war machine of Pythium is based on the old legionnaire army of Ermor with some minor modifications. During Ermorian times, parts of the Pythian lands were under the sway of the Sauromatian tribes. The Androphags used hydras of the Pythian Marshes in warfare. For a long time hydras were only used in the Pythian arenas, but now the old practice has been adopted along with the usage of serpent mounts.

Nation

Units

Name	Gold	HP	Morale	Move
Serpent Cataphract	60	12	12	2 / 16
Emerald Guard	25	13	14	1 / 12
Retiarius	8	12	15	2 / 10
Gladiator	8	12	15	2 / 10
Slinger	7	10	7	1 / 12
Velite	10	10	10	2 / 12
Alae Legionnaire	10	10	10	2 / 12
Hastatus	12	10	11	2 / 12
Principe	15	11	12	2 / 12
Triarius	14	11	13	1 / 12
Standard	20	10	10	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Serpent Lord	90	15	15	2 / 16
Emerald Lord	80	15	16	2 / 12
Theurg	150	9	13	2 / 10
Theurg Acolyte	90	10	12	2 / 10
Battle Deacon	40	11	12	2 / 12
Scout	20	10	10	2 / 12
Assassin	60	10	13	2 / 12
Theurg Communicant	50	10	12	2 / 10
Centurion	30	12	12	2 / 12
Legatus Legionis	70	13	14	2 / 12

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

XX. R'lyeh - Fallen Star

Statistics	
Nation	R'lyeh
Era	Middle Age
Nation number	47
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

R'lyeh is an underwater nation. An ancient race of mentally superior beings from a fallen star has enslaved a colony of Atlanteans. R'lyeh has Atlantean slave troopers, strange hybrids and Illithids who use mind blasts. The Starspawns of R'lyeh are powerful Astral mages.

R'lyeh in the Middle 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.

R'lyeh, the Sunken City, is a mind-defying place built under the sea with architecture unlike any known to man. In the halls of R'lyeh the Starspawns, the Great Ones who survived the Fall, plan the re-emergence of their Great Race. The Starspawns are powerful mages with great knowledge of distant stars and all members of the Great Race are powerful mindcrafters.

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

XXI. T'ien Ch'I - Imperial Bureaucracy

Statistics	
Nation	T'ien Ch'i
Era	Middle Age
Nation number	34
Gem income	2 S, 1 A, 1 E, 1 W
Capital Site(s)	The Heavenly Gate, The Celestial City
Overview	
Race	Humans
Military	Cavalry, heavy infantry, archers, crossbows. Conscription
Magic	Water, Astral, Air, some Earth and Nature, Summon Celestial Beings
Priests	Average
Dominion	Conscription (defence increases in provinces with Order scale).

T'ien Ch'i is a bureaucratic empire. Versatile mages of The Way of the Five Elements, Celestial Masters and religious ministers serve the Emperor. The cavalry of the Empire is well known and sacred Celestial Beings form the elite core of the armies. Provinces inside Dominion gain local defence for free.

T'ien Ch'i in the Middle Ages

The Celestial Empire of T'ien Ch'i is ancient. Since the founding of the Empire, peace has reigned and a Bureaucracy of great efficiency has evolved. Ministers and officials chosen by skill rather than birth govern the Empire. The Emperor and his family are considered divine, but are not involved in the

administration. The cavalry of T'ien Ch'i is well known and the Bureaucracy has enforced a conscription policy that has been very successful. A magic tradition called The Way is practiced by hermits and scholars in the kingdom. Prominent Masters of the Way come to the Heavenly Gate in the capital to be ordained as Celestial Masters. These mage-priests can summon heavenly beings from the Celestial Sphere to serve the Empire.

Nation

Units

Name	Gold	HP	Morale	Move
Horseman	20	10	10	3 / 24
Heavy Horseman	35	10	11	3 / 23
Imperial Horseman	40	10	12	2 / 22
Footman	10	10	10	2 / 12
Footman	10	10	10	2 / 12
Footman	10	10	10	2 / 12
Archer	10	10	10	2 / 12
Imperial Guard	15	10	13	1 / 12
Imperial Footman	13	10	12	1 / 12
Imperial Archer	13	10	12	1 / 12
Imperial Crossbowman	13	10	12	1 / 12
Imperial City Guard	14	10	13	1 / 12
Ministry Guardsman	12	10	11	2 / 12
Ministry Footman	12	10	11	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Scout	20	10	10	2 / 12
General	80	10	13	3 / 22
Minister of Rituals	100	10	10	2 / 8
Eunuch	25	10	10	2 / 8
Ceremonial Master	50	9	10	2 / 8
Master of the Way	100	9	10	2 / 8
Imperial Consort	40	9	10	2 / 8
Apothecary	50	9	8	2 / 8
Alchemist of the Five Elements	100	9	8	1 / 8
Imperial Geomancer	80	9	8	2 / 8
Minister of Magic	70	9	8	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
Celestial Chastisement	Evocation 5	S3
Thousand Year Ginseng	Construction 5	N1
Internal Alchemy	Alteration 5	W2 S1
Contact Huli Jing	Conjuration 6	N2

XXII. Ulm - Forges of Ulm

Statistics	
Nation	Ulm
Era	Middle Age
Nation number	31
Gem income	5 E
Capital Site(s)	The Keep of Ulm, The Forges of Ulm

Overview	
Race	Stocky humans, production bonus in all castles
Military	Heavy infantry, crossbows, knights, superior armour
Magic	Earth, Fire, rarely Air and Astral. Superior magic item forging. Smiths are not affected by Drain scale
Priests	Weak

Ulm is a human kingdom famous for its steel. They use heavy infantry and heavy knights. Even their crossbowmen use heavy armour. Their smiths, Earth mages of limited skill, are able to forge magic items at reduced cost. The priests of Ulm are weak.

Ulm in the Middle Ages

Ulm is a young kingdom, risen from the Ulmic tribes conquered by the fallen Empire of Ermor. From the ashes of Ermor emerged a new kingdom true to its ancient legacy, the Enigma of Steel. Where Marignon relied on religion to build a kingdom, Ulm relied on steel. The mines of Ulm are famous for their riches and the smiths of Ulm work the iron into the blacksteel armour used by the knights and infantry of Ulm. The people of Ulm are heavily built by human standards. Their infantry use full chain or plate armour made of blacksteel. The feared Black Knights of Ulm are the most heavily armoured troops known to man. The leaders of Ulm have never approved of magic and only the Master Smiths are allowed to use it. The smiths are used to working in conditions that are magically unfavourable and are therefore not adversely affected by provinces that have a strong Drain dominion. The smiths craft armour and weaponry for lords and kings, but the strength of steel is preferred to magic. Even religion is of secondary importance in Ulm.

Nation

Units

Name	Gold	HP	Morale	Move
Infantry of Ulm	10	12	10	1 / 12
Black Plate Infantry	10	12	11	1 / 12
Black Knight	55	15	15	2 / 18
Infantry of Ulm	10	12	10	1 / 12
Black Plate Infantry	10	12	11	1 / 12
Infantry of Ulm	10	12	10	1 / 12
Black Plate Infantry	10	12	11	1 / 12
Infantry of Ulm	10	12	10	1 / 12
Black Plate Infantry	10	12	11	1 / 12
Infantry of Ulm	10	12	10	1 / 12
Black Plate Infantry	10	12	11	1 / 12
Pikeneer	10	12	11	1 / 12
Black Plate Pikeneer	10	12	12	1 / 12
Crossbowman	10	12	10	1 / 12
Sapper	20	12	10	2 / 12

Commanders

Name	Gold	HP	Morale	Move
Black Lord	110	17	16	2 / 18
Commander of Ulm	30	14	12	2 / 12
Commander of Ulm	30	14	12	2 / 12
Commander of Ulm	30	14	12	2 / 12
Commander of Ulm	30	14	12	2 / 12
Master Smith	140	12	13	2 / 12
Spy	30	10	10	2 / 12
Siege Engineer	50	12	10	2 / 12
Black Acolyte	40	12	10	2 / 10

Spells

Spell	School	Paths
Sloth of Bears	Conjuration 3	N2
Tempering the Will	Thaumaturgy 5	E3
Iron Darts	Evocation 3	E1 H1
Iron Blizzard	Evocation 6	E1 H1
Contact Iron Angel	Conjuration 8	E5 S2

XXIII. Vanheim - Arrival of Man

Statistics	
Nation	Vanheim
Era	Middle Age
Nation number	41
Gem income	2 A, 3 E
Capital Site(s)	Vanhalla, The Halls of Andvare

Vanheim is a human 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, but utilize many unique troops, including flying Valkyries, human berserkers and skinshifters. Their Dwarven smiths are powerful Earth mages.

Overview	
Race	Ocean sailing, flying troops, illusions, prefers Cold scale +1
Military	Heavy infantry, skinshifters, Valkyries, Vanir
Magic	Air, Earth, Blood, some Fire and Death
Priests	Average, can perform blood sacrifices

Vanheim in the Middle Ages

Vanheim is a land of misty moors and bitter forests. Humans compose most of the population, but the rulers of the land belong to a tall and innately magical race known as the Vanir. The Vanir once fought the giants of

Jotunheim, but with the coming of man, they have turned their attention elsewhere. Now only a precious few of the Vanir remain and humans are no longer slaves.

Humans compose the basic infantry units of Vanheim. The Vanir have blessed some loyal humans with superior fighting skills and the ability to enter a state of wild rage or wolvern shape. The Vanir are masters of illusion who fight while mounted on exceptionally fast horses. Female Vanir are called Valkyries and have the ability to fly. This ability was a gift from a dead god who used them as messengers of death. During those days, blood was sacrificed. The old ways have not been used in ages, but still the oldest of the Vanir remember how to sate nature with blood. The Vanir are very skilled sailors and can sail the oceans.

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	25	13	12	2 / 13

Commanders

Name	Gold	HP	Morale	Move
Vanherse	160	14	13	3 / 26
Vanjarl	280	15	14	3 / 26
Herse	30	12	11	2 / 12
Scout	20	10	10	2 / 12

Spells

Spell	School	Paths
Pack of Wolves	Conjuration 3	N2